ART 111 | SPRING 2019
INTRO TO STUDIO ART FUNDAMENTALS

Monday / Wednesday
3:30-6:00pm
SFAC 12

Introduces elements and principles of visual language through hands-on experimentation and critical thinking. (4 hrs) (D)

Prof. Leigh Ann Hallberg
This course introduces principles of art and drawing with integration of digital media. The course introduces raster and vector drawing tools within Adobe Photoshop as well as scanning, projection, and large format printing. Students work with laptops and Wacom digital drawing tablets alongside paper and traditional drawing media. The course broadens the scope of studio exploration and critical thinking. (D)
Introduces the technical and conceptual skills of filmmaking and video art. We will learn how to shoot video, edit via Adobe Premiere Pro, and prepare films for presentation through Adobe Media Encoder. An overview of single channel Video Art over the last 50 years will help foster a greater understanding of the history and potential of filmmaking. Discussions, screenings, and readings will facilitate a strong fine art platform for considering how to progress and experiment in this area of art-making. 4H. (D)
Art courses 217 and 227 have a symbiotic relationship in that Art 227 is conceptually and technically dependent upon Art 217. Art 217, or Intermediate Printmaking, introduces monotype and stone lithography to the relief/intaglio mix with assignments of increased size and scale requirements. Students begin to define a personal creative expression through modes of critical thinking, idea generation, and sound technical execution. Shaped matrices (plates) and tertiary color involvements enhance these unique personal investigations.
This course is an introduction to the basics of photography as a medium of visual expression. It is intended to acquaint the student with an understanding of the principals and processes of the camera and digital inkjet imaging. Students will also be introduced to aesthetic and critical issues of photography as an art form.
ART 199 | SPRING 2019

CONTEMPORARY ART & THE VENICE BIENNALE

Tuesday / Thursday
4:00 - 5:15pm
SFAC 9, 14 Days in Venice

Prof. Page Laughlin

This exciting course will be taught both on campus and on the ground in Venice during the most important recurring international art exhibition. (*By Pre only. Class of 19 seniors ineligible.)

Apply through the Center for Global Programs & Studies http://studyabroad.wfu.edu
This course examines the possibilities of site-specific, multichannel video art projects. The first half of the semester considers ways to produce multi-channel video projects that will be presented outside, and the second half of the semester explores how to construct sculptural video installations inside (we will be working with sculpture students in David Finn’s Installation class). We will continue developing our shooting and editing skills (in Adobe Premiere), while we learn a number of new post-production techniques in Adobe After Effects. Screenings, readings, and discussions will enhance our understanding of the history of filmmaking and video art, facilitating a wide-ranging and critically aware approach to art production. 4H. P—Art 114 or POI.ng. 4H. (D)
LIFE DRAWING

Monday / Wednesday 12:30 - 3:00pm
SFAC 12

Introduction to drawing the human figure. (4h)
Prerequisite 118 or POI

Prof. Leigh Ann Hallberg

Wake Forest University
Department of Art
ART 219 | SPRING 2019
DARKROOM PHOTOGRAPHY

Tuesday / Thursday
3:30 - 6:00pm
SFAC 7 & 202

Prof. John Pickel

Further exploration of traditional black and white photography, camera techniques, aesthetic, and critical issues to increase the understanding of the contemporary photographic image. This course will emphasize alternative process to achieve a monochrome image. Using pinhole, medium and large format cameras as well as the inkjet printer, students will generate negatives for creating cyanotypes, collotypes and other non-silver techniques. The course will also include the tintype and the daguerreotype that are direct positive processes.
Prerequisite ART 119 or Art 120
ART 226 | SPRING 2019

INSTALLATION ART

Monday / Wednesday  
3:30 - 6:00pm  
SFAC 2

Prof. David Finn

This course will teach the basics of creating large room size artworks or 'installations'. We work with scale, time, and audience. We will work in a raw off campus space. During the course students will build the set of rooms and use them for a personal work, and then for a work in collaboration with Professor Tauber's Filmmaking and Video Art class (Art 214). The final projects are open to the public in a gala evening.
Think, make, and communicate in a visual world

ART 232 | SPRING 2019
DESIGN STUDIO: VISUALIZATION OF IDEAS

Tuesday / Thursday 3:30 - 6:00pm
SFAC 12

Prof. Jennifer Gentry

This course introduces illustration, typography, information design, and an iterative design process to translate complex concepts into compelling visual narratives.

No previous art or design experience is required.

Learn design fundamentals, drawing approaches, software tools (Adobe Illustrator and Photoshop) and thinking and research through hands-on making, that have broad application to communicate across disciplines, audiences, and career practices.

For more information contact Jennifer Gentry, gentryjn@wfu.edu.