

Art (ART)

Chair Page H. Laughlin

Reynolds Professor in Film Studies Peter Brunette

Charlotte C. Weber Professor of Art David M. Lubin

Harold W. Tribble Professor of Art Margaret S. Smith

Professors Bernadine Barnes, David L. Faber, David Finn, Page H. Laughlin, Harry B. Titus Jr.

Associate Professor John R. Pickel

Assistant Professors Roymieco A. Carter, John J. Curley

Instructor Alix Hitchcock

Visiting Instructor Jessica M. Dandona

Visiting Adjunct Instructor Charles M. Peterson

Lecturers Brian Allen (London), Maria A. Chiari (Venice), Jennifer Gentry, Leigh Ann Hallberg, Beatrice Ottersböck (Vienna), Katie Scott (London),

Adjunct Assistant Professor Bryan Ellis

The department offers courses in the history of art, architecture, printmaking, photography, and film from the ancient through modern periods, and the practice of studio art in six areas: drawing, painting, printmaking, sculpture, photography, and digital art. Opportunities to supplement the regular academic program of the department include study abroad in Wake Forest residential study

centers, changing art exhibitions in the gallery of the Scales Fine Arts Center, a visiting artists program, and internships in local museums and arts organizations. The art department requires a minimum GPA of 2.0 in the major for graduation.

The department offers two majors, art history and studio art, each requiring a minimum of 30 hours. Any student interested in majoring or minoring in art should contact the art department. Students may major in one field and minor in the other by earning a minimum of 39 hours in art, of which at least 24 hours must be in the major field and at least 12 hours in the minor field.

For the art history major, 24 hours are to be in art history and 6 hours in studio art. The required art history courses include ART 103, one course in Ancient, Classical or Medieval art; one course in Renaissance, Baroque, or 18th-century art; one course in modern painting, architecture, photography, or film; ART 394; one art history seminar; two studio art courses; and electives. Art history majors are encouraged to take ART 103 and a course in non-western art. An art history minor requires 12 hours in art history and 3 hours in studio art.

For the studio art major, 24 hours are to be in studio art and 6 hours in art history. The required studio art courses include one introductory course in: ART 111 or drawing; painting or printmaking; photography or digital art and sculpture. For concentration the studio major requires a three course sequence and a two course sequence, each within a different area of study. The remainder of the courses for the major may be fulfilled by courses in any studio area. Studio courses at the 200 level may be repeated once. Studio art majors who are serious about pursuing a career in art are encouraged to take as many art courses as possible in consultation with their advisor. A minor in studio art requires 12 hours in studio art and 3 hours in art history.

A minor in either studio art or art history requires a minimum of 15 hours. Students may major in one field and minor in another by earning a minimum of 39 hours in art, of which at least 24 hours must be in the major field and at least 12 hours in the minor field.

Honors. Qualified students in both the studio and art history areas may ask to participate in the department's honors program. To be graduated with the designation "Honors in Art," students must execute a written project or create a body of work; the results of their efforts must be presented and defended before a committee of department faculty. Interested students should consult any member of the department for additional information concerning the requirements for this program.

Students with a special interest in multimedia development may wish to consider a program of study that combines digital art and computer science. Advisers in either the art or computer science departments can provide further information on coordinating an art major with a computer science minor, or vice versa.

The department accepts only three courses from a non-Wake Forest program for credit toward the major. Of these three courses, only two may be in the same area of concentration as the major. That is, an art history major may take up to two art history courses and one studio course; a studio major may take up to two studio art courses and one art history course at a non-Wake Forest program. All studio courses taken abroad are assigned ART 210.

Students enrolled at Wake Forest may not take courses in studio art or art history at other institutions to satisfy divisional requirements.

Art History

103. History of Western Art. (3h) Introduces the history of the visual arts, focusing on Europe and the U.S. (D)

- 104. Topics in World Art.** (3h) Examines the visual arts in selected world cultures, with discussions of techniques, styles, broader cultural contexts, and confrontations with varying traditions. Topics may include one or more of the following: the arts of China, Japan, India, Pakistan, Bangladesh, Africa, Islamic cultures, or the indigenous cultures of the Americas. (CD, D)
- 105. The History of World Architecture.** (3h) Examines architectural monuments in selected world cultures with discussions of the planning, siting, design, construction, patronage, historical impact, and broader cultural context. (CD, D)
- 199. International Studies in Art.** (3h) Offered by art department faculty in locations outside of the U.S. on specific topics in art history or studio art. *Offered in the summer.* (D)
- 231. American Visual Arts.** (3h) American art and culture from the Colonial period to 1900 in terms of changing aesthetic standards, social, and historical developments. Includes fine arts, folk arts, material culture, and mass media. (D)
- 232. African-American Art.** (3h) African-American art from the 18th century to the present, with attention to the social and historical context of the works and the artist. (CD, D)
- 233. American Architecture.** (3h) Discussion-based course examining American architecture from 1650 to the present. Alternates in fall semester with ART 288. (D)
- 234. English Art, Hogarth to the Present.** (3h) Survey of English painting, sculpture, and architecture in the Georgian, Victorian, and modern periods. Slide lectures, student reports, museum visits, and lectures. Taught by a special lecturer. *Offered in London.* (D)
- 241. Ancient Art.** (3h) Survey of architecture, painting, and sculpture from ca. 3000 BCE through the late Roman period. (D)
- 244. Greek Art.** (3h) Survey of architecture, painting, and sculpture from ca. 800 BCE through the Hellenistic period. (D)
- 245. Roman Art.** (3h) Survey of Etruscan and Roman architecture, painting, and sculpture. (D)
- 252. Romanesque Art.** (3h) Art and architecture from the Carolingian Renaissance through the 12th century. (D)
- 253. The Gothic Cathedral.** (3h) The character and evolution of Gothic cathedrals and the sculpture, stained glass, metalworks, and paintings designed for them. (D)
- 254. Luxury Arts in the Middle Ages.** (3h) Medieval illuminated manuscripts and precious objects made of gold, silver, ivory, enamel, and other luxury materials are the subjects of this course. (D)
- 258. The History of Prints.** (3h) Survey of the technical and stylistic developments in printmaking from the 15th century to the present. Special attention is given to the function of prints in society. Student research focuses on prints in the University Print Collection. (D)
- 259. The History of Photography.** (3h) Historical and critical survey of photography from its invention in 1826 to the present. Special attention to the medium's cultural and artistic reception. (D)
- 260. Classics of World Cinema.** (3h) Selected masterpieces of world film 1930-1965 (two in-class screenings per week). Emphasizes developing skills for viewing, discussing, and writing about motion pictures as visual and dramatic art. (D)

- 261. Topics in Film History.** (3h) Variable topics in film history, including genres, major directors, regional or national cinemas, and historical periods. Course may be repeated if topic is different. (D)
- 266. Art in the Age of Giotto, Dante, and the Plague.** (3h) Developments in Italian painting, sculpture, and architecture in the 14th century with special attention to the new naturalism of Giotto and the effects of the Great Plague of 1348 on the arts. (D)
- 267. Early Italian Renaissance Art.** (3h) The development of art and architecture in Italy in the 15th century. Special attention is given to the works of Donatello, Botticelli, and Leonardo da Vinci. (D)
- 268. High Renaissance and Mannerist Art.** (3h) The development of art and architecture in the 16th century in Rome, Florence, Venice and other cities. Artists studied include Michelangelo, Raphael, and Titian. (D)
- 269. Venetian Renaissance Art.** (3h) Survey of the art of the Venetian Renaissance, with slide lectures and museum visits. *Offered in Venice.* (D)
- 270. Northern Renaissance Art.** (3h) Survey of painting, sculpture, and printmaking in Northern Europe from the mid-14th century through the 16th century. (D)
- 271. Studies in French Art.** (3h) Lectures and field trips in French painting, sculpture, and architecture, concentrating on the 18th and 19th centuries. *Offered in Dijon.* (D)
- 272. Baroque Art.** (3h) Survey of major art, artists, and cultural issues in 17th-century Europe. (D)
- 273. Rococo to Revolution: The Art of 18th-Century Europe.** (3h) Discussion-based study of painting, graphics, sculpture, and architecture in the historical and literary contexts of 18th-century Europe. (D)
- 274. 17th-Century Dutch Painting.** (3h) Survey of art, artists and cultural issues of the Dutch Golden Age. Artists include Rembrandt, Hals, Steen and Vermeer.
- 275. History of Landscape Architecture.** (3h) Survey of garden and landscape design from the Roman period through the 20th century. (D)
- 276. Austrian Art and Architecture.** (3h) Study of the development of Austrian art and architecture and its relationship to European periods and styles. Includes visits to sites and museums. *Offered in Vienna.* (D)
- 281. 19th-Century Art.** (3h) Survey of European and American art from the French Revolution to 1900, emphasizing the major movements from Romanticism to Impressionism and Post-Impressionism. (D)
- 282. Modern Art.** (3h) Survey of European and American art from 1890 to 1945. (D)
- 284. Art Since 1945.** (3h) Survey of European and American art from 1945 to the present. (D)
- 288. Modern Architecture.** (3h) Survey of European and American architecture from 1900 to the present. Alternates in fall semester with ART 233. (D)
- 297. Management in the Visual Arts.** (3h) Provides to both art and business school students the essential skills, pragmatic experiences, and a conceptual framework for understanding the role the visual arts play within the national and international economy. Also listed as BEM 382. P—Junior or senior standing and POI.

331. American Foundations. (3h) Interdisciplinary study of American art, music, literature, and social history with particular reference to the art collection at Reynolda House Museum of American Art. Lectures, discussions and field trips, including a tour of New York City museums. Term project in American art. Also listed as HST 349, HON 393, 394, and MUS 307. *Offered at Reynolda House in summer only.*

351. Women and Art. (3h) Historical examination of the changing image of women in art and the role of women artists.

394. Issues in Art History. (3h) Discussion-based course focusing on critical theory and methods employed by art historians working today as well as by some of the founding figures of the discipline. Intended for art history majors. P—Non-majors, POI.

396. Art History Seminar. (3h) Focused readings, discussion, and research on a topic selected by members of the faculty. P—One course in art history or POI.

- | | |
|----------------------------|-------------------------------------|
| <i>a. Ancient Art</i> | <i>h. Modern Architecture</i> |
| <i>b. Medieval Art</i> | <i>i. American Architecture</i> |
| <i>c. Renaissance Art</i> | <i>j. Art and Popular Culture</i> |
| <i>d. Baroque Art</i> | <i>k. Film</i> |
| <i>e. Modern Art</i> | <i>l. Architecture and Urbanism</i> |
| <i>f. Contemporary Art</i> | <i>m. Museums</i> |
| <i>g. American Art</i> | <i>n. Special Topics</i> |

Studio Art

All studio art courses 200 and above and 110A-G may be repeated. Prerequisites may be waived with permission of instructor.

110. Topics in Studio Art. (3h) Used to designate studio art courses in the Wake Forest summer school. (D) Studio art courses are determined by individual instructors in the following areas:

- | | |
|-----------------------|--------------------------|
| <i>a. Drawing</i> | <i>e. Photography</i> |
| <i>b. Painting</i> | <i>f. Digital Art</i> |
| <i>c. Printmaking</i> | <i>g. Special Topics</i> |
| <i>d. Sculpture</i> | |

111. Introduction to Studio Art Fundamentals. (3h) Students are introduced to basic elements of two-dimensional and three-dimensional fine art through hands-on experimentation and critical thinking. Six class hours per week. (D)

112. Introduction to Painting. (3h) Introduces the fundamentals of the contemporary practice of oil painting. No prior painting experience required, although prior studio art experience is recommended. (D)

113. Digital Art: Digital Techniques in Art-making. (3h) Explores digital techniques that move with, through, outward, and beyond the computer. The imagery produced is a combination of applied hand techniques and computer-based digital techniques. The ebb and flow relationship between material/medium and concept is maintained throughout the art-making experience. (D)

114. Digital Art I: Visual Literacy and Image Making. (3h) Introduces digital art and media as a means of communicating ideas using words and images. Practices the basic principles of art, digital image-making and visual communications. Integrates the exploration of basic physical elements (such

as light, reflection, displacement, and time), computer techniques, and creative processes unique to this discipline. (D)

115. Introduction to Sculpture. (3h) Introduces basic sculptural styles and multimedia with emphasis on contemporary concepts. Prior studio experience is recommended. (D)

117. Introduction to Printmaking. (3h) Introduces one or more of the following areas of printmaking: lithography, intaglio, and silkscreen. (D)

118. Introduction to Drawing. (3h) Drawing fundamentals emphasizing composition, value, line, and form. (D)

119. Introduction to Photography. (3h) Introduces black and white photography with a brief introduction to digital imaging. Technical information serves the goal of understanding contemporary aesthetic and critical issues. Students must provide a manual 35 mm SLR camera. (D)

120. Re/Imaging Berlin. (3h) Students research the history, location and the creation of specific historical documents, such as the photographs from the airlift of 1948 and the film of President Kennedy's (now cliché) "Ich bin ein Berliner" speech. Students travel to these sites on bicycles and re-photograph the areas. Each student creates a body of images to be printed on a desktop inkjet printer for regular critiques. A short "German Language and Culture Survival" course is included. *Offered in summer only in Berlin.* (CD, D)

210. Topics in Studio Art. (3h) Used to designate studio art courses taken at other institutions. Studio art courses are determined by individual instructors in the following areas:

a. *Drawing*

b. *Painting*

c. *Printmaking*

d. *Sculpture*

e. *Photography*

f. *Digital Art*

g. *Special Topics*

211. Intermediate Drawing. (3h) Emphasizes idea development in realistic and abstract styles in drawing and water color media. May be repeated. P—ART 111 or 118 or 218 or POI.

212. Painting II. (3h) Continuation of ART 112 with concentrated emphasis on conceptual development and technical exploration. *Offered in the fall semester only.* P—ART 112.

213. Painting III. (3h) Individualized course of study with emphasis on refining the skills and concepts developed in Painting II. May be repeated. *Offered in fall semester only.* P—ART 212.

214. Digital Art II: Motion Graphics and Animation. (3h) Hands-on studio for interactive design. Focuses on investigating practical and theoretical issues such as new design paradigms, project work flow, information design, interactive navigation, production methodologies, and interactive technologies. Explores basic questions in fine art and interactive design such as "What is beneficial about interactive media?" "What defines experience?" and "What is interactive storytelling?" P—ART 113 or 114.

215. Public Art. (3h) Covers art that is sited in the public realm. Exercises with various sites, materials, and audiences culminate in a public project. *Offered in fall semester, even years.* P—ART 115 or POI.

216. Sculpture Fabrication. (3h) Fabrication of small scale sculpture using wood, fabric, and metal. Projects stress craftsmanship and imagination. *Offered in spring semester, odd years.* P—ART 115 or POI.

217. **Intermediate Printmaking.** (3h) Continuation of ART 117, with emphasis on idea development. May be repeated. P—ART 117.
218. **Figure Drawing.** (3h) Introduction to drawing the nude model using a variety of media and approaches. May be repeated once. P—Any 100 level course or POI.
219. **Darkroom Photography.** (3h) Further exploration of traditional black and white photography, camera techniques, aesthetic, and critical issues to increase the understanding of the contemporary photographic image. Not offered every semester. P—ART 119.
221. **Advanced Drawing.** (3h) Individual study with faculty guidance. May be repeated. P—ART 211.
222. **Advanced Painting.** (3h) Individual study with faculty guidance focusing on developing a body of work for exhibition. Covers various aspects of professional practice including artist statements and proposals, and portfolio development. May be repeated. *Offered in spring semester only.* P—ART 212.
224. **Digital Art III: Navigation and Systems Thinking.** (3h) Explores the potential of the interactive experience as a form of communication. Focuses on navigation and how to maximize transmission of information by consideration and participation of the end users. Considers the complexity of social and cultural understandings relevant to information exchange in digital environments. P—ART 214.
225. **Bodies and Objects.** (3h) Explores the social and psychological ramifications of making objects based on the body through casting and other techniques. *Offered in fall semester, odd years.* P—ART 115 or POI.
226. **Sculpture Installation.** (3h) Exercises to develop an understanding of material, process, and audience as they relate to contemporary sculpture. Major projects for the course are an installation and a design project. *Offered in spring semester, even years.* P—ART 115 or POI.
227. **Advanced Printmaking.** (3h) Individual study with faculty guidance. May be repeated. P—ART 217.
229. **Digital Photography.** (3h) Further exploration of digital photography camera techniques, digital printing, aesthetic, and critical issues to increase the understanding of the contemporary photographic image. Not offered every semester. P—ART 119 or POI.
239. **Videography.** (3h) Exploration of videography, DV camera techniques, digital editing, non-camera animation, aesthetic, and critical issues to increase the understanding of contemporary video art. Not offered every semester. P—ART 119 or POI.
290. **Printmaking Workshop.** (3h) Workshop exploring relief, intaglio, lithography, and monotype techniques. Open to students at any skill level. *Offered in the summer.*
295. **Studio Seminar.** (1.5h, 3h) Offered by members of the faculty or visiting faculty on topics of their choice and related studio activities. P—POI.

Other Art Courses

291. **Individual Study.** (1.5h, 3h) Independent study with faculty guidance. P—POI.
293. **Practicum.** (3h) Internships in local cultural organizations, to be arranged and approved in advance by the art department. Pass/Fail. P—POI.