COMMUNICATION ARTS (COAR)

COAR 200. Visual Studies: Drawing. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: ARTF 131. A course in drawing from direct observation of specific references: visual analysis, surface light and color, structure, and context. Various painting and drawing media will be explored. Assignments will incorporate applicable references to the history of art and contemporary developments.

COAR 201. Drawing Studies: The Figure Observed. 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. Drawing Studies: The Figure in Context. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: ARTF 131. Enrollment is 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, surfaceing, 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. 3 credits. Prerequisites: ARTF 132 and 133. A course in which an understanding of the relationship between form and communication is developed. The student 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. 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 327. Comics and Graphic Novels I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites:
COAR 201 and COAR 202. This course develops skills essential for visual
storytelling through comics and graphic novels.

COAR 328. Comics and Graphic Novels II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite:
COAR 327. This 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. 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 420. Graphic Essay. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites:
UNIV 200 or HONR 200 and COAR 320. An advanced course that explores
the relationship between text and image, and their potential as tools
to enable us to create and communicate effectively. Assignments will
incorporate applicable references to the history of art and literature.

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 422. Editorial Illustration II. 4 Hours.
Semester course; 3 lecture and 3 studio hours. 4 credits. Prerequisites:
COAR 300 and 320. An advanced course developing the student's skill
at interpreting an author's manuscript. The major emphasis is given to
illustrations appearing in books and magazines.

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 441. Scientific Illustration II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite:
COAR 341. An advanced course in the development and creation of
accurate documentation and representation of scientific information and
imagery including plant taxonomy, insect morphology, and physiological
and pathological processes.

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. Prerequisites: senior standing in communications arts and permission of the instructor. 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. 3 credits. May be repeated for credit. 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.