### ART 1620 - Drawing I

Develops observational drawing skills and a formal drawing vocabulary; introduces various drawing materials. Six-hour studio course. TBR Common Course: ART 1045

3.000 Credit hours

**Levels:** Undergraduate  
**Schedule Types:** Studio

Art and Design Department

**Course Attributes:**  
Studio ART Fees-except Gen Ed, Credit from 4-Year College

### ART 1640 - Drawing II

Prerequisites: ART 1610 and 1620 with a minimum grade of C. A continuation of ART 1620 with specific emphasis placed on drawing processes and expression. Six-hour studio course. TBR Common Course: ART 1050

3.000 Credit hours

**Levels:** Undergraduate  
**Schedule Types:** Studio

Art and Design Department

**Course Attributes:**  
Studio ART Fees-except Gen Ed, Credit from 4-Year College

### ART 1610 - Two-Dimensional Design

The principles and techniques of design and their application to two-dimensional art forms. Six-hour studio course. TBR Common Course: ART 1340

3.000 Credit hours

**Levels:** Undergraduate  
**Schedule Types:** Studio

Art and Design Department

**Course Attributes:**  
Studio ART Fees-except Gen Ed, Credit from 4-Year College
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Description</th>
<th>Credit Hours</th>
<th>Levels</th>
<th>Schedule Types</th>
<th>Course Attributes</th>
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<tbody>
<tr>
<td>ART 1630</td>
<td>Three-Dimensional Design</td>
<td>Emphasis on elements of design as they operate in the three-dimensional environment. Six-hour studio course. TBR Common Course: ART 1350</td>
<td>3.000</td>
<td>Undergraduate</td>
<td>Studio</td>
<td>Studio ART Fees-except Gen Ed, Credit from 4-Year College</td>
</tr>
<tr>
<td>ART 1650</td>
<td>Foundations of Digital Art and Design</td>
<td>Prerequisite: ART 1610 with C or better. Introduces the fundamental language and technology of digital media in visual art and design.</td>
<td>3.000</td>
<td>Undergraduate</td>
<td>Studio</td>
<td>Studio ART Fees-except Gen Ed, Credit from 4-Year College</td>
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</tbody>
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