ART FOUNDATION (ARTF)

ARTF 115. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of 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 116. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of 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 121. Introduction to Drawing. 2 Hours.
Continuous courses; 1 lecture and 3 studio hours. 2-2 credits. Prerequisite: completion of ARTF 121 to enroll in ARTF 122. 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 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.