

ART

Department of Art

Website: <https://www.washburn.edu/academics/college-schools/arts-sciences/departments/art/index.html> (<https://www.washburn.edu/academics/college-schools/arts-sciences/departments/art/>)

Faculty

Associate Professor of Art History Kelly Thor, PhD, Department Chair
 Professor of Art Marguerite Perret, MFA
 Professor of Art Azyz Sharafy, MFA
 Professor of Art Yegiang Wang, MFA
 Associate Professor of Art Michael Hager, MFA
 Associate Professor of Art Danielle Head, MFA
 Associate Professor of Art Kwok-Pong Tso, MFA
 Associate Professor of Art Wonjae Lee, MFA
 Donald B. and Twila Catron Art Education/Public Outreach Lecturer Deena Amont, MFA

Mission

The mission of the Washburn University Department of Art is to provide students with a strong foundation in the visual arts, support their development as artists, designers and art historians, and equip them for post-graduate life. Upon graduation, art and art history majors will be able to draw upon their broad course work, technical knowledge, internship and study abroad opportunities in order to pursue careers and/or further education as knowledgeable global citizens.

The Art Department serves those intending to prepare for professions in art education, graphic design, and the visual arts (BFA degrees) and professions focused on the visual arts, such as museum and curatorial studies, art history, and arts administration (BA degrees). Studio and art history courses are open to anyone with the proper prerequisites. Faculty maintain active professional careers as content for teaching and are exemplars of life-long learning in the visual arts, art history, and museum and curatorial studies.

Department Description

The degree programs in the Art Department are designed to prepare students for a variety of career paths. The BA in Art is a liberal arts degree and may be combined with other degree programs within the College.

The BA in Art History is structured for those interested in pursuing museum and curatorial studies, advanced work in art history, or any field demanding strong skills in research, writing, and critical thinking.

The Bachelor of Fine Arts Degree in Studio Art is designed for the student who intends to follow a career in the visual arts, including but not limited to: graphic design, animation, photography, ceramics, painting, multimedia art, sculpture, printmaking, higher education, and arts administration. BFA graduates are expected to exhibit a high level of technical knowledge and conceptual development and therefore must apply and be admitted to the BFA program, in accordance with Art Department standards. All Studio BFA students prepare a senior exhibition of their artwork as the capstone experience of their degrees.

BFA students in Art Education must meet all competencies and requirements to teach art P-12 in the state of Kansas. The degree requirements are listed separate from the BFA in Studio Art.

Art Department Scholarships

Each year, the Art Department faculty award thousands of dollars in scholarships to incoming, existing, and transferring majors. Students must apply for scholarships each year, regardless of previous award and will be evaluated according to their academic and studio record, depending upon their program.

"Full Ride" Scholarships:

Incoming Freshmen may apply for the highly competitive Barbara L. Buzick Art Scholarship, which provides tuition, textbooks, art supplies, and on-campus room and board. Buzick scholars in good standing may have this scholarship renewed through graduation.

Incoming Freshmen AND transfer students are eligible to apply for the John R. Adams Endowed Art Scholarship Fund. This scholarship also provides tuition, textbooks, art supplies and on-campus or off-campus room and board. Adams Scholars in good standing may have this scholarship renewed through graduation.

Contact the Art Department for more information.

Credit and Time Requirements in the Art Department

For every credit hour awarded for a course, the student is typically expected to complete one hour of class time, online interaction, or direct faculty instruction and a minimum of two additional hours of student work each week for approximately 15 weeks for one semester or the equivalent amount of work over a different amount of time. In studio courses, the amount of class time is usually 6 hours per week, with an additional expectation of at least 3 hours per week of outside class work for a 3-hour course.

Programs

- Art, BA (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/art-ba/>)
- Art History, BA (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/art-history-ba/>)
- Studio Art, BFA (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/bachelor-fine-arts-degree-bfa/>)
- Art Education with Teacher Licensure, BFA (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/art-education-bfa/>)
- Art History, Minor (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/art-history-minor/>)
- Studio Art, Minor (<https://catalog.washburn.edu/undergraduate/college-arts-sciences/art/art-minor/>)

Course Offerings

AR 101 Survey of Art History, Prehistoric to Medieval (3)

A survey of major monuments and movements in the history of art from Paleolithic through Medieval times.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 102 Survey of Art History, Renaissance to Contemporary (3)

Major monuments and movements in Western Art from the Proto-Renaissance through the arts of today.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 103 Introduction to Art (3)

The major principles and ideas of art, with emphasis on different purposes art has served in both Western and non-Western cultures. This course is for non-art majors.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed AY 2024-2025: Inclusion and Belonging
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Global Citizenship, Ethics and Diversity

AR 120 2D Design (3)

An exploration of the fundamentals of visual communication. Students will become familiar with the elements of design and organizational principles. Using traditional and digital media, studio assignments will encourage creative thinking, synthesis and analysis, and problem solving. Prerequisites: none.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Communication

AR 121 3D Design (3)

An expanded investigation of the basic design principles with an emphasis on idea generation and creative translation. Students will learn how to think critically about visual art, problem solve, and consider a broad range of contemporary and historical approaches. Prerequisite: AR 120.

AR 140 Drawing I (3)

Basic principles of drawing and design. This course is fundamental to all studio courses and should be taken in the freshman year.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 141 Drawing II (3)

A continuation of Drawing I. Prerequisite: AR 140 or equivalent.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 219 Introduction to Printmaking (3)

Drawing and cutting upon the blocks (plywood, linoleum, and masonite), assemblage will be explored for form and texture. Initial prints will be considered temporary evidence of how marks or forms work toward a completed work. Prerequisites: AR 120 and AR 140.

AR 220 Photography I (3)

Lecture and studio. History of the development of the Photographic process, equipment and material. Darkroom procedures with an emphasis on composition and design in the black and white print.

AR 222 Video Game Design (3)

This course introduces the making and creating of 2D/3D video games. Students learn to create a fully interactive video game. This hands-on course focuses on design, aesthetics and interactivity of the video game. Prerequisite: CM 101, AR 131, or equivalent computer competency.

AR 223 Graphic Design I (3)

Introduction to graphic design through formal and theoretical context. Focus is on development of technical skills and design concepts for print production. Prerequisite: AR 120.

AR 226 Video Editing: FinalCut Pro (3)

Fundamentals of digital video, including lighting, sound composition and editing are taught with the aim of creating time-based art forms. Aesthetic issues evident in video design and editing structure will be examined through viewing, discussion and critique. Software: FinalCut Pro. Prerequisite: AR 120 or MM 100.

AR 231 Basic Multimedia (3)

Introduction to the use of social media to share creative artwork, including video and animations. This course covers video capture with simple video cameras or smart phones, movie editing, and posting work to the Internet. It will include basic animation, sound and interactivity. Students must provide their own phone or other video capture device. Prerequisite: None.

AR 240 Painting I (3)

Introduction to oil or acrylic painting techniques. Emphasis is placed on color theory and effects. Subject matter includes still life, landscape, figure drawing and abstraction. Prerequisite: AR 141.

AR 260 Ceramics I (3)

Introduction to ceramics as creative media for utilitarian and expressive purposes. Course content includes forming techniques, the nature of clay and glazes, firing principles and ceramic history. Creative Thinking will be practiced and assessed as part of the ceramic process. Prerequisite: None.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 262 Sculpture I (3)

Introduction to modeling, casting, carving, and construction as basic methods of executing 3-dimensional form. Prerequisite: AR 121.

AR 265 Kiln-formed Glass & Mosaics (3)

Applied design work utilizing glass techniques of cutting, grinding, fusing, and slumping.

AR 291 Art Therapy (3)

Practice of Art Therapy as a treatment and diagnostic tool in the psychiatric setting. Visiting lecturers and field experience will be included. Prerequisite: PY 100.

AR 299 Special Topics in Art (1-3)

Special media or content offerings not covered in other art courses. May be repeated with different topics. Prerequisites as specified for each offering.

AR 300 Art Theory Past and Present (3)

This class will examine approaches to art and art history from mimesis to the competing theoretical approaches used today. Methods employed by critics, historians, sociologists, and others will be studied as constructions that reflect the sociopolitical circumstances of their authors and audience. Prerequisite: AR 101 and AR 102.

AR 301 Ancient Art (3)

The arts of the Ancient Near East, Egypt, Aegean, Greece, and Rome.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 303 Medieval/Renaissance Art History (3)

Study of the diverse cultural expressions found in art and architecture from the early Medieval to the Renaissance period. Although Western in focus, non-Western influences and exchange will be considered throughout. Prerequisite: AR 101, AR 102, AR 103 or junior standing

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed AY 2024-2025: Inclusion and Belonging
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Global Citizenship, Ethics and Diversity

AR 306 Development of Modern Art (3)

Survey of the broad trends in art and architecture from 17th - 20th century. Course material will be examined through visual and historical analysis, emphasizing the sociopolitical, religious, and cultural shifts for each period. Prerequisite: AR 101, AR 102 or AR 103; or junior standing

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 307 Twentieth Century Art (3)

Examination of the response of the visual art world to historical, cultural and political changes of the twentieth century. Modernist movements, performance, installation, and the effects of globalism will be considered through visual and historical analysis. Prerequisite: AR 101 or AR 102 or AR 103; or junior standing.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Critical and Creative Thinking

AR 309 Art of Africa (3)

A historical survey of the major arts produced by African cultures.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed AY 2024-2025: Inclusion and Belonging
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Global Citizenship, Ethics and Diversity

AR 310 Art of Asia (3)

A survey of the major traditions of art in Asia from Neolithic times through the 19th century.

Course Attributes:

- Gen Ed AY 2024-2025: Arts and Humanities
- Gen Ed AY 2024-2025: Inclusion and Belonging
- Gen Ed Pre-AY 2024-2025: Creative Performing
- Gen Ed Pre-AY 2024-2025: Humanities
- USLO: Global Citizenship, Ethics and Diversity

AR 311 Art of the Americas (3)

An overview of the visual arts traditions of the ancient and contemporary cultures of the indigenous peoples of North, Central and South America.

AR 312 Research in Art History (3)

Library and Archival research and writing on specific research topics in the History of Art. Prerequisite: Major/minor in Art History or consent.

AR 313 Museum Studies (3)

Study of the history, organization and practices of museums as well as art materials, conservation and archival methods. Prerequisites: AR 101 or AR 102.

AR 315 History Of Photography (3)

History of photography as related to the visual arts, including technical innovations, major photographers and aesthetic philosophies.

Prerequisites: AR 101 or AR 102 or AR 103 or consent.

AR 317 Art Theory in Practice (3)

This course is equal parts art history, theory and studio. Includes exploration of contemporary artists, practices, new audiences and markets with an emphasis on studio experimentation and production. Prerequisites: None

AR 318 Typography (3)

Introduction to the fundamentals of typography and design, including the use of type to solve visual problems. Topics include: anatomy, legibility, hierarchy, and verbal/visual relationships. Prerequisites: AR 223

AR 319 Etching (3)

An exploratory course in etching. Emphasis will be placed on black and white techniques, including intaglio, drypoint, and aquatint. Prerequisite: AR 219.

AR 320 Photography II (3)

Course focuses on developing technical proficiency in photography. Students will work primarily with fiber-based paper. Emphasis is placed upon exploration and expansion of traditional photographic values. Prerequisite: AR 220 or consent.

AR 321 Photoshop Imaging (3)

An intermediate course in creative Photoshop software techniques. Students execute assignments such as photo coloring, restoration and retouching, print design, and collage. Prerequisites: AR 120 and AR 131 and AR 223.

AR 322 Graphic Design II (3)

Advanced graphic design course building on concepts learned in Graphic Design I. Emphasis is on systems of design with a focus on branding, packaging, and information design. Prerequisites: AR 120 and AR 131 and AR 223.

AR 323 Silkscreen (3)

An introductory course in silkscreen printing. Sequential thinking for the production of prints plus application of color theories is investigated. Emphasis will be placed on traditional photographic and inventive applicators of silkscreen techniques for the production of personal images. Prerequisite: AR 219.

AR 324 Lithography (3)

An introductory course for lithography. The printing process of stone and plate lithography is explored with emphasis on imagery and the aesthetics of the fine print. Prerequisites: AR 140, AR 141, AR 219.

AR 325 Photoshop Imaging II (3)

An advanced course in photoshop software techniques focusing on aesthetics and critical issues. Students produce assignments with an emphasis on photo composites for illustration, printing, and fine art. Prerequisite: AR 321.

AR 326 2D & 3D Digital Animation (3)

Through the use of 3D animation software and Adobe Premier, students will create computer graphics and animations. Also includes digital video and sound. Software: Lightwave 3D, Final-Cut Pro. Prerequisite: AR 223.

AR 332 Advanced Photo Techniques I (3)

Course focuses on developing technical proficiency in use of different format cameras and large size printing. Students explore aspects of photography such as cibachrome, Polaroid transfer and emulsion lifts, or mural printing. Prerequisite: AR 220.

AR 333 Digital Painting and Drawing (3)

This course is designed to provide the student with knowledge and skills necessary to create digital paintings and drawings using a range of visual art media related to digital processes, including AR/VR and 3D virtual painting. Emphasis of the course is focused on the student. Prerequisites: AR 120 or AR 140.

AR 336 Video Editing and FX (3)

This course covers video editing techniques using Final Cut Pro, Motion, Soundtrac Pro and Live Type software. The course introduces various aspects of digital editing related to special effect, motion graphics, visual and special effects using text. The course covers the basics of sound, camera and editing for special effects in film, the use of green screen, composite effects and integration of computer graphics to digital film. Prerequisite: AR 131 or MM 210.

AR 340 Advanced Oil Painting (Topic) (3)

Advanced study of specific oil or acrylic painting techniques, subjects and styles. Includes class paintings, outside work, and research documentation. May be repeated with different content to 6 hours total credit. Prerequisite: AR 240.

AR 341 Art of Landscape (3)

Creative activity in the outdoor environment. Students consult with instructor regarding media choice and expressive intent. Prerequisite: AR 140 for students engaged in Painting or Drawing; AR 140 and AR 220 for students emphasizing photography.

AR 342 Watercolor (3)

Exploration of watercolor techniques. Subject matter includes still life, landscape, figure and abstraction. Prerequisite: AR 240

AR 343 Figure Drawing (3)

Drawing from the nude and draped human figure. Prerequisite: AR 141

AR 345 Chinese Painting (3)

Introduction to Chinese Painting techniques, including handling ink and color on raw and sized rice paper. Subject matter includes landscapes, plants, animals and figures. Prerequisite: AR 120 and AR 140.

AR 352 Professional Photographic Lighting (3)

Introduction to studio lighting using 35 mm digital cameras. Students will study the principles of lighting and their practical use in areas such as portraiture, products, food and fashion. Field trips will expose students to professional studios and practices. Prerequisite: AR 220.

AR 353 Alternative Photo Processes (3)

Study of historical non-silver photographic processes used in the early stages of photographic development and currently used by contemporary artists as a creative element. Processes include: cyanotype, Van Dyke, platinum/palladium, salted paper, gum bichromate. Prerequisite: AR 220.

AR 354 Documentary Photography (3)

Course focuses on basic principles and techniques of documentary photography. Topics will vary by semester and will be announced in advance. Prerequisite: AR 220 or consent.

AR 355 Experimental Photography (3)

Experimental and creative methods using digital and historic photographic techniques. Students will experiment and combine new techniques with old, and use the results in mixed-media art. Techniques include: bromoil, pronto plates, albumen on paper, anthotypes, tintypes, mixed-media. Prerequisite: AR 220.

AR 360 Ceramics II (3)

Continued exploration of ceramics with emphasis on wheel-throwing techniques, glaze formulation, and various firing methods.

AR 361 Ceramic Glaze/Surface Exploration (3)

Study of fired ceramic surfaces through experiments with raw materials. Theoretical, historical, and empirical methods are applied to research. Prerequisite: AR 260.

AR 364 Advanced Sculpture (3)

Study of advanced sculptural techniques to achieve artistic expression. May involve environmental or multimedia emphasis. Prerequisite: AR 262. May be repeated with different content. Limit of 9 hours.

AR 365 Kiln-formed Glass & Mosaics (3)

Applied design work utilizing glass techniques of cutting, grinding, fusing, and slumping. 365-level students are expected to complete more advanced projects and class presentations. Prerequisite: AR 121 or AR 265.

AR 380 Elementary Art Education (3)

Study of the artistic development of children, practice with art materials, techniques, and concepts appropriate to the elementary grades including planning and presentation of art lessons. Production, aesthetics, criticism, and history of artworks are emphasized as the basis for children's growth in art learning.

AR 381 Experimental Media (3)

Exploration of papermaking, batik, weaving, and metal working processes. Health and safety, traditions and current trends in crafts are studied. Education majors write unit/lesson plans. Non-ED majors do extra projects. Prerequisites: AR 120, AR 121.

AR 382 Methods and Philosophy in Art Education (3)

Examination of historical and current theories of art education, the development of personal philosophy of art education, and the examination of curriculum goals and objectives. Effective teaching methods for lesson planning, presentation, and evaluation are studied.

AR 390 Independent Study in Art (1-3)

Students work with faculty member to complete independent art projects. Does not involve formal group faculty critiques. Primarily intended for advanced nonmajors. Prerequisites: Advanced course work in discipline, mentor approval, chair approval.

AR 391 Art Therapy (3)

Practice of Art Therapy as a treatment and diagnostic tool in the psychiatric setting. Visiting lecturers and field experience will be included. Prerequisite: PY 100.

AR 398 Art and Culture Abroad (0-3)

Teaches students how to respectfully engage with people and places outside of Kansas, with most trips focused on international experiences. The course may be counted as either studio or art history credit. Students are expected to research the destination's culture in order to communicate their knowledge through art and/or written projects. Prerequisites: None.

AR 399 Special Topics (0-3)

Special media or content offerings not covered in other art courses. May be repeated with different topics. Prerequisites as specified for each offering

AR 400 Senior Exhibition (1)

Preparation and presentation of an exhibit of student's artwork. Prerequisite: BFA-senior status, BA with Department approval.

AR 401 Internship (3)

Work experience in art-related businesses, institutions, or non-profits. 3 hrs required for all BFA majors. Licensure students meet requirement through student teaching. Prerequisite: Instructor permission

AR 403 Workshop in Art Media (3)

Independent work under faculty mentor in studio area of choice. Must include written plan, research, and report. Students must present work for mid-term and final critiques by all studio faculty. May be repeated for limit of 6 hours. Prerequisite: Jr or Sr BFA Major and AR 407.

AR 404 Professional Practices (3)

Professional preparation for all art majors, taken the semester prior to AR 400 Senior Exhibition. Includes exhibition preparation, portfolio, careers, and other professional concerns of fine artists. Prerequisite: Senior Art major.

AR 407 Themes-Contemporary Art Practice (3)

This course is equal parts art history, theory and studio. Includes exploration of contemporary artists, practices, new audiences and markets with an emphasis on studio experimentation and production. Prerequisite: AR 102 and admission to the BFA Program.

AR 418 UX / UI Design (3)

Students will learn the concepts and skills necessary for Human-Computer Interaction (HCI). Course materials teach students how to utilize user behavior, conduct effective user research, and employ various design tools and technologies in order to create seamless experiences on mobile platforms. Prerequisites: AR 223 and AR 318.

AR 419 Advanced Relief Printing (3)

In-depth study and experimentation with various relief processes including large scale printing. Prerequisite: AR 219.

AR 421 Advanced Digital Painting/Drawing (3)

The course is designed to provide the students with advanced knowledge and skills in digital paintings and drawing. Students will explore a variety of visual art media related to the drawing and painting process, which will be created digitally via computer and software. Emphasis of this course is focused on the wide format artwork and advanced creative expression. The students will demonstrate artistic design, creativity, and concepts in the language of paintings and drawings. Prerequisite: AR 327.

AR 426 Interactive Art: Digital (3)

Students will learn to make their artwork interactive digitally and also make it compatible for web interactivity. The process will include using various types of digital software and the web. Prerequisite: AR 223.

AR 429 Web Design (3)

An introduction to web design through front end web development. Focus on interactivity and Information Architecture to support usability and web standards. Students will apply design principles and explore visual organization of digital space. Prerequisites: AR 223 or AR 318.

AR 432 Advanced Photo Techniques II (3)

See course description under AR 332. Students enrolled at the 432 level must complete additional research in a photo technique and document their research through creative work. Prerequisite: AR 332.

AR 441 Art of Landscape II (3)

Creative activity in the outdoor environment. Students consult with instructor regarding media choice and expressive intent. Advanced students are expected to bring a more experienced and personal creative approach to the course, and are evaluated accordingly. Prerequisite: AR 341.

AR 442 Advanced Watercolor Painting (3)

In-depth study of personal expression through the watercolor medium. Prerequisite: AR 342.

AR 443 Figure Drawing II (3)

Advanced course in drawing the nude and draped human figure. Prerequisite: AR 343.

AR 445 Advanced Chinese Painting (3)

Continuation of Chinese Painting with emphasis on experimentation in techniques and pursuit of personal artistic language. Prerequisite: AR 345.

AR 453 Alternative Photo Processes II (3)

See course description for AR 353. AR 453 will study one process of choice in-depth. Prerequisite: AR 353.

AR 454 Documentary Photography (3)

Course focuses on basic principles and techniques of documentary photography. Topics will vary by semester and will be announced in advance. Prerequisite: AR 220 or consent.

AR 455 Experimental Photography II (3)

Experimental and creative methods using digital and historic photographic techniques. Students will experiment and combine new techniques with old, and use the results in mixed-media art. Techniques include: bromoil, pronto plates, albumen on paper, anthotypes, tintypes, mixed-media. Advanced students are expected to complete in-depth research and professional level work in chosen techniques. Prerequisite: AR 355.

AR 460 Advanced Ceramics (Topic) (3)

Study of specialized ceramic techniques of firing, surface and forming to achieve differing purposes. May involve multimedia applications. May be repeated with different topic. Limit of 9 hours. Prerequisite: AR 360.