

# COMMUNICATION ARTS (COAR)

## **COAR 201. Figure Drawing I. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: ARTF 131. Enrollment is restricted to communication arts majors. Students will study and explore how to draw from direct observation using the figure as the primary means to understand proportion, volume and spatial relationships. Class will include skeletal structure, basic anatomy and physical aspects of the figure. Various drawing and painting media will be explored. Specific assignments will be informed by the reference and use of the figure in the history of art and contemporary developments.

## **COAR 202. Figure Drawing II. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: ARTF 131, COAR 201. Enrollment restricted to communication arts students. Drawing from direct observation using the figure as the primary means to understand proportion, volume and spatial relationships. Specific problems will include the figure as a dynamic element in different lighting, spatial and conceptual contexts. Various drawing and painting media will be explored. Assignments will incorporate applicable references to the history of art and contemporary developments.

## **COAR 203. Digital 3D Studio. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Enrollment is restricted to majors and minors in the Department of Communication Arts. The course focuses on the use of 3D software as a powerful drawing tool and current methodologies. Modeling, surfacing, lighting, rendering and applicability to industry and personal expression will be addressed.

## **COAR 210. Visual Studies: Design. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online, face-to-face or hybrid). 3 credits. Prerequisites: ARTF 132 and 133. A course in which an understanding of the relationship between form and communication is developed. Students will develop an awareness and appreciation for visual imagery as a tool for the transmission of information and ideas.

## **COAR 211. Fundamentals of Typography. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online). 3 credits. Prerequisite: ARTF 132. An introduction to the study of typography as used in communication arts. Course will include the study of hand-drawn and digital letterforms and their context. Students will be introduced to professional digital methods (e.g., Illustrator).

## **COAR 300. Illustration: Drawing and Painting. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 202. Explores and addresses formal, conceptual and technical considerations and issues involved in the use of drawing and painting. Various drawing and painting media will be explored.

## **COAR 301. Drawing Studies: The Figure (Intermediate). 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for up to 6 credits. Prerequisite: COAR 201. Drawing from direct observation at the intermediate level using the figure as the primary means to understand proportion, volume and spatial relationships. Various drawing and painting media will be explored.

## **COAR 303. Color Theory and Practice. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 300. An intermediate course in the application of color theory to specific illustrative problems. A number of color theories, both historical and contemporary, will be studied and applied.

## **COAR 305. Figure in Illustration. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 202. An introduction to the visual representation of the human form as it applies to illustration.

## **COAR 307. The Face. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: COAR 201 and COAR 202. Employing a variety of drawing media, students will explore the nuances of the human face as a subject. This course focuses on both process and the realization of final projects.

## **COAR 308. Cut Scene. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course focusing on research and experimentation in specialized visual communication media utilizing consumer electronics.

## **COAR 311. Type and Image. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 211. An advanced course that explores graphic design with an introduction to digital methods as a means to express and communicate ideas. Assignments will incorporate applicable references to the history of art and contemporary developments.

## **COAR 320. Concept Drawing. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online, face-to-face or hybrid). 3 credits. Prerequisite: COAR 202. Explores the use of drawing as a tool to communicate concepts. Various painting and drawing media will be explored. Assignments will incorporate applicable references to the history of art and contemporary developments.

## **COAR 321. Sequential Imaging. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted to students with junior standing in communication arts. Sequential imagery as applied to books, graphic novel and film storyboarding. Various painting and drawing media will be explored. Assignments will incorporate applicable references to the history of art and contemporary developments.

## **COAR 325. Botanical Drawing. 3 Hours.**

Semester course; 4.5 studio hours. 3 credits. Prerequisite: COAR 300. Students examine the major divisions and structures of plants and how to depict their unique form.

## **COAR 326. Imagery for Science Fiction and Fantasy. 3 Hours.**

Semester course; 4.5 studio hours. 3 credits. Prerequisites: COAR 300 and 320. The course focuses on assignments for science fiction/fantasy subject matter and its various commercial applications.

## **COAR 327. Comics and Graphic Novels I. 3 Hours.**

Semester course; 4.5 studio hours. 3 credits. Prerequisites: COAR 201 and COAR 202. The course develops skills essential for visual storytelling through comics and graphic novels.

## **COAR 328. Comics and Graphic Novels II. 3 Hours.**

Semester course; 4.5 studio hours. 3 credits. Prerequisite: COAR 327. The course further develops skills essential to expanding understanding of visual storytelling through comics and graphic novels.

## **COAR 332. Digital Drawing. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online, face-to-face or hybrid). 3 credits. Prerequisites: COAR 201 and COAR 202. An intermediate course exploring the use of computer and peripheral devices in the creation of personal work. Students will be introduced to relevant conceptual themes and professional methods and practices.

**COAR 341. Scientific Illustration. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. An introductory course in the development of accurate representational imagery for recording scientific observations and ideas.

**COAR 352. History of Visual Communications I. 3 Hours.**

Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. An examination of the historical developments in visual communications from cave paintings to modernism.

**COAR 353. History of Visual Communications II. 3 Hours.**

Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. An examination of the historical developments in visual communications from modernism to the contemporary era.

**COAR 391. Communication Arts Topics. 1-3 Hours.**

Semester course; 1-3 lecture hours. 1-3 credits. May be repeated for a maximum of 12 credits. Topical lectures in design issues and visual communications.

**COAR 392. Research/Individual Study. 1-6 Hours.**

Semester course; 1-2 lecture and 3-6 studio hours. 1-6 credits. May be repeated for a total of 6 credits. Enrollment requires permission of instructor, approval of faculty adviser and chair. The structuring, research, execution and presentation of an independent project in visual communications under the direction of a faculty adviser. The student will be encouraged to become a self-generating problem seeker and solver with the ability to carry out self-stated goals.

**COAR 401. Drawing Studies: The Figure (Advanced). 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for up to 12 credits. Prerequisite: COAR 301 or permission of instructor. Drawing from direct observation at an advanced level using the figure as the primary means to understand proportion, volume and spatial relationships. Various drawing and painting media will be explored.

**COAR 407. Senior Project. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: COAR 300 and COAR 320. Enrollment restricted to students with senior status in communication arts. Focuses on the assessment and advancement of studio techniques, methods and practices. Students document and share their decision-making processes in the generation of creative projects.

**COAR 421. Imagery for Children. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 300. An advanced course developing both fiction and nonfiction illustrations intended for the preschool and elementary school children's publishing market.

**COAR 432. 3D Image and Movement. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 203. Enrollment is restricted to majors in the School of the Arts. Course addresses current technological tools to explore the relationship between image, object and movement.

**COAR 433. Game Design, Theory and Practice. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: COAR 203 and COAR 321. Students will study the history, theory and design of games, gaming concepts and narrative from past to present.

**COAR 435. 3D Modeling for Concept Design. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: COAR 203 and COAR 320. A focus on the use of high polygraph 3D graphics software as tools to create highly detailed computer models for concept design, movies, broadcast media and games.

**COAR 436. Visual Effects I. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: CINE 217 and COAR 432. Synthesizes prerequisites in 3D modeling, rigging and rendering with an introduction to fundamental skills used in the creation of visual effects. Students will learn basic compositing and the integration of computer graphics and 3D components with live-action plates.

**COAR 437. Visual Effects II. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: COAR 436. Continues the instruction and practice of visual effects with advanced techniques for 3D animation and VFX development, including 3D pre-vis, match-moving, dynamics, multi-pass rendering and node-based compositing. Students will explore advanced rendering and compositing techniques for 3D computer graphics.

**COAR 450. Business of Communication Arts. 3 Hours.**

Semester course; 3 lecture hours. 3 credits. Prerequisite: UNIV 200 or HONR 200. The study of business management with an emphasis on ethics and the standards of fair practice including financial and contractual guidelines.

**COAR 462. Projects in Illustration. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Enrollment is restricted to students in communication arts (senior standing). An advanced-level course in conceptualization, execution, realization and documentation as realized through a series of projects in illustration. Students will be required to create, acquire and structure projects that will test their conceptual and technical abilities. Project work will be exhibited, documented or printed. Various drawing, painting and mixed media will be explored. Assignments will incorporate applicable references to the history of art and contemporary developments.

**COAR 463. Communication Arts Honors Studio. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for up to 12 credits. Prerequisites: junior standing in communication arts, 3.0 GPA and permission of the CA faculty. An advanced course for selected students. Expectations include to work on individual and group projects at a professional level.

**COAR 464. Senior Portfolio. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: COAR 300 and COAR 320. Enrollment restricted to students with senior status in communication arts. Focuses on the curation and evolution of a portfolio that aligns with the student's professional goals. Integrates effective oral, written and visual communication, critical-thinking and advanced studio and professional practices.

**COAR 491. Studio Topics in Communication Arts. 3 Hours.**

Semester course; 2 lecture and 3 studio hours (delivered online, face-to-face or hybrid). 3 credits. May be repeated for a maximum of 15 credits. Topical studio focusing on research and experimentation in specialized visual communication media.

**COAR 492. Communication Arts Internship. 1-6 Hours.**

Semester course; 1-6 credits. May be repeated for a maximum of 12 credits. Prerequisites: senior standing, 3.0 GPA or permission of the chair. Supervised pragmatic work experiences. Training is provided under the direction and supervision of qualified professional practitioners.