

Department of Visual Arts
Faculty of Arts and design
University of Jordan

Course plan for a BA Degree  
In

Visual Arts
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Bachelor degree in Arts & Design – Visual Arts

A - Course components:

Curriculum for the degree of Bachelor of Arts & Design / Department of Visual Arts consists of 132 Credit Hours comprising of:

	Type of requirement	Credit Hour
First	University Requirements	27
Second	Faculty Requirements	24
Third	Specialization Requirements	81
Total	132	

B – Numeration:

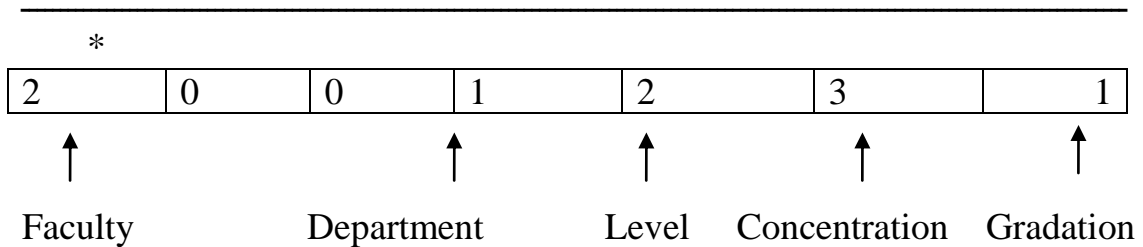
1 - Department Symbols:

Number	Department
1	Visual Arts
2	Theater Arts
3	Music

2 - Course Symbols\*:

Decimal symbol in course Numeration

Number	Concentration
2	Painting and Drawing
3	Graphic Art
4	Sculpture
5	Ceramics
7	Multimedia Design
8	Interior Design



1. University Requirements: (27) credit hours as follows:

A - Obligatory Requirements: (12) credit hours.

B - Elective Requirements: (15) credit hours.

A - Obligatory Requirements: (12) credit hours as follows:

Course Number	Course Title	Credit Hours	Prerequisite
1501100	Arabic communication skills	3	-
1502100	English communication skills	3	-
2200100	Military sciences	3	-
2300100	National education	3	-

Course Number	Course Title	Credit Hours	Prerequisite
1501098	Comp. exam Arabic	3	-
1501099	Remedial Arabic	3	-
1502098	English lang. exam	3	-
1502099	Remedial English	3	-
1600150	Community service	3	-
1901098	Computer skills exam	3	-
1902099	Remedial computer Skills	3	-

B – Elective Requirement: (15) credit hours to be chosen by student from the following list:

Course Number	Course Title	Credit Hours	Prerequisite
0401100	Islamic culture	3	-
0402100	Islamic system	3	-
0807100	Intr. To librarianship & information	3	-
1032100	Human rights	3	-
1041100	Legal culture	3	-
1132100	Sports and health	3	-
2001100	Art appreciation	3	-
2200103	Foreign language	3	-
2301100	Creative writing	3	-
2302102	History of human civilization	3	-
1052100	Jerusalem city	3	-
2302104	History of Jordan and Palestine	3	-
2303100	Logic and Critical Thinking	3	-
2304100	Geography of Jordan	3	-
2305100	Introduction to Sociology	3	-
2307100	Principles of Psychology	3	-
2308100	principles of political science	3	-
2601100	Archaeology of Jordan	3	-
2701100	Principles of Social Work	3	-
0305100	Environment	3	-
0342100	Science and society	3	-
0603100	Human nutrition	3	-
0641100	Home garden	3	-
0710100	First aid	3	-
0905100	Principle in general safety	3	-
0905101	Jordan industries	3	-

II. Faculty Requirements: (24) credit hours as follows:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	practical	
1901100	Computer Skills	3	3	-	-
2031101	History of Art (1)	3	3	-	-
2001111	Introduction to Art	3	3	-	-
2003120	Introduction To Music	3	3	-	-
2001211	Aesthetics	3	3	-	-
2032131	Introduction to Theater	3	3	-	-
2002213	Drama Appreciation	3	3	-	-
2003341	Music Appreciation	3	3	-	-

III. Specialization Requirements: (81) credit hours as follows:

A - Obligatory Requirements: (33) credit hours.

B.- Elective Requirements: (9) credit hours.

C - Obligatory Requirements: (Concentration): (39) credit hours

A - Obligatory Requirements: (33) credit hours as follows:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001123	Basics of Drawing (1)	2	-	4	-
2001124	Basics of Drawing (2)	3	-	6	2001123
2001141	Basics of Sculpture	2	-	4	-
2001155	Basics of Ceramics	2	-	4	-
2001133	Fundamentals of Graphic Art	2	-	4	-
2001166	Design Fundamentals (1)	2	-	4	-
2001167	Design Fundamentals (2)	3	-	6	2001166
2001125	Basics of Painting	2	-	4	2001123
2001268	Fundamentals of Art Criticism	3	3		-
2001206	History of Islamic Arts	3	3	-	-
2001208	History of Modern Arts	3	3	-	-
2001227	Anatomy for Artists	2	-	4	2001123
2001168	Perspective & Projection	2	-	4	2001166
2001126	Color Theory	2	1	2	-

**B-** Elective Requirements: students can choose (9) credit hours from the following elective courses:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001145	Contemporary sculptures' problems	3	3	-	-
2001337	Photography	3	1	4	-
2001156	Building potter	3	-	6	-
2001236	Etching (1)	3	-	6	-
2001234	Relief Printing (1)	3	-	6	-
2001336	Silkscreen (1)	3	-	6	2001124-2001133
2001326	Water Colour Painting	3	-	6	-
2001329	Composition	3	1	4	-
2001267	Information Design	3	-	6	2001164-2001163
2001376	Visual Effects Design	3	-	6	2001164-2001365
2001373	Interactive Design	3	-	6	2001163
2001266	Branding & Advertising Design	3	-	6	2001164-2001162
2001374	Three Dimensional Design	3	-	6	2001372
2001262	Graphic Design Theory & Practice	3	-	6	-
2001271	History of Animation & Multimedia Design	3	3	-	-
2001275	Light and Sound Techniques	3	1	4	-

C- Obligatory Requirements (Concentration): The student should complete (39) credit hours for the following concentrations:

**1. Drawing and Painting:**

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001121	Free Drawing (1)	3	-	6	-
2001122	Free Drawing (2)	3	-	6	2001121
2001324	Free Drawing (3)	3	-	6	2001122
2001225	Oil Painting(1)	3	-	6	2001122
2001226	Oil Painting(2)	3	-	6	2001225
2001327	Oil Painting(3)	3	-	6	2001226
2001325	Independent study in Painting and Drawing	3	1	4	-
2001326	Water Colour Painting	3	-	6	-
2001224	Techniques of Drawing & painting	3	1	4	-
2001328	Acrylic and chalk pastel painting	3	-	6	-
2001329	Composition	3	1	4	-
2001418	Graduation Project (1)	2	1	2	Dept. Approval
2001419	Graduation Project (2)	4	-	8	Dept. Approval

**2. Graphic Arts:**

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001131	History of Print Making	2	2	-	-
2001132	Graphic Drawing	2	-	4	-
2001234	Relief Printing (1)	3	-	6	-
2001235	Relief Printing (2)	3	-	6	2001234
2001236	Etching (1)	3	-	6	-
2001237	Etching (2)	3	-	6	2001236
2001335	Lithography(1)	3	-	6	2001124-2001133
2001434	Lithograph (2)	3	-	6	2001335
2001336	Silkscreen(1)	3	-	6	2001124-2001133
2001433	Silkscreen (2)	3	-	6	2001336
2001435	Digital Graphic Arts	2	-	4	-
2001436	Independent Study of Print Making	3	-	6	-
2001418	Graduation Project (1)	2	1	2	Dept. Approval
2001419	Graduation Project (2)	4	-	8	Dept. Approval

### 3. Sculpture:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001144	Sculpture free hand drawing	2	-	4	-
2001142	Water clay- portrait (1)	2	-	4	2001144
2001143	Water clay (2)	3	-	6	2001142
2001244	Water Clay Expressive form	3	-	6	2001143
2001245	Water clay- mural	3	--	6	2001244
2001246	Mold making	3	-	6	-
2001345	Stone carving	3	-	6	-
2001346	Wood carving	3	-	6	-
2001347	Mold making and metal casting	2	-	4	-
2001444	Welding and assembly sculpture	3	-	6	-
2001445	Experimental sculpture	3	-	6	-
2001446	City monumental sculpture	3	-	6	-
2001418	Graduation Project (1)	2	1	2	Dept. Approval
2001419	Graduation Project (2)	4	-	8	Dept. Approval

### 4. Ceramics:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	Practical	
2001156	Building potter	3	-	6	-
2001344	Murals pottery	3	-	6	-
2001157	wheel "1"	3	-	6	-
2001158	wheel "2"	3	-	6	2001357
2001255	the mold and the model "1"	3	-	6	-
2001256	Islamic ceramics	3	1	4	-
2001257	history of pottery	3	3	-	-
2001357	the mold and the model "2"	3	-	6	2001255
2001358	Ceramic Chemistry	2	2	-	-
2001359	Techniques of pottery and glaze	2	-	4	-
2001451	Techniques of kilns	2	1	2	-
2001452	decorative design and linear	3	1	4	-
2001418	Graduation Project (1)	2	1	2	Dept. Approval
2001419	Graduation Project (2)	4	-	8	Dept. Approval



### 5. Multimedia Design:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	practical	
2001271	History of Animation & Multimedia Design	3	3	-	-
2001263	Design Thinking	3	3	-	-
2001162	Digital Imaging & Photography	3	-	6	1901100
2001163	Computer Graphic Illustration	3	-	6	1901100
2001164	Typography I	2	-	4	2001163
2001272	2D Sequential Design	2	-	4	2001162-2001163
2001273	Animation Principles & Techniques	2	-	4	conjunction With 2001272
2001274	Animation Studio (1)	3	-	6	2001273-2001272
2001371	Animation Studio (2)	3	-	6	2001274
2001372	Animation Studio (3)	3	-	6	2001371
2001373	Interactive Design	3	-	6	2001163
2001364	Intro to Web Design	3	-	6	2001362 or 2001273
2001375	Multimedia Design Internship Practical Training	0		8-10Weeks	80 Credit Hours
2001418	Graduation Project I	2	1	2	Dept. Approval
2001419	Graduation Project II	4	-	8	Dept. Approval

### 6. Interior Design:

Course Number	Course Title	Credit Hours	Weekly Hours		Prerequisite
			Theoretical	practical	
2001181	History of Interior Design	3	2	-	-
2001182	Interior Design Techniques	3	1	2	-
2001281	Furniture Designs Studio	3	2	2	-
2001282	Interior Design Studio (1)	3	-	6	-
2001283	Interior Design Studio (2)	3	-	6	2001282
2001284	Interior Design Studio (3)	3	-	6	2001283
2001381	Sound and Light	2	2	-	-
2001382	Environmental Design	2	2	-	-
2001383	Design psychology	2	2	-	-
2001384	Geometrical Drawing (1)	3	-	6	-
2001385	Geometrical Drawing (2)	3	-	6	2001384
2001386	Workshops	3	-	6	-
2001418	Graduation Project (1)	2	-	4	Dept. Approval
2001419	Graduation Project (2)	4	-	8	Dept. Approval

## Syllabus For Painting and Drawing

### first Year

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals (2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

### Second Year

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003120	Introduction To Music	3	-	University Requirements	3
2001125	Oil Painting(1)	2	2001211	Aesthetics	3
2001326	Water Color Painting	3	2001227	Anatomy for Artists	2
2001121	Free Drawing (1)	3	2001122	Free Drawing (2)	2
-	Elective Course	3	2001224	Techniques of Drawing & painting	3
Total	17		Total	15	

**Painting and Drawing**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	Elective Course	3
2032131	Introduction to Theater	3	2001268	Fundamentals of Art Criticism	3
2001206	History of Islamic Arts	3	2001325	Techniques of Drawing & painting	3
-	Elective Course	3	2001329	Composition	3
2001324	Free Drawing (3)	3	2001226	Oil Painting(2)	3
2001225	Oil Painting(1)	3	-		
Total	18		Total	15	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003341	Music Appreciation	3	-	University Requirements	3
2001208	History of Modern Arts	3	2002213	Drama Appreciation	3
2001328	Acrylic and chalk pastel painting	3	-	Elective Course	3
2001327	Oil Painting(3)	3	2001419	Graduation Project (2)	4
2001418	Graduation Project (1)	2			
Total	17		Total	16	

**Syllabus For**  
**Graphic Art**

**First Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals(2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

**Second Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003120	Introduction To Music	3	-	Elective Course	3
2001125	Basics of Painting	2	2001211	Aesthetics	3
2001131	History of Print Making	2	2001227	Anatomy for Artists	2
2001132	Graphic Drawing	2	2001235	Relief Printing (2)	3
2001234	Relief Printing (1)	3	2001237	Etching (2)	3
2001236	Etching (1)	3			
Total	18		Total	17	

**Graphic Art**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2032131	Introduction to Theater	3	-	Elective Course	3
2001206	History of Islamic Arts	3	2001268	Fundamentals of Art Criticism	3
-	Elective Course	3	2001434	Lithograph (2)	3
2001336	Silkscreen(1)	3	2001433	Silkscreen (2)	3
2001335	Lithography(1)	3	-		-
Total	18		Total	15	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003341	Music Appreciation	3	-	University Requirements	3
2001208	History of Modern Arts	3	2002213	Drama Appreciation	3
2001435	Digital Graphic Arts	2	-	Elective Course	3
2001436	Independent Study of Print Making	3	2001419	Graduation Project (2)	4
2001418	Graduation Project (1)	2	-	-	-
Total	16		Total	16	

**Syllabus For  
Sculpture  
First Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals (2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

**Second Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003120	Introduction To Music	3	-	University Requirements	3
2001125	Basics of Painting	2	2001211	Aesthetics	3
2001144	Water Clay Expressive form	3	2001227	Anatomy for Artists	2
2001246	Mold making	3	2001142	Water clay- portrait (1)	2
2001346	Wood carving	3	2001345	Stone carving	3
Total	16		Total	16	

**Sculpture**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3		University Requirements	3
-	Elective Course	3		University Requirements	3
2001206	History of Islamic Arts	3	2001268	Fundamentals of Art Criticism	3
2032131	Introduction to Theater	3	2002213	Drama Appreciation	3
2001143	Water clay (2)	3	2001244	Water Clay Expressive form	3
2001347	Mold making and metal casting	2	2001444	Welding and assembly sculpture	3
Total	17		Total	18	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003341	Music Appreciation	3	-	University Requirements	3
2001208	History of Modern Arts	3	2001446	City monumental sculpture	3
2001245	Water clay- mural	3	-	Elective Course	3
2001445	Experimental sculpture	3	2001419	Graduation Project (2)	4
2001418	Graduation Project (1)	2	-	-	-
Total	17		Total	16	

**Syllabus For  
Ceramics  
First Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals (2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

**Second Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003120	Introduction To Music	3	-	Elective Course	3
2001125	Basics of Painting	2	2001211	Aesthetics	3
2001156	Building potter	3	2001359	Techniques of pottery and glaze	2
2001157	wheel "1"	3	2001358	Ceramic Chemistry	2
2001257	history of pottery	3	2001158	wheel "2"	3
Total	18		Total	16	



**Ceramics**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2032131	Introduction to Theater	3	-	Elective Course	3
2001206	History of Islamic Arts	3	2001268	Fundamentals of Art Criticism	3
2001344	Murals pottery	3	2001357	the mold and the model "2"	3
2001255	the mold and the model "1"	3	2001451	Techniques of kilns	2
2001256	Islamic ceramics	3	2001227	Anatomy for Artists	2
Total	18		Total	16	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
-	Elective Course	3	-	University Requirements	3
2003341	Music Appreciation	3	2002213	Drama Appreciation	3
2001208	History of Modern Arts	3	-	Elective Course	3
2001452	decorative design and linear	3	2001419	Graduation Project (1)	4
2001418	Graduation Project (1)	2	-	-	-
Total	17		Total	16	

**Syllabus For**  
**Multimedia Design**

**First Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals (2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

**Second Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003120	Introduction To Music	3	2001211	Aesthetics	3
2001125	Basics of Painting	2	2001227	Anatomy for Artists	2
2001271	History of Animation & Multimedia Design	3	2001263	Design Thinking	3
2001162	Digital Imaging & Photography	3	2001164	Typography(1)	2
2001163	Computer Graphic Illustration	3	2001272	2D Sequential Design	2
			2001273	Animation Principles & Techniques	2
Total	17		Total	17	

**Multimedia Design**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2032131	Introduction to Theater	3	-	University Requirements	3
2001206	History of Islamic Arts	3	2001268	Fundamentals of Art Criticism	3
-	Elective Course	3	2001371	Animation Studio (2)	3
2001274	Animation Studio (1)	3	2001364	Intro to Web Design	3
2001373	Interactive Design	3	-		
Total	18		Total	15	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003341	Music Appreciation	3	-	University Requirements	3
2001208	History of Modern Arts	3	2002213	Drama Appreciation	3
-	Elective Course	3	-	Elective Course	3
2001372	Animation Studio (3)	3	2001419	Graduation Project (2)	4
2001418	Graduation Project (1)	3	-		-
Total	17		Total	16	

**Syllabus For  
Interior Design  
First Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	1901100	Computer Skills	3
2001111	Introduction to Art	3	2031101	History of Art	3
2001123	Basics of Drawing (1)	2	2001124	Basics of Drawing (2)	3
2001133	Fundamentals of Graphic Art	2	2001155	Basics of Ceramics	2
2001141	Basics of Sculpture	2	2001167	Design Fundamentals (2)	3
2001166	Design Fundamentals (1)	2	2001168	Perspective & Projection	2
2001126	Color Theory	2			
Total	16		Total	16	

**Second Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-		3	-	University Requirements	3
2003120	Introduction To Music	3	2001211	Aesthetics	3
2001125	Basics of Painting	2	2001227	Anatomy for Artists	2
2001181	History of Interior Design	3	2001281	Furniture Designs Studio	3
2001182	Interior Design Techniques	3	2001283	Interior Design Studio (2)	3
2001282	Interior Design Studio (1)	3	2001381	Sound and Light	2
Total	17		Total	16	

**Interior Design**  
**Third Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2032131	Introduction to Theater	3	2001268	Fundamentals of Art Criticism	3
2001206	History of Islamic Arts	3	2001383	Design psychology	2
-	Elective Course	3	2001384	Geometrical Drawing (1)	3
2001284	Interior Design Studio (3)	3	2001386	Workshops	3
2001382	Environmental Design	3	-		-
Total	17		Total	14	

**Fourth Year**

First Semester			Second Semester		
Course Number	Course Title	Credit Hours	Course Number	Course Title	Credit Hours
-	University Requirements	3	-	University Requirements	3
2003341	Music Appreciation	3	-	University Requirements	3
2001208	History of Modern Arts	3	2002213	Drama Appreciation	3
-	Elective Course	3	-	Elective Course	3
2001385	Geometrical Drawing (2)	3	2001419	Graduation Project (2)	4
2001418	Graduation Project (1)	2			
Total	16		Total	17	

## **Course Description for the degree of Bachelor of Fine Arts/Department of Visual Arts.**

### **• University Requirements**

#### **(2001100) Art Appreciation 3 credit hours**

This Course design for Jordan University students from different background to improve their awareness of creativity of the Artwork, Visual Arts -Time Arts- and Combined Arts, there after elevate their sense; and the stander of their living Socially as member of society help them to be Creativity and belonging to their nations. Therefore, the Course should cover the Following areas:

1. The interdisciplinary areas among Arts. Space Art –Time Arts and combined Arts.
2. To distinguish between high Arts and low commercial Arts.
3. To build up their knowledge of the Artistic terminology and encourage them to use it.
4. To get accented with formal element of the Artworks.

### **• Faculty Requirements**

#### **(2031101) History of Art (1) 3 credit hours**

The course reviews with short comprehensive hits the history of world architecture, painting and sculpture:

1. Lascaux, Altamira and Wadi Rum Paleolithic paintings.
2. Mesopotamian and Sassanian and Art in Iraq and Iran up to advent of Islam.
3. Greek and Hellenistic Art.
4. Etruscan and Roman Art until the birth of Christian Art.
5. Nabatean Art.
6. Christian Art:
  - a. Under the Romans.
  - b. Byzantine Art.
  - c. Romanesque Art.
  - d. Gothic Art.
7. Introduction to the Age of Renaissance.  
the course examines the most important trends in High Renaissance, including movements such as Mannerism, Baroque,

Rococo, the Venetian School and the influence of the Age Renaissance on Northern Europe, the Netherlands, Spain and France. The course then moves to movements such as Neoclassicism, Romanticism, Neo – Raphaelites and Art Nouveau.

**(2001111) Introduction to Art** **3 credit hours**

The course is designed to acquaint new students with the four major art forms (visual arts, architecture, music, and theater) with emphasis on the interdisciplinary areas among these arts. Two methods will be used: the first is class meetings and discussions presenting examples of each of the art forms through lectures and handouts (subject sources, function, media, organization and style). The second is an assigned academic (MLA – Style) research paper of 7–10 pages on a selected topic and a presentation by each student at the end of the course. The instructor might assign a research project of for a group of students, and have them do the presentation in the chosen location, and campus.

**(2001311) Fundamentals of Art Criticism** **3credit hours**

The course deals with the fundamental principles of art criticism at the theoretical, philosophical and aesthetic levels, and visual training and appreciation of a work of art. It covers the following subjects:

1. History of art criticism.
2. The role of art criticism in closing the gap between the art work and the public.
3. Methods of applying art criticism to modern art.
4. Scientific and philosophical theories of art criticism with some applications.
5. Monograph studies of certain important experiments of well known international and Arab art critics.

**(2003120) Introduction To Music** **3 credit hours**

This subject deals with the basic information concerning any musical work. It deals with Melody, Rhythm, Form, Timber, Performance and some historical issues; it also contains simple practical exercises and listening to musical examples.

**(2031211) Aesthetics** **3 credit hours**

The course traces the development of the perception of beauty, its philosophy and theories and new tendenses of modern aesthetics from Classical Greece and Aristotle to the Middle Ages with the Christian Byzantine view of beauty, and that of the Romantic Movement. There is

a study in depth of the coinage of term 'aesthetics' by the German philosopher Baumgarten, in the 18th century, as an independent concept and its development by Hume, Berkley, Locke, Hegel and Schopenhauer. It ends by examining theories of aesthetics in the 19th and 20th centuries and their application to plastic arts and finally the last new tendencies of contemporary aesthetics as ( Marketing, Tv and Communication, environment aesthetics etc....)

**(2032131) Introduction to Theater (3 credit hours)**

The course introduces theater as an art form and communication medium, and highlights its major and minor components. In addition to that, it deals with theatre text through exploring classical plays and acquainting the student to script reading, analysis and theatrical terminologies.

**(2003341) Music Appreciation 3 credit hours**

The course reviews different musical Astoetics and introduces varied musical forms, through listening and analyzing musical compositions, elements and instruments. It also exposes the students to music of different peoples and nations, at various epochs, for them to accumulate a comprehensive knowledge of varied musical traditions in order to develop their musical awareness and appreciation.

**• Specialization Requirements**

**(2001123) Basics of Drawing (1) 2 credit hours**

A practical course in the studio that focuses on the basics of drawing through an emphasis on line, shape and value as means of expressions.

The course begins with simple element as texture and weight of shape and three dimensions, then moves to attention to the relationship between two forms in space, and the to understand the space within it's relationship to other spaces. and finally how to control the whole space in total.

Also focuses on how realistic drawing is against nature's reality with attention to self –expression.

The students are trained on how to use line and shading using variety of materials as graphite, charcoal, ink and "Conte"



**(2001124) Basics of Drawing (2) P.R (2001123) 3 credit hours**

A practical course in the studio to train the student on drawing figures, it's gestures, it's surfaces, focusing on anatomy.

The course concentrates on understanding the human body in all it's looks and configurations. and how it exists and moves in space.

A live model and statues are used, where poses are initially simple then becoming combined and complex along with the development of the skill and conception of the student. Then the attention turns to the drawn space in total and the figure, then to the relation of figures all together.

**(2001141) Basics of Sculpture 2 credit hours**

Lectures in this course will be given for students with some examples to discuss the difference between natural and mechanical objects for sculpturing. Students will discussed texture, surfaces, light and shadow and its impact on the sculpture and determine the space on a practical level.

The student applies the theories in the professional implementation of two different projects (natural and mechanical) using materials and tools that are easy to be used.

**(2001155) Basics of Ceramics 2 credit hours**

The theoretical trend deal with an introduction in Art ceramics as King of Formation, as For the applied trend they students as trained in preparing clay. The students recognize on how to make in Ceramics Form and techniques with building basics, and recognize the glaze techniques such as: dipping, spray, brush...

**(2001133) Fundamentals of Graphic Art 2 credit hours**

A course in the studio deals with the graphic art basics (printmaking), this class will cover many different methods, materials and tools in the hand printing for many surfaces such as linoleum and woodblocks as well as the Monoprint using different shapes from textures for printing (from the nature and human made) with diversification and creation the alternatives based on the editions of prints.

**(2001166) Design Fundamentals (1) 2 credit hours**

This course covers an overview of the basic design concepts and methods of creative thought and applications in various artistic design disciplines. It also aims to introduce students to the basic principles of design based on theories of visual perception. Design theories include: unity, balance, proportion, scale and rhythm. Main focus is on encouraging students to think critically in regards to the creative artistic and design work, as it is

to train students on the professional level of skilled craftsmanship in the field of development and the execution of the projects submitted

**(2001167) Design Fundamentals (2) P.R (2001166) 3 credit hours**

This course is a continuation of the comprehensive introduction to the basic design concepts of creative thought methods and applications in various artistic disciplines and design put forward in the course Design Basics 1, which is an integral part of the curriculum for the various disciplines of design. The students will focus on the practice of design thinking, and improve the skills and abilities of the students through designing specialized projects, and on a larger scale to understand the context/perspective of the different design areas through the practice of designing small projects. This course encourages the student's personal commitment to develop creative thinking skills and design.

**(2001125) Basics of Painting P.R (2001123) 2 credit hours**

The course focuses on general techniques in painting and the ability to observe changes in the visual and physical properties of light and color, and their relationship and the impact of colors on each other.

Using water-based colors, not to mimic the universe as it exists in nature, but only to express the uniqueness of personal vision, in the traditions of art.

**(2001268) Fundamentals of Art Criticism 3 credit hours**

The course deals with the fundamental principles of art criticism at the theoretical, philosophical and aesthetic levels, and visual training and appreciation of a work of art. It covers the following subjects:

1. History of art criticism.
2. The role of art criticism in closing the gap between the art work and the public.
3. Methods of applying art criticism to modern art.
4. Scientific and philosophical theories of art criticism with some applications.
5. Monograph studies of certain important experiments of well known international and Arab art critics.

**(2001206) History of Islamic Art 3 credit hours**

This survey covers Islamic Architecture and arts from its formation through the Ohomauid period. It gives important examples from the Islamic periods and their information such as date, materials, place of production and design.

**(2001208) History of Modern and contemporary Art 3 credit hours**

This course covers the five Arts in the Islamic and Arab worlds since the beginning of the 19th century. It deals with the important trends and schools and then an tests to see the developments and accomplishments.

**(2001227) Anatomy for Artists P.R (2001123) 2 credit hours**

Knowing the human body is essential for drawing, and sculpture painting, hence, this course includes the following: study of the human skeleton, the changes it goes through from childhood to adulthood, the difference between a male and a female skeleton and the study of body muscles. also includes study of the human skeleton and occurring to body muscles through movement.

**(2001168) Perspective & Projection P.R (2001166) 2 credit hours**

Theoretical and practical course: Introducing students to the basic principles of internal architectural drawing perspective and projection engineering, through the presentation of the concepts of projections, vanishing points, dimensions, and the projection levels through 2D & 3D exercises/practices, then these processors evolve to deal with the different dimensions of shadow into 2D then 3D interfaces in terms of: mass and void. The course is also known as a two-dimensional architectural drawings projection, three-dimensional graphics, and shadow projections.

**(2001126) Color Theory 2 credit hours**

The course introduces the student to important color theories and covers their historical development and their scientific and artistic applications of a work of art as well as the use of color in the works of various artists. The student gains an understanding of color systems. Properties and relationships and their visual and psychological effects. This is achieved through direct analysis, readings, demonstrations, exercises and formal assignments. The ability to utilize color in various fields of study is also explored.

## ● Elective Requirements

### (2001145) Contemporary sculptures' problems 3 credit hours

This aim of this course is to introduce the students to the contemporary sculpture problems and requires each student to deliver a research about the use of different materials such as: Electricity, magnetic, Reative in Virinmust and the use of (Sensors sense) in addition to the use of new technology and applying it in a different applications.

### (2001337) Photography 3 credit hours

If cover the history of the field and its developments and their cultural affects. The course deals also with the techniques. Styles and theories of photography.

### (2001156) Building potter 3 Credit Hours

This course aims to give the student practical skills in your hand, through pressure, coils, slides and how to paste the pieces and slide to reach the required design, with a focus on the properties of clay, and the problems faced by the student, as well as the correct way to save your work and follow-up down, all this is done through its implementation of innovative designs to achieve those concepts.. Add to introduce students to how to dump the work carried out in this way, and to Treatment problems that may face the student

### (2001236) Etching (1) 3 credit hours

A studio course that introduces the student to graphic art, its materials, tools, and the various techniques including dry point, aquatinta, barniz blando, and mixed techniques of acid etching on metal sheets. It also introduces the student to creative techniques of printmaking masters in the Arab world.

### ( 2001234) Relief Printing (1) 3 credit hours

This course targets to train students how to carve on different surfaces after preparing the design and transferring it on the surface. Afterwards, to use the appropriate tools for carving by making lines, shapes and textures. The student will use fragile surfaces such as plaster and will use soft surfaces such as carton, linoleum, polystyrene, and solids like a piece of wood cut either lengthwise or widthwise. It should be taken into account the choice of inks and the usage of suitable colors with focusing on the black color... Printing is done by using pressure or by rubbing or using a roller or a press machine.

**(2001336) Silkscreen(1) P.R:(2001124 -2001133) 3 credit hours**

A studio course that introduces the most important principles and various techniques of printing with silkscreen while concentrating on form and the third dimension.

**(2001326) Water Color Painting 3 credit hours**

A studio course that offers a survey of basic watercolor and gouache to assist in developing the necessary skills to work independently in these media. It introduces the students to the basic concepts as visual, procedural and gastrula schema, incorporating controlled experimentations with broad focus on color. The technical emphasis is on the transparency of watercolor and the opaque gouache technique

**(2001329) Composition 3 credit hours**

A Comprehensive course in the transformation of theme into a spatial structure to give a unique sense of order to the form that merges with content students will explore the perceptual phenomena as they do the various instruments and material to develop a personal vocabulary of form. They will investigate figure, ground relationship and types of types of compositions in an artwork.

**(2001267) Information Design P.R (20011264-2001163) 3 credit hours**

This course addresses visual problem solving and emphasizes methods of translating complex data into clear, visually dynamic solutions. Topics include: corporate communication systems, publication, way-finding, and interaction design.

**(2001376) Visual Effect Design P.R (2001164-2001365) 3 credit hours**

This course will introduce students to the development of visual effects through readings, screenings of important works, and assignments. Students will examine the various ways in which artistic and technological tools have been used to create convincing visual effects for film, television, and games. Assigned projects will integrate multiple sources of imagery, including video, traditional, 2D, 3D, and effects animation. Students are encouraged to explore, experiment, and develop new animation techniques to create original and compelling imagery.

**(2001373) Interactive Design P.R (2001163) 3 credit hours**

Students encounter advanced problems in the visual design and structuring of information in interactive multimedia presentations. Topics include: the design of interfaces, navigation, motion graphics, and Web

sites, as well as exploration of narrative and hypermedia approaches to the organization of content.

**(2001266) Branding & Advertising Design P.R(2001162-2001164) 3 credit hours**

An overview of the branding and advertising design industry and introduction to the role advertising plays in marketing. This course explores the sophisticated thinking and planning that go into establishing a successful brand position. Students are introduced to the fundamental problem solving techniques used in modern branding & advertising as they develop a brand strategy, brand position, and brand personality for a specific product or service. With the help of case studies, discussions, readings, and assignments, students are exposed to marketing strategies employed in the market.

These include the practice, theory, and structure of the profession as they relate to roles in the creative process. Additional emphasis is placed on research and teamwork.

**(2001374) Three Dimensional Design P.R (2001372) 3 credit hours**

An introduction to basic 3D modeling and animation for commercial advertising. Students explore advanced 2D animation, 3D animation, compositing techniques, and the integration of 3-D elements. Students will animate marketing strategies that combine image, type, sound, and motion to visually establish and articulate a brand's identity for use in out-of-home video displays, such as retail, in-flight, mobile, corporate, and entertainment environments.

**(2001262) Graphic Design Theory & Practice 3 credit hours**

The course will examine the theories and critical perspectives that shape graphic design practices. The course includes a historical survey of the evolutionary stages in human visual communication and the birth and development of modern Graphic Design. Topics include: the evolution of writing systems into the alphabet; the printed typographic book; technological breakthroughs in communication through the ages; and the contribution of pivotal individuals and design movements during the 20th Century. The course will function as a discussion of contemporary design strategy in business, and examine the role of visual communication in the information age.

**(2001271) History of Animation & Multimedia Design 3 credit hours**

This course surveys the chronological landmarks in the history of multimedia animation from numerous perspectives, including filmmaking, painting and drawing, theater, and animation history. It addresses historical animation issues related to media, culture, and technology through intensive research, presentation, and discussion of animation.

**(2001275) Light and Sound Techniques 3 credit hours**

A hands-on studio course exploring the basics of studio lighting and videography. Students will learn professional production methods to capture high quality video footage that can be successfully integrated into the computer animation environment. In addition, this course also provides students with an introduction to digital audio recording, creation, layering, and editing.

## **Drawing and Painting**

**(2001121) Free Drawing (1) 3 credit hours**

A studio course that concentrates on life study of the human figure as an expression and reflection of nature. Formal analysis in terms of visual and structural constructs. The image of the human figure as an expression of human consciousness.

**(2001122) Free Drawing (2) P.R (2001121) 3 credit hours**

The course concentrates on the study of the human figure as an expressive element with emphasis on building a composition made up of several figures. It also trains the student to match between the various art media, and harmonize between the form and its content to create a personal artistic vision.

**(2001324) Free Drawing (3) P.R (2001122) 3 credit hours**

A studio course that concentrates on the development of perceptual expansion and generated imagery based on life studies of human figure. Emphasis on composition, process and concept in relation to development of individual vision and expression.

**(2001225) Oil Painting(1) P.R (2001122) 3 credit hours**

A studio course that aims at developing a personal style of painting among the student. Elements of form and color are studied along with ways in which color can be used as a mean of personal expression. The

course is an introduction to basic concepts as visual procedural schema, incorporating controlled academic oil painting and broad focus on color.

**(2001226) Oil Painting(2) P.R (2001225) 3 credit hours**

A studio course that offers in-depth teaching of various procedures in oil painting through copying of masterpieces under the supervision of the instructor in order to train the student in divers styles and techniques Elements of form and color are studied along with the ways in which color can be used as a mean of personal expression. It also aims at encouraged the student to build up his/her individual compositions and develop a personal style painting.

**(2001327) Oil Painting(3) P.R (2001226) 3 credit hours**

The course develops the student's perceptual expression and frees his vision through deconstruction and analysis in order to restructure the composition that is taken from live subjects. The student is also trained to develop his/her composition and synchronize between shape and content.

**(2001325) Independent study in Painting and Drawing 3 credit hours**

Independent work in a chosen area with cooperating instructor.

**(2001326) Water Color Painting 3 credit hours**

A studio course that offers a survey of basic watercolor and gouache to assist in developing the necessary skills to work independently in these media. It introduces the students to the basic concepts as visual, procedural and gastrula schema, incorporating controlled experimentations with broad focus on color. The technical emphasis is on the transparency of watercolor and the opaque gouache technique.

**(2001224) Techniques of Drawing & painting 3 credit hours**

A studio course that introduces the student to the diverse tools and media that have been employed in painting and drawing throughout the centuries including tempera, Fresco, natural pigments, gouaches, pastels, water colors, acrylics, oils, collages and modern industrial colors. It also trains the student in preparing canvases and papers (hard board, plywood, cotton, linen, polyester) and grounds (sizing and priming), and teaches him/her to recognize and choose the various color by their trade mark . The student will experiment with different kinds of masters' works with story content, relationships in purely visual manner.

**(2001328) Acrylic and chalk pastel painting 3 credit hours**

A studio course that trains student's in specific acrylic and chalk pastel painting methods and processes. The will learn how to control the drying



they time with both the opaque and glazing techniques and also how to control the sensitivity of chalk pastel. The course attempts to develop the artistic personality of the student giving priority to individual self-expression.

**(2001329) Composition 3 credit hours**

A Comprehensive course in the transformation of theme into a spatial structure to give a unique sense of order to the form that merges with content students will explore the perceptual phenomena as they do the various instruments and material to develop a personal vocabulary of form. They will investigate figure, ground relationship and types of types of compositions in an artwork.

**(2001418) Graduation Project (1) P.R.(Dept. Approval)2 credit hours**

Each student will present a project proposal to his/her supervisor including:

- 1- Medium/media and technique used in the project
- 2- Size of the project
- 3- Innovation of the project, concept – wise and technique – wise The proposal should be approved by the supervisor and the dean .

**(2001419) Graduation Project (2) P.R.(Dept. Approval) 4credit hours**

The student will carry out the project upon agreement with supervisor and present it at the end of the fourth year to a committee that includes internal and external examiners for discussion and assessment.

## **Graphic Art**

**(2001131) History of Print Making 2 credit hours**

The target of this course is to introduce the art of printing, its old and new concepts, its characteristics, its types, its denominations, how to deal with surfaces and the most important materials and equipments. Secondly, to identify its existence in the Eastern Asia and the Europe countries after the 14<sup>th</sup> century. Also, it targets to identify famous innovators, artists, observing their artistic results. In addition, it customizes a content especially for the art of printing in the Arab World and in which it introduces the Arab Artists.

**(2001132) Graphic Drawing**

**2 credit hours**

This course targets for a continuous training in drawing, and the reparation of designs in the relief, etching and pantograph graphic art by using different tools and colors.

Focusing on:

1. Drawing lines using black ink.
2. Drawing a shadow by using lines
3. Using brushes and inks in drawing
4. Preparing for different topic designs by using black and white or colors

In this Drawing course, take into account:

1. the still life
2. the landscapes
3. the figures

Note: Focus on the elements and the basics of the art composition.

**( 2001234) Relief Printing (1)**

**3 credit hours**

This course targets to train students how to carve on different surfaces after preparing the design and transferring it on the surface. Afterwards, to use the appropriate tools for carving by making lines, shapes and textures. The student will use fragile surfaces such as plaster and will use soft surfaces such as carton, linoleum, polystyrene, and solids like a piece of wood cut either lengthwise or widthwise.

It should be taken into account the choice of inks and the usage of suitable colors with focusing on the black color... Printing is done by using pressure or by rubbing or using a roller or a press machine.

**( 2001235) Relief Printing (2)**

**P.R (2001234)**

**3 credit hours**

The target of this course is to train students to use inventive surfaces through the concept of construction and collage. In addition, the student adds shapes and textures from the surrounding environment. Where the student is trained to:

1. choose shapes and textures from nature or leftover tools or materials or whatever the student sees suitable
2. Shape and collage whatever the student chooses on the available surfaces such as carton or wood or plastic.
3. Distribute the inks and print it by using a press machine.
4. Choose carving and other techniques at the same time.

**(2001236) Etching (1) 3 credit hours**

A studio course that introduces the student to graphic art, its materials, tools, and the various techniques including dry point, aquatinta, barniz blando, and mixed techniques of acid etching on metal sheets. It also introduces the student to creative techniques of printmaking masters in the Arab world.

**(2001237) Etching (2) P.R: (2001236) 3 credit hours**

As continuity to Etching – 1, this course acquaints the student with advanced skills in different techniques including etching on brass, deep etching on zinc plates, and using caustics soda on aluminum plates. It also examines the works of international artists.

**(2001335) Lithography(1) P.R:(2001124-2001133) 3credit hours**

A studio course that acquaints the student with the most important works in lithography (printing on stone) from the 19<sup>th</sup> century on words and trains his/her in different lithographic techniques.

**(2001434) Lithograph (2) P.R: (2001335) 3credit hours**

Students continue to develop their skills in lithography and improve their techniques through practicing color printing methods with more than one color by subtracting and adding on the same plate, and using stone lithograph and the aluminum plate to come up with special textures and techniques. The course also deals with direct drawing on the stone and the aluminum plate along with studying the different historical periods of printmaking and their most important artists.

**(2001336) Silkscreen(1) P.R (2001124-2001133) 3credit hours**

A studio course that introduces the most important principles and various techniques of printing with silkscreen while concentrating on form and the third dimension.

**(2001433) Silkscreen (2) P.R: (2001336) 3credit hours**

A practical course that utilizes the use of subtracting and adding techniques, using several colors while taking into consideration the effects of mixing different color quality types. The course also deals with 3 – dimensional and photography (within the guidelines of Cerograph printing) and colored poster production. Each student produces several piece using opaque and transparent colors.

**(2001435) Digital Graphic Arts 2credit hours**

Digital imaging is incorporated into chromolithography design, xerography, high – speed press and commercial printing processes.

Darkroom processes offered include line work, postrizations, the fine line process, halftones, duotones and digitally four – color separations. The course provides students with additional growth and development through a more extensive exploration of computer generated images, digital photo – processes and photo – imagery with image on. Critiques and general discussions are scheduled as appropriate. Basic background about utilizing computer graphics is required.

**(2001436) Independent Study of Print Making 3 credit hours**

The student had completed the study of identifying and practicing different techniques in the previous courses in Print-Making, practiced using different surfaces, tools and materials. In this course, we provide for students a space for freedom in choosing what is most suitable for them in applying different techniques or combining them together in order to improve their creativity.

**(2001418) Graduation Project (1)P.R.(Dept. Approval) 2 credit hours**

Each student will present a project proposal to his/her supervisor including:

- 1- Medium/media and technique used in the project
- 2- Size of the project
- 3- Innovation of the project, concept – wise and technique – wise The proposal should be approved by the supervisor and the dean .

**(2001419) Graduation Project (2)P.R.(Dept. Approval) 4 credit hours**

The student will carry out the project upon agreement with supervisor and present it at the end of the fourth year to a committee that includes internal and external examiners for discussion and assessment.

## **Sculpture**

**(2001144) Sculpture free hand drawing 2 credit hours**

The aim of this course is to develop the skill of free hand Drawing and to train the sculpture students to transform the three-dimensional objects – life model or and sculptural form - to 2-D drawing in a presentable manner- the emphasis will be on lines and form- in expressive way such as the study of movement and gesture.

**(2001142) Water clay- portrait (1) P.R (2001144) 2 credit hours**

The purpose of this course it to asquint the sculpture students with additive process to build up the armature, then to build the clay portrait. Emphasis will be on human head anatomy in expressive manner, to

comprehend the basic different between male –female- child- facial appearance. Texture and analysis of the surface will be considered, also-plaster casting for the final projects will be required.

**(2001143) Water clay (2) P.R (2001142) 3 credit hours**

Armature and additive clay process will be implemented to build an expressive gestures for human body male- female- child- anatomy to comprehend the proper proportion and ordered, plaster mold casting also will be required.

**(2001244)Water Clay Expressive form P.R (2001143) 3credit hours**

The course aims to train the students to multi-figure composition in manageable size- according to time- space.

**(2001245) Water clay- mural P.R (2001244) 3 credit hours**

The aim of this course is to develop the student's skills to build up wall mural from clay, and to caste it from plaster / Fiberglass, the styles will be implemented ( pass- relief, hallow relief - and Para- relief). The emphasis will be on the composition and the illusion of 3-D – light and shadow and point of view for the viewers.

**(2001246) Mold making 3 credit hours**

The students should learn how to cast different kinds of molds, the mold making- stages cover from the disposable molder- to multi cast mold, And from cold mold to high temperature mold, Using sand - plaster-silicon - fiberglass- and metal mold.

**(2001345) Stone carving 3 credit hours**

The aim of this course is to teach sculpture students the skill of carving stone by subtraction process- ; students has to start with demonstration of subtraction stages by experimenting on easy handing material to prepare a model of their stone carving project, they will be taught how to handle pneumatic and electric tools. Safety and health regulation should be enforced.

**(2001346) Wood carving 3 credit hours**

The process of this course will reach the ultimate design for wood carving , therefore, the students should make many free hand sketches, before they start carving their projects. The wood grains will be considered. Electric and pneumatic and hand tools will be deployed, safety and health regulation will be enforced. Finishing and wood-coating will be considered.

**(2001347) Mold making and metal casting** **3 credit hours**

Sand mold- lost wax- ceramic shell- students should learn the process of the how to handle the high-temperature mold like metal casting- for the student to go through casing stages. Safety and health regulation should be enforced.

**(2001444) Welding and assembly sculpture** **3 credit hours**

The aim of this course is to train the sculpture students on an individual project and build their sculptural piece by wilding or by installing specific sight /environment or any creative method.

**(2001445) Experimental sculpture** **3 credit hours**

The aim of this course is to encourage the students to experiment in many ideas from conceptual to interdisciplinary areas among arts and from tangible objects to intangible medium.

**(2001446) City monumental sculpture** **3 credit hours**

In this course student as individual will collect a sight from the city- parks, city square, city into diction- in front of the public building, and recommend a theme for city monument. They have to put into consideration- scale- material- expression- moral issue- water feature, street furniture- and plan a sight landscape. Could be relief of 3D sculpture of both together in one project. Students could present their subject by computer 3D animation and a model in front of the jury and colleague students.

## **Ceramic**

**(2001156) Building potter** **3 Credit Hours**

This course aims to give the student practical skills in your hand, through pressure, coils, slides and how to paste the pieces and slide to reach the required design, with a focus on the properties of clay, and the problems faced by the student, as well as the correct way to save your work and follow-up down, all this is done through its implementation of innovative designs to achieve those concepts.. Add to introduce students to how to dump the work carried out in this way, and to Treatment problems that may face the student

**(2001344) Murals pottery** **3 Credit Hours**

This course aims at introducing the student to the concept of sculpture, ceramic wall, where the student prepare a mural design, and implementation of projects, sculptural ceramic mural, taking advantage of

all the techniques, skills and concepts contained in previous courses, and the preparation of paints its own glass and glazing business. The concept of the mural work. Be associated with important architecture.

**(2001157) Wheel "1" 3 Credit Hours**

The aim of this course is to learn the basic skills and give simple Student skill wheel electrical and stages that are carrying out the work in this way, and the ability to implement innovative design using this method.

**(2001158) Wheel "2" P.R (2001357) 3 Credit Hours**

This course aims to provide students with advanced skills in the wheel such as the use of plaster molds on the wheel ... and the use of wheel technique for building ceramic sculptures. In addition to promoting the concepts and skills contained in the previous courses, such as drilling and prominent relief. And implementation of contemporary ceramic designs.

**(2001255) The mold and the model "1" 3 Credit Hours**

This course is the definition of a student on the benefits of templates in the field of ceramics, in terms of reduced time and effort and get multiple copies with the same precision and characteristics of your template ceramics and features, starting with the implementation of the form of raw clay and poured plaster for the model the negative, and then prepare solution clay "slip" The method is poured into the mold so that we get copies of the original form.

**(2001256) Islamic ceramics 3 Credit Hours**

This course aims to introduce students to the role of Islamic civilization in the development of ceramic art as an applied art founded, the Muslim artist developed by inventing the concept of "porcelain with a metallic luster," and displaying models illustrate the role of the Islamic promoted in this art and its development.

**(2001257) History of pottery 3 Credit Hours**

This course aims to study the history of the pottery industry, starting with the age Canaanite until modern times through the civilizations that inhabited this country, and is the focus of this course is the study of configurations and designs and ornamentation, which is famous civilizations of the region, with a focus on research work to accompany on the craft of pottery, and those who made it as an art and craft of traditional popular.

**(2001357) the mold and the model "2" P.R (2001255) 3 Credit Hours**

Advanced course for the course of which the former aims at the use of plaster molds. Templates and emulsion mud (slip casting). And mold pressure (press mold).

**(2001358) Ceramic Chemistry 2 Credit Hours**

Article theory and the process the student learns the rules and equations Glazing. In this course the student learns the coatings, glass, installation, components, and how to deal with the concept of "chemistry of porcelain" in the composition of coatings, glass and various testing using colored oxides to make sure the information theory as well as give Glazing various student skills, such as spraying and dipping, etc...

**(2001359) Techniques of pottery and glaze 2 Credit Hours**

This article is a practical extension of the chemistry of ceramic material, where the student learns Burning and glazing. and techniques for working with clay. And glazing-working techniques.

**(2001451) Techniques of kilns 2 Credit Hours**

This course aims to identify the kinds of kiln, and methods of construction and how to maintain them. and how pride and glaze. And measuring temperature apparatus.

**(2001452) decorative design and linear 3 Credit Hours**

This course is the definition of a student on the history of decoration and its assets through different civilizations, and the definition of the student to the concept of unity decorative, and its ability to create formations of creative art, and seeks this course is to give the student the skills to enable the transfer of the decorative elements on the China Business and clay, dug in high relief, taking into account the specificity of raw material, the appropriateness of the decoration of the form of external work, in addition to the employment of modern technology and computer to create decorative designs innovative.

**(2001418) Graduation Project (1) P.R.(Dept. Approval) 2credit hours**

Each student will present a project proposal to his/her supervisor including:

1. Medium/media and technique used in the project
2. Size of the project
3. Innovation of the project, concept – wise and technique – wise The proposal should be approved by the supervisor and the dean .



**(2001419) Graduation Project (2) P.R.(Dept. Approval)4 credit hours**

The student will carry out the project upon agreement with supervisor and present it at the end of the fourth year to a committee that includes internal and external examiners for discussion and assessment.

## **Multimedia Design**

**(2001271) History of Animation & Multimedia Design 3Credit Hours**

This course surveys the chronological landmarks in the history of multimedia animation from numerous perspectives, including filmmaking, painting and drawing, theater, and animation history. It addresses historical animation issues related to media, culture, and technology through intensive research, presentation, and discussion of animation.

**(2001263) Design Thinking 3Credit Hours**

This course evolves from the direct application of design thinking principles in the various design disciplines. Topics include: processes, methods, philosophies, theories, and special topics, such as making choices in a consensus driven organization or in a collaborative venture. It is intended to give a variety of perspectives from which to proceed into the design process. Students are expected to write reflections on the material presented in class, to develop a personal philosophy of design statement, and to conclude with the construction of a design thought model that represents each student's thinking process. The course includes a review of relevant films and invited lecturers from the design disciplines.

**(2001162) Digital Imaging & Photography P.R (1901100)3Credit Hours**

Introduction to digital imaging and introduction to the technical and formal issues of photography and photomechanical processes as they relate to visual communication design; terminology; simple serial imaging; using movement and point of view; discussion of examples from photography and graphic design history.

**(2001163) Computer Graphic Illustration P.R (1901100) 3Credit Hours**

This class provides students with the skills needed to produce vector and raster-based graphics. Students will gain a thorough understanding of the nature of vector and raster-based digital file development. The aim of this course is to understand how to use drawing to create strong and effective

illustration. Drawing and design skills are extended by placing emphasis on communication. Assignments, lectures, and demonstrations explore commonly employed illustrative components such as observation, perspective, light and shadow, construction of form, composition, the interpretation of the subject, and the style of drawing. The use of photo reference is considered, and students will be introduced to the professional process of creating thumbnail sketches, roughs, and finished sketches.

**(2001164) Typography (1) P.R (2001163) 2Credit Hours**

The course will focus on typography as a medium of visual communication by exploring the Latin characteristics of letter forms and text. Student exercises focus on type as image and the relationship between visual and verbal hierarchies, the expressive use of typographic form, format/informational organization problems, technical details of typographic specification and computer layout, terminology, typographic history, technical issues related to typography.

**(2001272) 2D Sequential Design P.R(2001162-2001163)2Credit Hours**

This course explores the elements and principles of design, composition, idea generation, visual problem-solving, digital media, communication theory, and creative collaboration. Emphasis is on metamorphosis and transition, sequential and non-linear narrative additive color, time and motion, rhythm, pace, and editing.

**(2001273)Animation Principles & Techniques (conjunction with 2001272) 2Credit Hours**

An introduction to fundamental principles of motion through exercises exploring traditional animation techniques. Students will explore the creation of the moving image through various methods, such as hand-drawn animation, stop-motion, claymation, and experimental. Emphasis is placed on expressive, non-narrative, graphic explorations and stylizations.

**(2001274) Animation Studio (1) P.R(2001273-2001272)3Credit Hours**

This course is an introduction to the creative process of design for animation and the techniques within 2D animation and compositing software. The focus is on visual thinking skills, exploring the relationship between word and image, and the problem-solving process for time-based media. Students will incorporate animation principles as they bring graphic elements and typography to life in an exploration of the field of title sequence design. Students create various animated title sequences

that graphically set the tone, provide the mood, and foreshadow the action of a film. This course employs a variety of conceptual development techniques, including concept sketches, style frames, and storyboards.

**(2001371) Animation Studio (2) P.R(2001274) 3Credit Hours**

Students practice concept generation, storyboard creation, and intermediate animation and compositing techniques through the development of a collection of broadcast television show graphics. Students will explore theories of film editing and composition through critical evaluation of film and television programming and commercials. Students will animate graphic components that resonate with consistent design strategies and define the style and personality of a show program. Students are introduced to the concept of branding and how it relates to a show's identity. Emphasis is placed on creative visual problem solving to effectively communicate various forms of text and graphical information.

**(2001372) Animation Studio (3) P.R(2001371) 3Credit Hours**

This course will explore concept generation, storyboard creation, and a continuation of advanced animation and compositing techniques. Students will develop a series of animations for a short form video, or a brand's identity commercial. Working from topics of social relevance, students will explore the impact of good communication design to influence the way people perceive the world. Students will start the creative process by identifying strategic goals for a given subject, and ultimately create and present a comprehensive graphics style guide. The projects will integrate multiple sources of imagery, including video, traditional, 2D, 3D, and effects animation. Students are encouraged to explore, experiment, and develop new animation techniques to create original and compelling imagery.

**(2001373) Interactive Design P.R(2001163) 3Credit Hours**

Students encounter advanced problems in the visual design and structuring of information in interactive multimedia presentations. Topics include: the design of interfaces, navigation, motion graphics, and Web sites, as well as exploration of narrative and hypermedia approaches to the organization of content.

**(2001364) Intro to Web Design P.R (2001362 or 2001273) 3Credit Hours**

An introduction to the process of Web design for art and design students. This course concentrates on the design, development, implementation, testing, and updating of effective interfaces based on principles of graphic design, interactivity, and usability. Through lectures, in-class workshops,

and coursework, students will be educated in a variety of visual, navigational, and structural approaches. CSS, navigation systems, visual hierarchy, basic animations, image preparation, and file transferring protocols are among topics covered. Emphasis will be placed on conceptual development and structure, interactivity, and design aesthetics.

**(2001375) Multimedia Design Practical Training-Internship 0Credit Hours**

Professional multimedia design work experience at a studio, agency, or firm. Internships are on-site and under the direction of an experienced professional. Internships enable students to experience professional practice and to build qualifications for entry-level jobs. Students select an internship site based on their own professional interests and career goals under the direction of a faculty advisor.

**(2001418) Graduation Project (1) P.R.(Dept. Approval) 2credit hours**

This course is to assist students in preparing a foundation for their final project to be conducted in Graduation Project 2. Students will conduct directed research to prepare background documentation for the final project, including historical and contemporary context, formation of project parameters, statement of goals, and documentation with project outline.

**(2001419) Graduation Project (2)P.R.(Dept. Approval)4 credit hours**

Based on the preparatory works in Graduation Project I, this course proceeds to prepare innovative work through a systematic design process. Students will present their work to a committee that includes internal and external examiners for discussion and assessment.

## **Interior Design**

**(2001181) History of Interior Design** **3Credit Hours**

This course surveys the origin of Interior Design and its evaluation's through the century, including the most important theories, directions, and movement that Infernal the Interior Architecture through the centuries, and exploring Ancient art in the east and west.

**(2001182) Interior Design Techniques** **3Credit Hours**

This course explores tools and raw materials used in interior design, and how they can be Assemble, and what doctors could affects them, and much would it save our design.

**(2001281) Furniture Designs Studio** **3Credit Hours**

The course present studies in the history of furniture Design through historical periods, and studying. The most used materials while on the aesthetical and functional aspects of the design, and implementing them trough design sketches and prototypes.

**(2001282) Interior Design Studio (1)** **3Credit Hours**

This course explores determinants in Interior design and identifying the human figure scales, and its relation with process of design. And show casign the General fundamentals process of spatial design. That relates to elements that's built up the residential blocks, and addresses the interior design of residential units and commercial spaces, walls, floor and ceilings for all those spaces.

**(2001283) Interior Design Studio (2)** **3Credit Hours**

This course studies the distribution and interior design for restaurants, officers and boutiques, and drawing plans, facades and partitions, and through the course the students is encouraged to expand their knowledge in materials, wall design and furniture measurements.

**(2001284) Interior Design Studio (3)** **3Credit Hours**

This course explores large scale projects such airports, libraries and hospitals, and the most important standards and consideration, that should be taken in the design, and now to distribute...

And widening the student knowledge to create appropriate environments for high performance activities.

**(2001381) Sound and Light** **2Credit Hours**

The aim of this course is to show case way to distribute lights and both of its natural artificial aspects in Interior spaces, and it's psychological and aesthetical in fluencies in the space, also it show cases ways to distribute sound and light in away that suites the surrounding spaces, and incorporate a variety of lightings.

**(2001382) Environmental Design** **2Credit Hours**

This course identify the fundamental aspect of the process of Environmental design, and its effect on the methods of Interior design, and its effect on the methods of Interior design, and this includes the concept of interior architecture and the designs used, and to conserve energy and to use environmental friendly materials and its techniques. And studying the relation between the building and its surroundings and the best directional place for the building in relation the direction of both the sun and wind.

**(2001383) psychology of Design** **2Credit Hours**

This course addresses people's psychological relationship with design, and the method of directing the design for the purpose of raising/fulfilling people's needs, and its impact on the creative process.

**(2001384) Geometrical Drawing (1)** **3 credit hours**

This course looks at teaching students the basics of architectural drawing, and recognizes the geometric projection, drawing diagrams and interfaces and sections, as well as identifying the architectural symbols so that he can draw an integrated architectural project.

**(2001385) Geometrical Drawing (2) P.R.(2001384)** **3 credit hours**

Develop drawing architectural plans, where a student can identify the engineering perspective to the idea of the design, which takes him beyond the stage of engineering drawing to uplifting the student way of thinking, bringing him to a more creative imagination.

**(2001386) Workshops** **3 credit hours**

This course is designed to train students in workshops such as; carpentry, blacksmithing etc..... and developing models of furniture in normal sizes, helping students acquire knowledge on various materials.

**(2001418) Graduation Project (1) P.R.(Dept. Approval)** **2credit hours**

Each student will present a project proposal to his/her supervisor including:

1. Medium/media and technique used in the project
2. Size of the project
3. Innovation of the project, concept – wise and technique – wise The proposal should be approved by the supervisor and the dean .

**(2001419) Graduation Project (2) P.R.(Dept. Approval)** **4 credit hours**

The student will carry out the project upon agreement with supervisor and present it at the end of the fourth year to a committee that includes internal and external examiners for discussion and assessment.