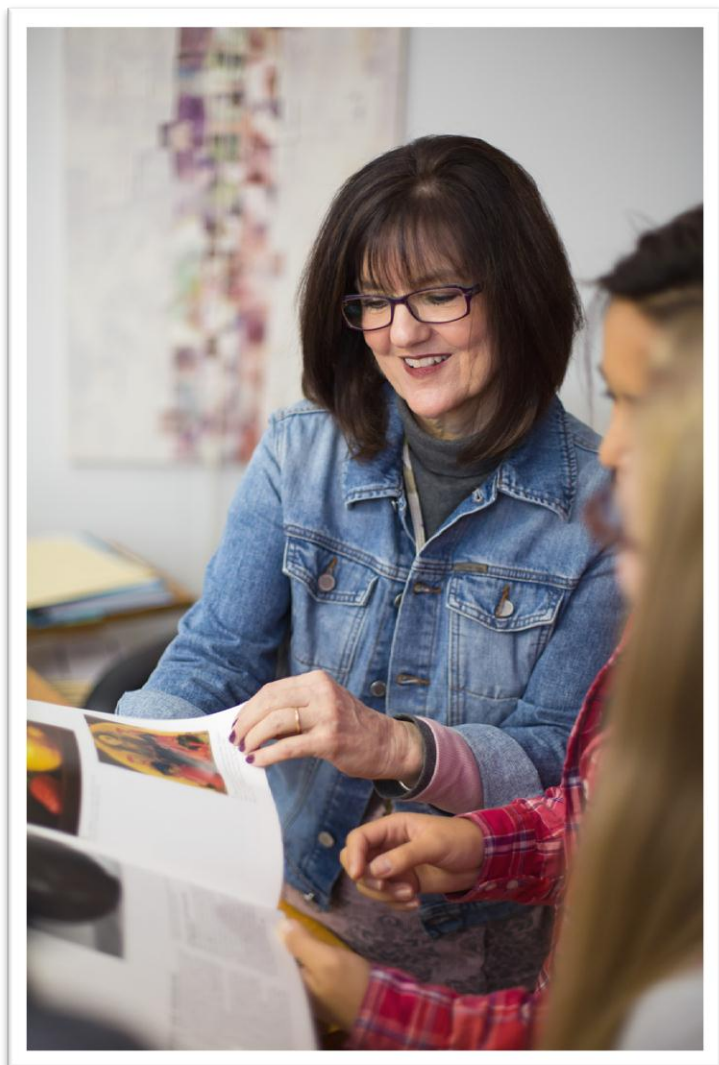


Visual, Performing, and Media Arts Department



Faculty

Kim M. Reiff, M.F.A., Chair

Walter J. Brath, M.A.
Worship Arts Program Director

Richard W. Wanjema, M.F.A.
Media Arts Program Director

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Cynthia Bryan, M.S.

Nicole Croy, M.A.

Bethany G. Muck, M.A.

Don Swartzentruber, M.F.A

J. D. Woods, M.Div.

VISUAL, PERFORMING, AND MEDIA ARTS DEPARTMENT MISSION AND PURPOSE

Purpose:

The department's purpose is to prepare students in knowledge and skills for advanced achievement of their combined capabilities in studio, analysis, history, and technology.¹

Goal:

In preparation for professional careers in art and design our goal is to provide students with studies, practice, and experiences² from a Christ-centered perspective that will serve to guide in the development of their ability to: 1) demonstrate excellence in creative work, 2) achieve competency in the use of tools and technology in their areas of specialty, and 3) articulate analytical perceptions in theoretical, cultural and stylistic contexts.¹

Faith Integration:

We look to scripture to understand the source of our creativity. In Genesis 1:1, we read, In the beginning, God created the heaven and the earth. Foundational art methods of concept, process, product, and critique are revealed in Genesis 1:2-4. When the earth was in darkness, God conceptualized light. Next came His process and product. He spoke the words, Let there be light, and there was light. He then evaluated what He had made and proclaimed that it was good.³

Because creativity is an act of worship, our work is infused with our faith. As artists, we envision the great Creator. Being made in His image, we strive to achieve His example of excellence so that we, too, can evaluate our creative work as good.

The Visual, Performing, and Media Arts Department is dedicated to assisting students in the synthesis of defining their calling as artists, Christians, and professionals that will enable them to communicate with expertise in a visually oriented world.

Outcomes:

1) Students will demonstrate achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.¹ 100% participation required. **Assessment:** A senior project or final presentation in the major area is required. (Addresses Character)

2) Students will demonstrate competency by developing a body of work for evaluation in the major area of study.¹ 100% participation required. **Assessment:** A senior body of work installed for public exhibition in the major area is required. (Addresses Competence)

3) Students will demonstrate the ability to form and defend value judgments about art and design and to communicate art/design ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field.¹ 100% participation required. **Assessment:** A scholarly product or final presentation relevant to field experience in the major area is required. (Addresses Service)

References:

¹ See NASAD (National Assoc. of Schools of Art and Design) Handbook (2010-11), pp 82-84. (VIII.B., C.)

² See NASAD (National Assoc. of Schools of Art and Design) Handbook (2010-11), pp 82-84 (VIII.A.1-5).

³ See The Holy Bible, King James Version (2010). Genesis, (p 1). Grand Rapids, MI: Zondervan.

MAJORS

VISUAL ARTS PROGRAM:

Art
Illustration
Photography
Visual Communication Design

PERFORMING ARTS PROGRAM:

Worship Arts

MEDIA ARTS PROGRAM:

Media Arts
Web Design and Development

Students who elect to double major will need to seek department permission prior to declaring a double major with the registrar's office. Students who have received permission to double major will have the option to fulfill a minor requirement. Only one foundational course may count for both one major and one minor. Elective courses must be unique to each major and/or minor.

A Bachelor of Arts degree candidate completes the required 6 credit hours of a foreign or biblical language, while the requirements for a Bachelor of Science degree include 3 credit hours of math and 3 credit hours of a science or social science.

ART MAJOR

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The art major focuses on the breadth of general studies in the visual arts within the context of a liberal arts framework. It is designed to develop through experience the student's sensitivity and technical skills, to increase the ability to make workable connections between concept and media, and to gain discernment of quality in works of art.

Art Requirements - 33 credits:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 2200 Ceramics I
ART 2400 Painting I
ART 2600 Digital Photography
ART 3310 Art History: Beginning to Renaissance
ART 3320 Art History: Renaissance to Modern
VCD 2120 Three-Dimensional Design
VCD 2310 Visual Communication Design I
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio

Art Electives - 9 credits to be chosen from:

ART 1220 Drawing II
ART 1300 Photography I

ART 2700 Life Drawing
ART 3180 Painting II
ART 3200 Ceramics II
ART 3240 Watercolor Painting
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
VCD 2510 Visual Communication Design II
VCD 3200 Multimedia Design
VCD 3430 Illustration I
VCD 3480 Visual Narrative
VCD 4730 Art/Design Internship

ILLUSTRATION MAJOR

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The illustration major will provide students with a strong foundation for careers that showcase their artistic abilities to develop visual imagery in the context of a message. The illustration major focuses on developing expertise in several genres, perfecting individual creative production in select medium, and learning fundamentals of self-marketing. The purpose of the illustration major is to utilize knowledge of illustrative rendering, design principles, and cultural contexts to produce dynamic visual images that address specific narratives.

Illustration Requirements - 36 credits:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 2400 Painting I
ART 1220 Drawing II or ART 3180 Painting II
ART 2700 Life Drawing
ART 3310 Art History: Beginning to Renaissance
ART 3320 Art History: Renaissance to Modern
VCD 3430 Illustration I
VCD 3480 Visual Narrative
VCD 3500 Advanced Illustration
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio

Illustration Electives - 6 credits to be chosen from:

ART 1220 Drawing II
ART 2200 Ceramics I
ART 2600 Digital Photography
ART 3180 Painting II
ART 3240 Watercolor Painting
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
VCD 2120 Three-Dimensional Design
VCD 2310 Visual Communication Design I
VCD 3200 Multimedia Design

VCD 3420 Typography
VCD 4730 Art/Design Internship

MEDIA ARTS MAJOR

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The media arts major incorporates advanced digital-based visual imaging, concepts, and applications in visual communication design, motion graphics, web-based media, and fundamental audio/visual media design and production. Through a Christian perspective, students will prepare to analyze differing viewpoints of users, audiences, and client experiences. Emphasis will be on the application of design research, strategic thinking, creative concepts, and graphics implementation to prepare students for the development, production, and delivery of multi-sensory visual communication.

Media Arts Requirements - 36 credits:

ART 2110 Art and Design Fundamentals
ART 2600 Digital Photography
CIN 3270 Introduction to Cinema
ISM 2700 HTML and Web Development
MDI 4330 Media Production
VCD 2310 Visual Communication Design I
VCD 2510 Visual Communication Design II
VCD 3480 Visual Narrative
VCD 3700 Visual Communication Design III
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio
VCD 4480 Advanced Visual Communication Design

Media Arts Electives - 6 credits to be chosen from:

ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
CIN 3300 Film, Faith, & Popular Culture
ISM 1150 Intro to Computer Science
THT 3210 Introduction to Theatre
VCD 3200 3150 Multimedia Design
VCD 4730 Art/Design Internship
WMU 3380 Studio Management
WMU 3390 Multimedia Law
WMU 3510 Worship Arts Technology

NOTE: Course descriptions for ISM can be found in the Department of Business course listings.

PHOTOGRAPHY MAJOR

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

The photography major will provide students a foundation for understanding photographic techniques and processes used within the industry and its relationship to visual disciplines and influence on

culture. The purpose of the photography major is to develop proficient individualized conceptual and technical skills to produce imagery that will visually communicate in a variety of marketplaces.

Photography Requirements - 36 credits:

ART 1300 Photography I
ART 2110 Art and Design Fundamentals
VCD 2310 Visual Communication Design I
ART 2600 Digital Photography
ART 3310 Art History: Beginning to Renaissance
ART 3320 Art History: Renaissance to Modern
ART 3600 Photography II
ART 4300 Advanced Photography
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio

Photography Electives - 6 hours to be chosen from:

ART 2200 Ceramics I
ART 3240 Watercolor Painting
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
VCD 2120 Three-Dimensional Design
VCD 2510 Visual Communication Design II
VCD 3700 Visual Communication Design III
VCD 4730 Art/Design Internship
WMU 3380 Studio Management
WMU 3390 Multimedia Law

VISUAL COMMUNICATION DESIGN MAJOR
(formerly GRAPHIC DESIGN)

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

A degree in visual communication design will provide a strong foundation for careers within the innovative field of visual communication design. This major offers structured opportunities for study in static and dynamic formats such as print based, interactive and environmental applications. The purpose of the visual communication design major is to develop visual design skills, increase knowledge of technical production processes, focus on relationships between audience, context, and content, and to address the physical, cultural, and technological aspects in the design of visual communication.

Visual Communication Design Requirements - 36 credits:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 3310 Art History: Beginning to Renaissance
ART 3320 Art History: Renaissance to Modern
VCD 2120 Three-Dimensional Design
VCD 2310 Visual Communication Design I

VCD 2510 Visual Communication Design II
VCD 3420 Typography
VCD 3700 Visual Communication Design III
VCD 3840 Selected Topics in Art/Design
VCD 4420 Senior Art/Design Portfolio
VCD 4480 Advanced Visual Communication Design

Visual Communication Design Electives – 6 credits to be chosen from:

ART 2200 Ceramics I
ART 2400 Painting I
ART 2600 Digital Photography
ART 3240 Watercolor Painting
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
ART 4830 Advanced Individual Studies
MDI 4330 Media Production
VCD 3200 Multimedia Design
VCD 3430 Illustration I
VCD 3480 Visual Narrative
VCD 4730 Art/Design Internship
WMU 3390 Multimedia Law

WEB DESIGN AND DEVELOPMENT MAJOR

The requirement for this major is 42 credit hours for either a Bachelor of Arts or a Bachelor of Science degree. A minor is required. While suggested minors include media arts, photography, business or marketing, students may select any minor in their interest area.

This program is designed to prepare students for professional careers, which utilize both artistic design and technology development skills. This major will provide a foundational understanding by integrating courses and competencies from both the Department of Visual, Performing, and Media Arts and the Information Systems program. By learning to uniquely balance both aspects of design and development, students will be capable of creating an aesthetically pleasing design, as well as implementing a design through the development of a functional web product.

Visual Communication Design Requirements - 18 credits:

ART 2110 Art and Design Fundamentals
VCD 2310 Visual Communication Design I
VCD 2510 Visual Communication Design II
VCD 3700 Visual Communication Design III
VCD 3840 Selected Topics in Art/Design
VCD 4480 Advanced Visual Communication Design

Web Development Requirements - 18 credits:

ISM 1150 Introduction to Computer Science
ISM 2150 Object Oriented Computer Programming
ISM 2700 HTML and Web Development
ISM 3400 Database
ISM 4110 Client-side Programming
ISM 4120 Server-side Programming

Marketing Component - choose one of the following (3 credits):

COM 3460 Organizational Communication & Behavior
MKT 2150 Marketing Principles

Capstone Course (3 credits):

VCD 4420 Senior Art/Design Portfolio

NOTE: Course descriptions for ISM and MKT can be found in the Department of Business course listings. Course descriptions for COM can be found in the Department of Languages, Literature, and Communication course listings.

WORSHIP ARTS MAJOR

The requirement for this major is 60 credit hours for either a Bachelor of Arts or a Bachelor of Science degree.

This major provides students opportunities to develop skills that fuse musical talents with leadership, technology, visual art and design or theatre arts for the purpose of serving in a worship environment. Through the creative arts approach, students prepare for the integration of music as a form of worship in a Christian worship environment. Students combine musicianship with theology, and live performance and production, and a creative arts emphasis area. Music proficiency focus is on keyboard, voice, percussion, and guitar. Prior placement into the program or permission of program director is required for this minor.

Worship Arts Foundation - 39 credits:

BBL 2010 Understanding the Old Testament
BBL 2020 Understanding the New Testament
BBL 3010 Defining Doctrines
BBL 3090 Spiritual Formation
WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 2610 Worship Planning and Administration
WMU 3100 Worship Music Theory II
WMU 3770 History of Christian Worship
WMU 4100 Arranging
WMU 4200 Biblical Theology of Worship Arts
WMU 4350 Musical Improvisation
WMU 4620 Senior Capstone - Form and Analysis

Performance Development Laboratory

WMU 2001 - Lab 1; WMU 2002 - Lab 2; WMU 3001 - Lab 3
WMU 3002 - Lab 4; WMU 4001 - Lab 5; WMU 4002 - Lab 6

Emphasis - choose one option (15 credits):

Emphasis Option 1: Worship Leadership or *Worship Music Director (15 credits):

BBL 2040 Foundations of Ministry Leadership
ICS 3650 Intercultural Ministry or *WMU 2450 MIDI and Live Worship/Event (1 APL)
MIS 3220 Principles and Practice of Prayer
WMU 3510 Worship Arts Technology
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Emphasis Option 2: Music Technology (15 credits):

MDI 4330 Media Production
WMU 2450 MIDI and Live Worship/Event
WMU 3380 Studio Management or WMU 3390 Multimedia Law
WMU 3510 Worship Arts Technology
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Emphasis Option 3: Visual Arts/Design (15 credits):

ART 2110 Art & Design Fundamentals
ART 2600 Digital Photography
VCD 2310 Visual Communication Design I
VCD 2510 Visual Communication Design II
VCD 3420 Typography

Emphasis Option 4: Theatre Arts (15 credits):

THT 3210 Introduction to Theatre
THT 3130 Stagecraft
THT 3230 Oral Interpretation or THT 3250 Fundamentals of Acting
THT 4250 Directing
THT 4260 Religious Drama Workshop

Emphasis Option 5: Nashville Contemporary Music Center (16 credits):

WMU 4550 Junior or senior level

Electives - select two courses from the following (6 credits):

WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4730 Worship Arts Internship
WMU 4830 Advanced Individual Studies in Worship Arts

NOTE: Course descriptions for BBL, ISC, and MIS can be found in the Department of Biblical Studies course listings.

MINORS

VISUAL ARTS PROGRAM:

Art
Illustration
Photography
Visual Communication Design

PERFORMING ARTS PROGRAM:

Music Arts
Music Technology
Theatre Arts
Worship Arts

MEDIA ARTS PROGRAM:

Film Studies
Media Arts

ART MINOR (for non-Art majors)

Non-art majors may select the art minor for breadth of focus in the visual arts. This general art minor is intended for students pursuing bachelor degrees in disciplines outside the field of art. The requirement for the minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Art Requirements - 12 credits:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
Select two of the following Art History Courses:
ART 3310 Art History: Beginning to Renaissance
ART 3320 Art History: Renaissance to Modern
VCD 3840 Selected Topics in Art/Design
ART 4210 Selected Topics in Art History

Art Electives - 9 credits to be chosen from:

ART 2200 Ceramics I
ART 2400 Painting I
ART 2600 Digital Photography
ART 2700 Life Drawing
ART 3180 Painting II
ART 3200 Ceramics II
ART 3240 Watercolor Painting
ART 4230 Art Integrations
VCD 2120 Three-Dimensional Design
VCD 2310 Visual Communication Design I
VCD 3200 Multimedia Design

FILM STUDIES MINOR

The Film Studies minor is offered through collaboration with the Council of Christian Colleges and Universities (CCCU). Sixteen credits of the minor are taken on location in Los Angeles, California. Six credits are taken at Grace College, Winona Lake campus. This minor is intended for students pursuing any major area of study. The requirement for the film studies minor is 22 hours. For more information visit <http://www.bestsemester.com>.

Los Angeles Film Studies Center Requirements - 16 credits:

CIN 0010 Los Angeles Film Studies Center

Film Studies Requirements (Grace Campus) - 6 credits:

CIN 3270 Introduction to Cinema
MDI 4330 Media Production

ILLUSTRATION MINOR

Intended for students pursuing any major area of study. Students who are completing a major in a different art discipline may select the minor in illustration. The requirement for the illustration minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Illustration Requirements - 18 credits:

ART 1200 Drawing I
ART 2110 Art and Design Fundamentals
ART 2400 Painting I
VCD 3430 Illustration I
VCD 3480 Visual Narrative
VCD 3500 Advanced Illustration

Illustration Electives - 3 credits to be chosen from:

ART 1220 Drawing II
ART 2600 Digital Photography
ART 2700 Life Drawing
ART 3180 Painting II
ART 3240 Watercolor Painting
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
VCD 2310 Visual Communication Design I
VCD 3840 Selected Topics in Art/Design

MEDIA ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the media arts minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives. Prior placement into the program or permission of program director is required for this minor.

Media Arts Requirements - 18 credits:

ART 2110 Art and Design Fundamentals
ART 2600 Digital Photography
CIN 3270 Introduction to Cinema
MDI 4330 Media Production
VCD 2310 Visual Communication Design I
VCD 3480 Visual Narrative

Media Arts Electives - 3 credits to be chosen from:

ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
CIN 3300 Film, Faith, and Popular Culture
ISM 2700 HTML and Web Development
THT 3210 Introduction to Theatre
VCD 3200 Multimedia Design
VCD 3840 Selected Topics in Art/Design
WMU 3390 Multimedia Law
WMU 3510 Worship Arts Technology

MUSIC ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the music arts minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives. Prior placement into the program or permission of program director is required for this minor.

Music Arts Requirements -18 credits:

WMU 1300 Worship Music Theory Fundamentals
WMU 2450 MIDI and Live Worship/Event
WMU 2600 Worship Music Theory I
WMU 3100 Worship Music Theory II
WMU 3770 History of Christian Worship
WMU 4100 Arranging

Performance Development Laboratory:

WMU 2001 – Lab 1
WMU 2002 – Lab 2

Music Arts Electives - 3 credits to be chosen from:

WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4350 Musical Improvisation
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 4730 Worship Arts Internship
WMU 4830 Advanced Individual Studies in Worship Arts

MUSIC TECHNOLOGY MINOR

Intended for students pursuing any major area of study. The requirement for the music technology minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Music Technology Requirements - 18 credits:

MDI 4330 Media Production
WMU 2450 MIDI and Live Worship/Event
WMU 3380 Studio Management
WMU 3390 Multimedia Law
WMU 3510 Worship Arts Technology
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Performance Development Laboratory:

WMU 2001 – Lab 1
WMU 2002 – Lab 2

Music Technology Electives - 3 credits to be chosen from:

VCD 3200 Multimedia Design
WMU 3840 Selected Topics in Worship Music
WMU 4100 Arranging
WMU 4230 Worship Music Integrations
WMU 4730 Worship Arts Internship
WMU 4830 Advanced Individual Studies in Worship Arts

PHOTOGRAPHY MINOR

Intended for students pursuing any major area of study. The requirement for the photography minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Photography Requirements - 18 credits:

ART 1300 Photography I
ART 2110 Art and Design Fundamentals
ART 2600 Digital Photography
ART 3600 Photography II
ART 4300 Advanced Photography
VCD 2310 Visual Communication Design I

Photography Electives - 3 credits to be chosen from:

ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
VCD 3840 Selected Topics in Art/Design
WMU 3380 Studio Management
WMU 3390 Multimedia Law

THEATRE ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the theatre arts minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Theatre Arts Requirements - 15 credits:

THT 3130 Stagecraft
THT 3210 Introduction to Theatre
THT 3250 Fundamentals of Acting
THT 4250 Directing
THT 4260 Religious Drama Workshop

Applied Performance and Production - 3 credits:

THT 4440 Applied Performance and Production

Theatre Arts Electives - 3 credits to be chosen from:

CIN 3270 Introduction to Cinema
CIN 3300 Film, Faith, and Popular Culture
LIT 3256 Genre Study: Drama
LIT 3280 Shakespeare

NOTE: Course descriptions for LIT can be found in the Department of Languages, Literature, and Communication course listings.

VISUAL COMMUNICATION DESIGN MINOR (formerly GRAPHIC DESIGN)

Intended for students pursuing any major area of study. Students who are completing a major in a different art discipline may select the minor in visual communication design. The requirement for the minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives.

Visual Communication Design Requirements - 18 credits:

ART 2110 Art and Design Fundamentals
VCD 2310 Visual Communication Design I
VCD 2510 Visual Communication Design II
VCD 3700 Visual Communication Design III
VCD 3420 Typography
VCD 4480 Advanced Visual Communication Design

Visual Communication Design Electives - 3 credits to be chosen from:

ART 2600 Digital Photography
ART 4210 Selected Topics in Art History
ART 4230 Art Integrations
MDI 4330 Media Production
VCD 2120 Three-Dimensional Design
VCD 3200 Multimedia Design
VCD 3480 Visual Narrative
VCD 3840 Selected Topics in Art/Design

WORSHIP ARTS MINOR

Intended for students pursuing any major area of study. The requirement for the worship arts minor is 21 hours. Only one foundational course may count for both one major and one minor; may not duplicate other major requirements or major electives. Prior placement into the program or permission of program director is required for this minor.

Worship Arts Requirements - 18 credits:

BBL 3090 Spiritual Formation
WMU 1300 Worship Music Theory Fundamentals
WMU 2600 Worship Music Theory I
WMU 3100 Worship Music Theory II
WMU 3510 Worship Arts Technology
WMU 4200 Biblical Theology of Worship Arts

Performance Development Laboratory:

WMU 2001 – Lab 1
WMU 2002 – Lab 2

Worship Arts Electives - 3 credits to be chosen from:

VCD 2510 Visual Communication Design II
THT 3210 Introduction to Theatre
WMU 4490 Methods Keyboard, Voice, Guitar, Percussion
WMU 2450 MIDI and Live Worship/Event
WMU 3840 Selected Topics in Worship Music
WMU 4230 Worship Music Integrations
WMU 4730 Worship Arts Internship
WMU 4830 Advanced Individual Studies in Worship Arts

COURSE DESCRIPTIONS

HUM 2100 Creative Arts and Culture

Through a global, thematic approach, this course explores the human phenomenon of creativity. Posing the question "Why creative arts?" this course focuses on exploring how culture and creativity reflect each other within the realm of visual and performing arts. Through themes of survival, religion, the state, and self, this course examines artists' roles within cultures, the way art is made or performed, how meaning is derived, and how art is used. Required experiential activities for engaging in visual and performing arts include such things as attending museum exhibits, concerts, or theatrical productions. Grace Core requirement. Three hours.

VISUAL, PERFORMING, AND MEDIA ARTS:

ART 1200 Drawing I

An introductory course focusing on developing fundamental drawing skills and improving visual perception. The primary emphasis is on structural drawing and composition using dry media. A variety of studio exercises will be used. Three hours.

ART 1220 Drawing II

Drawing II explores the expressive applications of the student's drawing ability. Included are experiments with various media and problems in structural drawing, expressive sketching, and experimental techniques. Prerequisite: ART 1200. Three hours.

ART 1300 Photography I

An introduction to the fine art of photography, this course will emphasize creative and technical aspects of black-and-white photography. Study will include composition, aesthetic awareness, darkroom procedures and alternative processes. SLR film camera required. Studio fees apply. Three hours.

ART 2110 Art and Design Fundamentals

From the simple application of color to the complex devices that create illusionary space, this foundational lecture/studio course concentrates on the basic elements of two-dimensional and three-dimensional design. Students will apply aesthetics and theoretical methods. Oral and written art criticisms are employed. Three hours.

ART 2200 Ceramics I

An introduction to the study of ceramics as a three-dimensional medium. Through hand-constructed and wheel-thrown clay forms, students will explore issues in contemporary art. Ceramics processes will include glazing and firing. Studio fees apply. Three hours.

ART 2400 Painting I

The study and application of wet painting media (oil and/or acrylic) with an emphasis on a technical working knowledge and its application to a personal style. Prerequisite: ART2110 or permission of instructor. Three hours.

ART 2600 Digital Photography

Students explore digital photography as a tool for media communication. Contemporary issues will include ethics in story-telling and professional practices, file management, digital problem solving, and computer editing techniques. Studio fees apply. Three hours.

ART 2700 Life Drawing

This course focuses on aesthetic theories and practice of representational drawing. Subjects will include clothed human figures and micro and macro environmental forms. The course includes sketchbook journal development. Prerequisite: ART 1200. Three hours.

ART 3180 Painting II

Students learn advanced techniques and skills in oils, acrylics, and other media. Exploration of themes will include the landscape, still life, and portraiture. Prerequisite: ART 2400 or permission of instructor. Three hours.

ART 3240 Watercolor Painting

This course is an introduction to transparent watercolor medium. Methods and techniques will be explored. Three hours.

ART 3310 Art History: Beginning to Renaissance

This is a survey of art forms from ancient times to the Renaissance. The primary focus is on the Western European art traditions. Contextually, cultures of other people groups are discussed. Three hours.

ART 3320 Art History: Renaissance to Modern

This art history course is a survey of art forms from the Renaissance to the present. The primary focus is on the Western European art traditions. Contextually, cultures of other people groups are discussed. Three hours.

ART 3600 Photography II

This course focuses on advanced conceptual abilities, photographic experimentation, and technical processes in film and digital applications. Alternative processes will be explored. Each student must provide a DSLR and an SLR camera. Prerequisites: ART 1300 and ART 2600. Studio fees apply. Three hours.

ART 4210 Selected Topics in Art History

Selected art history topic offered on an as-available basis. Content includes research, field experience, and an art product. Three hours (1 APL).

ART 4230 Art Integrations

Advanced level synthesis in making art forms, with cross-discipline or community integration that would result in artwork utilized in a final portfolio, exhibition or public installation. Pre-requisite: ART 1200 and/or ART 2110, or other medium-specific ART or VCD courses, or permission of instructor. Three hours (1 APL).

ART 4300 Advanced Photography

This course will emphasize advanced individual photographic exploration for the purpose of developing significant personal imagery. Students will create a body of work that focuses on portfolio development and professional application in film, digital, and alternative processes. Each student must provide a DSLR and an SLR camera. Prerequisite: ART 3600. Studio fees apply. Three hours.

ART 4830 Advanced Individual Studies

This advanced level art-based research course focuses on an individual topic selected by the student and results in a visual or media arts product. Prerequisite: completion of major course requirements,

approval of research proposal, and permission of department chair. Three hours (3 APL). May be repeated up to 6 hours.

CIN 0010 LA Film Studies Center (formerly COM 0010)

The Film Studies minor is offered through the Council of Christian Colleges and Universities (CCCU) BestSemester program. Workshops combine with electives to teach relevant production processes and protocols, as well as the vital skills of collaboration. Sixteen credits of the minor are taken on location in Los Angeles, California. Six credits are taken on campus at Grace College. For more information visit: <http://www.bestsemester.com/locations-and-programs/los-angeles>.

CIN 3270 Introduction to Cinema (formerly COM 3270)

A careful look at film as an art form. Students will spend the bulk of their time viewing "significant" films and analyzing what they say and how they say it. Some consideration is given to film technique, but not to the details of filmmaking and film history. Three hours.

CIN 3300 Film, Faith, and Popular Culture (formerly COM 3300)

This course examines the state of contemporary culture as mirrored in film and raises questions about the connection that exists between film and faith. Issues of particular concern are film views of race, gender, and violence. Three hours.

MDI 4330 Media Production (formerly COM 4330)

Introductory training for audio and video production. Three hours.

THT 3110-3130 Stagecraft (formerly COM 3110-3130)

A practicum in play production with related projects in scene design, set construction, costume design and construction, make-up application, sound and lighting, and house management. By consent of department only. May be repeated for credit. One to three hours each semester.

THT 3210 Introduction to Theatre (formerly COM 3210)

An overview of the field of theatre including history, an introduction to dramatic types, the analysis of scripts, design and directing. Three hours.

THT 3230 Oral Interpretation (formerly COM 3230)

The study of theoretical criteria employed in the selection and adaptation of literature. The course stresses practical training in the oral reading of prose, poetry, and drama. Prerequisite: COM 1100. Three hours.

THT 3250 Fundamentals of Acting (formerly COM 3250)

An introduction to acting theory and practice. Practical application of performance techniques; character development is given special emphasis. Prerequisite: THT 3210. Three hours.

THT 4260 Religious Drama Workshop (formerly COM 4260)

A practicum in the writing, performance, production, and direction of dramatic works with religious emphasis. Three hours.

THT 4250 Directing (formerly COM 4250)

Theoretical and practical training in play direction with emphasis on selecting plays, conducting rehearsals, and working with actors. Prerequisite: THT 3210 or permission of department. Three hours.

THT 4440 Applied Performance and Production (formerly COM 4440)

For more information on performance and production opportunities, contact the Theatre instructor.

VCD 2120 Three-Dimensional Design (formerly ART 2120)

This is an introductory studio course in the varied principles of three-dimensional design. Projects explore traditional and experimental materials. Students will be expected to supply a variety of materials such as, found or recycled objects for re-purposing into art forms. Prerequisite ART 2110. Three hours.

VCD 2310 Visual Communication Design I (replaces ART 2300 Basic Graphic Design and ART 2500 Computer Graphics: Design I)

An introductory course that uses manual and digital processes to explore visual communication theories and techniques. Relationships between content and social and cultural context will be explored. Prerequisite: ART 2110. Three hours.

VCD 2510 Visual Communication Design II (replaces ART 2550 Computer Graphics: Design II)

This studio design course explores tools and techniques for digital-based imaging, editing, and layout. Utilizing Adobe software, this course focuses on the development of visual skills through digital photo manipulation, illustrative rendering, and graphics file preparation. Technical processes for digital and print production will be introduced. Prerequisite VCD 2310. Three hours.

VCD 3200 Multimedia Design (replaces ART 3150 Printmaking)

This course focuses on the integration of multiple forms of media requiring both creative and technical skills for visual imagery and messages. Visual media content includes digital photography, video, audio, and graphic software for dynamic formats. Prerequisite: ART 2600 Digital Photography. Three hours.

VCD 3420 Typography (formerly ART 3420)

A study of letter forms, historical influences, and how type is used as an effective element in context of visual communication design. Prerequisites: VCD 2510. Three hours.

VCD 3430 Illustration I (formerly ART 3430)

This introductory course explores fundamentals of illustrative design principles and how elements are utilized to address specific narrative or expressive problems. A survey of historical and current trends in illustration and an overview of basic business practices are examined. Prerequisites: ART 1200, ART 2110. Three hours.

VCD 3480 Visual Narrative (replaces ART 3550 Illustration II)

Focusing on artist as author, this course examines the visual and structural components of sequential storytelling. Students interested in integrating dual roles of visual communication and writing will develop distinctive skills in creating pictorial outlines for use in a variety of media formats such as illustrated children's books, advertising, educational publications, and storyboarding for video/film. Open to all majors. No prerequisite. Three hours.

VCD 3500 Advanced Illustration (formerly ART 3500)

Emphasis is placed on critical thinking in illustration design, and developing a body of advanced illustrative work in preparation for the professional portfolio. Time is spent examining professional business practices. Prerequisites: VCD 3430 and VCD 3480. Three hours.

VCD 3700 Visual Communication Design III

A computer laboratory course that introduces software utilized for motion graphics and web-based media. Students will develop problem-solving skills through understanding industry trends and technological changes, and apply them to a variety of projects. Prerequisites: VCD 2310 and VCD 2510. Three hours.

VCD 3840 Selected Topics in Art/Design (formerly ART 3840)

Advanced level course that examines contemporary issues within the context of the student's major focus and results in a specialized product for the student's portfolio. Three hours (1 APL).

VCD 4420 Senior Art/Design Portfolio (formerly ART 4420)

A senior capstone course for students majoring in any of the following: art, illustration, media arts, photography, visual communication design (formerly graphic design), or web design and development. The focus will be on developing individual stylistic approaches in reaching visual communication goals for the final portfolio presentation and senior thesis exhibit. Three hours (1 APL).

VCD 4480 Advanced Visual Communication Design (formerly ART 4470 Advanced Graphic Design)

This course provides students with advanced practice and development in analyzing and synthesizing human interaction in various contexts such as social, cultural, and economic. Focus will include technical processes, collaboration, environments, and the service of human-centered design. Prerequisites: VCD 3700 and VCD 3420. Three hours.

VCD 4730 Art/Design Internship (formerly ART 4730)

Qualified art majors receive on-the-job training at a cooperating organization. Internships may be pursued through the Department of Visual, Performing, and Media Arts or the Applied Learning Program. Prerequisite: approval by department chair or APL director. Three hours (3 APL).

WMU 1300 Worship Music Theory Fundamentals

Designed to give the musical worship leader a basic knowledge of music fundamentals. A balance between traditional and contemporary music will be used. Aural training and keyboard basics will also be introduced. Focus will include basic music notation, scales, tonality, keys/modes, intervals, and chords. Prerequisite: placement or permission of instructor or program director. Three hours.

WMU 2450 MIDI and Live Worship/Event

Provides students with the tools and hands-on experience necessary for producing professional MIDI projects, audio tracks, and visual recordings. Introduction to multi-track recording, recording studios, and the technology involved in mixing and processing sound. Live event to take place within worship environment. Prerequisites: WMU 2600 and WMU 3100. Three hours (1 APL).

WMU 2600 Worship Music Theory I

A continuation of Music Theory Fundamentals with strong emphasis on voice leading, harmonic progression, diatonic triads, cadences, and musical form. Aural training and keyboard skills will also be included. Prerequisite: WMU 1300. Three hours.

WMU 2610 Worship Planning and Administration

Students study and implement strategies for successful planning in worship arts ministry. Emphasis will be given to aspects of biblical leadership, pastoral ministry, and business administration. Topics include scheduling, working with volunteers, budgeting, vision development, worship team dynamics, and long-term ministry growth plans. Three hours.

WMU 3100 Worship Music Theory II

A continuation of Music Theory I with strong emphasis on non-chord tones, seventh chords, secondary chords, and simple modulation. Aural training and keyboard skills will also be included. Prerequisite: WMU 2600. Three hours.

WMU 2001 (Lab 1); WMU 2002 (Lab 2); WWMU 3001 (Lab 3); WMU 3002 (Lab 4); WMU 4001 (Lab 5); WMU 4002 (Lab 6)

Performance Development: Labs 1-6 (0 credits)

Required of all students majoring or minoring in Worship Arts. Performance development encompasses a wide variety of practice and performance experiences including co-curricular opportunities such as ensembles and worship teams. A weekly, 1 hour music lab allows students the opportunity to perform for their peers and receive constructive remarks regarding technique, interpretation, and general performance procedures by the faculty.

Weekly private lessons count toward accumulated practice time as assigned by the instructor for individual student performance development goals. Performance development experiences may include choir, gospel choir, wind ensemble, string ensemble, or worship teams. Lab 1-6 required for major; Lab 1 and 2 required for minor. Weekly practice hours assigned by instructor.

WMU 3380 Studio Management

Students will study the business aspect of managing a music studio, including production, marketing, finance, sales, and client relations. Students develop a comprehensive studio practice and/or recording plan. Three hours.

WMU 3390 Multimedia Law

Multimedia works are created by combining the content forms of music, text, graphics, illustrations, photographs, and software. This course examines four major intellectual property laws and litigation in the United States relevant to multi-media developers, performing and visual artists. Three hours.

WMU 3510 Worship Arts Technology

Introduction to the technological resources basic to work in the Worship Arts environment, including: lighting, audio, and video. Includes hands-on experience with MIDI and sequencing, music notation programs, desktop publishing, digital sound formats, as well as basic lighting design and video shooting/editing. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 3770 History of Christian Worship

This course provides an historical overview of Christian worship. Historical traditions and current trends of worship ministry will be studied, including music styles and the broader role of the arts in the local church. The interaction between worship and today's culture will also be addressed. Three hours.

WMU 3840 Selected Topics in Worship Music

Selected topics in Worship Music offered on an as-available basis. Content includes research, field experience, and a music product. Three hours. (1 APL)

WMU 4100 Arranging

A continuation of WMU 3100 Worship Music Theory II in which students apply concepts learned by working on projects in transcription (adapting music composed for one musical medium to a different medium), music arrangements (free treatment of pre-existing material), and composition utilizing MIDI keyboards and recording software. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 4200 Biblical Theology of Worship Arts

This course is a study of the biblical and theological aspects of worship. A wide spectrum of Christian traditions will be studied as well as the relationship of personal to corporate worship. Emphasis will be given to understanding how the patterns of worship found in the Bible affect every aspect of the worship service. Three hours.

WMU 4230 Worship Music Integrations

Advanced level synthesis in performing, developing, producing, or presenting worship arts content or forms. Cross-discipline or community integration would result in performing arts evidence utilized in a final portfolio or public presentation. Prerequisite: permission of program director. Three hours (1 APL).

WMU 4350 Musical Improvisation

Students apply knowledge gained from Theory I and II, learning different approaches to using scales to improvise over chord progressions. There will be a focus on blues and jazz styles, as well as contemporary music. Students will learn to transcribe solos from recordings. Prerequisites: WMU 2600, WMU 3100, and WMU 4100. Three hours.

WMU 4490 Methods Keyboard, Voice, Guitar, Percussion

Worship leaders and directors need to have a basic understanding of how all the instruments function in a worship team. Focus is on the elementary principles of playing keyboard, voice, guitar, and percussion. Emphasis is on development of tone production of each instrument, as well as transposition and the capabilities and limitations of each instrument. Prerequisites: WMU 2600 and WMU 3100. Three hours.

WMU 4550 Nashville – Contemporary Music Center

Nashville Contemporary Music Center program is offered through collaboration of the Council of Christian Colleges and Universities (CCCCU). 16 credits of the emphasis are taken on location in Nashville, TN. All other credits in the Worship Arts major are taken at Winona Lake, Grace campus. Core courses in Nashville include Faith, Music, and Culture; Inside the Music Industry; and the CMC Tour Practicum. Academic tracks to select from include Artist, Business, and Technical. Classes include composing, performing, mixing, and promoting. For more information visit:

<http://www.bestsemester.com>. Prerequisite: Junior or Senior academic level. Sixteen hours (9 APL).

WMU 4620 Senior Capstone

Presentation of a corporate worship service representing significant research and creative endeavor during the academic year preceding graduation. Presentation projects must be approved by the program director, department chair, and faculty adviser. Program notes must be submitted to and approved by the program director prior to the presentation. Student is responsible for assembling the necessary team to execute the live event (musicians, speakers, etc.). Prerequisites: completion of major course requirements and approval of department chair. Three hours (1APL).

WMU 4730 Worship Arts Internship

An internship served under the guidance of an experienced and qualified worship arts leader in an approved church music program. Prerequisite: permission of program director. Three hours (3 APL).

WMU 4830 Advanced Individual Studies in Worship Arts

This advanced level worship performance or worship production-based research course focuses on an individual topic selected by the student. Prerequisite: completion of major course requirements, approval of research proposal, and permission of program director and department chair. Three hours (3 APL).