ART FOUNDATION (ARTF)

ARTF 115. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3-3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of the history and development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 116. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3-3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of the history and development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 117. Drawing Studio. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 117. A drawing studio covering the historic principles of drawing and their place in contemporary practice. Provides an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere, erasure, etc. Through the repeated physical activity of drawing, students will refine their intellectual powers of observation and visualization.

ARTF 118. Surface Research. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 117 to enroll in ARTF 118. A study of surface phenomena in fine art and design. Students will engage in the identification, development and realization of ideas and concepts. Does not fulfill Art Foundation Program requirements.

ARTF 119. Time Studio. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 117 to enroll in ARTF 119. A studio exploring the context of imagery in the larger culture and the development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 120. Pre-Art Foundation Drawing. 4 Hours.
Open only to Pre-Art Foundation designees only. A beginning drawing course offering intense exposure to the basic skills of figure and perspective drawing. Traditional drawing media, the fundamentals of anatomy and the fundamentals of linear perspective are covered. Does not fulfill Art Foundation Program requirements.

ARTF 121. Introduction to Drawing. 2 Hours.
Continuous courses; 2 studio hours. 2-2 credits. Prerequisite: completion of ARTF 120 to enroll in ARTF 121. Not for art majors. An introduction to the fundamentals of freehand drawing with an emphasis on representational drawing skills, perception and traditional drawing materials. Does not fulfill Art Foundation Program requirements.

ARTF 122. Pre-Art Foundation Drawing. 4 Hours.
Open only to Pre-Art Foundation designees only. A beginning drawing course offering intense exposure to the basic skills of figure and perspective drawing. Traditional drawing media, the fundamentals of anatomy and the fundamentals of linear perspective are covered. Does not fulfill Art Foundation Program requirements.

ARTF 123. Space Research. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 122 to enroll in ARTF 123. A study of spatial phenomena in fine art and design. Will include basic principles of design, color and visual organization in traditional, digital and lens-based media. Course content will explore the context of imagery in the larger culture and the potential of art and design.

ARTF 124. Time Studio. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 122 to enroll in ARTF 124. A studio exploring the context of imagery in the larger culture and the development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 125. Space Research. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 124 to enroll in ARTF 125. A study of spatial phenomena in fine art and design. Will include basic principles of design, color and visual organization in traditional, digital and lens-based media. Course content will explore the context of imagery in the larger culture and the potential of art and design.

ARTF 126. Time Studio. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 124 to enroll in ARTF 126. A studio exploring the context of imagery in the larger culture and the development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 127. Surface Research. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 125 to enroll in ARTF 127. A study of surface phenomena in fine art and design. Students will engage in the identification, development and realization of ideas and concepts. Does not fulfill Art Foundation Program requirements.

ARTF 128. Time Studio. 3 Hours.
Continuous courses; 3 studio hours. 3-3 credits. Prerequisite: completion of ARTF 125 to enroll in ARTF 128. A studio exploring the context of imagery in the larger culture and the development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 129. Project. 1-2 Hours.
Short course (5 weeks); variable hours. 1-2 credits. Open only to first-year fine arts and design majors in the School of the Arts. A seminar or studio on a selected issue, topic or skill in the fields of fine art and design. May be repeated up to maximum of 4 credits.

ARTF 130. Pre-Art Foundation Studio. 4 Hours.
Semester course; 6 studio and 2 lecture hours. 4 credits. For students in the Pre-Art Foundation Program in the School of the Arts. Offered to Pre-Art Foundation designees only. A beginning studio course emphasizing the fundamental issues of art and design, such as meaning, context, content and parameters, structure, materials, means of construction, form, space, and light. As the primary studio offering in the Pre-Art Foundation year, this course stresses the development of values that will become a basis for students’ actions as professional artists and designers. Introduces students to the values, habits, traditions and expectations of studio culture. Addresses the processes and methods involved in the identification, development and realization of ideas and concepts. Does not fulfill Art Foundation Program requirements.

ARTF 131. Drawing Studio. 3 Hours.
Semester course; 6 studio hours. 3 credits. Open only to first-year fine arts and design majors in the School of the Arts. Drawing A to Z, from pencil to perspective, from sumi ink to skywriting. An intensive drawing studio covering the historic principles of drawing and their place in contemporary practice. Provides an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere, erasure, etc. Through the repeated physical activity of drawing, students will refine their intellectual powers of observation and visualization.

ARTF 132. Surface Research. 3 Hours.
Semester course; 6 studio hours. 3 credits. Open only to first-year fine arts and design majors in the School of the Arts. A studio-based course designed to cultivate a student's ability to create and understand two-dimensional imagery. Will include basic principles of design, color and visual organization in traditional, digital and lens-based media. Course content will explore the context of imagery in the larger culture and the potential of art and design.

ARTF 133. Space Research. 3 Hours.
Semester course; 6 studio hours. 3 credits. Open only to first-year fine arts and design majors in the School of the Arts. A comprehensive investigation of three-dimensional phenomena in fine art and design. Will cultivate a student's ability to think, perceive, visualize, design and build in three dimensions. Issues of understanding and envisioning space, objects, scale and the relationship of the body to the built environment are subjects of the course. Students will acquire a broad skill set of fabrication techniques and an inquiry into the possibility of 21st-century materials.

ARTF 134. Time Studio. 3 Hours.
Semester course; 6 studio hours. 3 credits. Open only to first-year fine arts and design majors in the School of the Arts. Brings together tenets of contemporary practice that have extended the fields of fine art and design. Time-based media such as film, video and sound are included in this mix. The historically underrepresented impulses of theatrically and performance will be explored. Students will use video as a primary tool, but will address larger issues of ephemerality, duration and the possibilities of the moving image.