

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 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 (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted 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 (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted 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 (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted 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 (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted 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.

ARTF 138. Project Seminar. 1-2 Hours.

Semester course; 1-2 seminar hours (delivered online, face-to-face or hybrid). 1-2 credits. May be repeated up to a maximum of four credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A seminar on a selected issue, topic or skill in the fields of fine art and design.

ARTF 139. Project Studio. 1-2 Hours.

Semester course; 2-4 studio hours (delivered online, face-to-face or hybrid). 1-2 credits. May be repeated up to a maximum of four credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A studio on a selected issue, topic or skill in the fields of fine art and design.

ARTF 150. 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 160. Pre-Art Foundation Drawing. 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 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 191. Topics in Foundation Studies. 1-4 Hours.

Short course; variable hours. 5 weeks. 1-4 credits. May not be repeated. Prerequisites: permission of the program director and instructor. A seminar or studio on a selected issue, topic or skill in the field of foundation studies.