

# ADX - ART AND DESIGN EXPOSURE

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## **ADX 1020 Web Design and Interactive Art for Non-Art/Design Majors Cr. 3**

Introductory survey of methods for the production of web-based art and interactive web content for students, who are not majoring in a program within the Department of Art and Art History. Offered Every Term.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

## **ADX 1030 3D Modeling for Non-Art/Design Majors Cr. 3**

Introductory survey of methods in 3D Modeling and digital manufacturing techniques for students, who are not majoring in a program within the Department of Art and Art History. Offered Every Term.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

## **ADX 1060 Introduction to Jewelry and Metalsmithing for Non-Art/Design Majors Cr. 3**

Introduces jewelry and metalsmithing skills and techniques as well as the history of jewelry and metalsmithing, and contemporary practices. The course is intended for those interested in learning how to create jewelry-metal works but are not majoring in a program within the Department of Art and Art History. Offered Every Other Year.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

**Fees:** \$75

**Repeatable for 6 Credits**

## **ADX 1100 Creative Inquiry Cr. 3**

Focuses on creative ideation processes that can be applied to the research and development of innovative projects across disciplines.

Through readings, writings, analysis of prominent creative thinkers and artists, hands-on exercises, and critique students will critically analyze the creative process and the works it generates. Intended for students who are not majoring in a program within the Department of Art and Art History. Offered Fall, Winter.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

## **ADX 1210 Introduction to Studio Art and Design for Non-Art/Design Majors Cr. 3**

Students will explore, through lecture and hands-on manipulation, the principles elements of visual communication, and introduce techniques and materials that are used to produce two-dimensional (Surface), three-dimensional (Space), and time-based (Time) works of art. The course is intended for students who are not majoring in a program within the Department of Art and Art History. Offered Fall, Winter.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

**Fees:** \$35

## **ADX 1400 Photography for Non-Art/Design Majors Cr. 3**

Introduces technical, artistic, and theoretical problems associated with photography. Through this class, students will learn how to use their camera as a tool for personal expression as well as analyze and critique photography's use in visual culture. The course will encompass lectures, demonstrations, readings and projects involving basic photographic techniques and image construction using a digital camera. It is intended for those interested in learning how to make and discuss photographs, but are not majoring in a program within the Department of Art and Art History. Offered Every Term.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

## **ADX 1420 Digital Imaging and Video for Non-Art/Design Majors Cr. 3**

Introductory survey of methods for the production of digital images and video editing and compositing techniques students, who are not majoring in a program within the Department of Art and Art History. Offered Every Term.

**Restriction(s):** Enrollment is limited to students in the Department of Art, Art History, and Design.

## **ADX 3100 Design Thinking Cr. 3**

This course is intended for students from any discipline who require an understanding of design thinking for brand, product, and service development. Students will learn a series of design thinking concepts, methods and techniques that are used to bring about innovation in business and in the social sector. The intent is for students will develop creativity skills, along with the strategy skills needed to identify needs, generate and visualize ideas to meet those needs, and ultimately bring these ideas to market. Lectures, readings, and group discussion will be reinforced through collaborative and individual project-based design thinking activities. Offered Winter.