

Fall 2026 New & Special Topics Classes

ANIMATION

AN395-1 Digital Puppets 3 credits

Digital puppet animation is one of the most popular methods of animation in North America. In this course we will learn about advanced puppeting techniques using digital software and its importance in the digital age. We will discuss the historical significance of puppets in Animation, giving context to how digital puppets are used today. We will learn about the technical aspects of rigging using different software tools and how to effectively use these tools to create different kinds of stories and motion-styles.

Prerequisites: AN205 Pre-Production and Design or Permission of Instructor

Fulfills: 300-Level Studio Elective or Studio Elective

NEW!

AN396-1 3D Character Modeling and Rigging 3 credits

Character rig creation is one of the most challenging skills to master in 3D animation. This course will teach students all the necessary skills to create production-ready 3D character rigs from initial concept to final rigging. This hands-on course will go step-by-step through the character creation process to cover sculpting, retopology (modeling), texturing, and preparing files for use in animation, film, video games, and 3D printing for toys and tabletop games.

Prerequisites: AN235/GTP235 3D Modeling for Physical and Virtual Worlds or AN240 3D Character Animation or Permission of Instructor

Fulfills: GTP Elective (GTP students) or 300-Level Studio Elective or Studio Elective

AN397-1 Visual Communication Design: The Art of the Character 3 credits

Characters have fundamentally acted as a key component in the communication of information. They represent a reflection of the human experience and are an essential viewpoint within narrative storytelling. In this course, students dive into the macrocosm of character design across the spectrum, referencing the worlds of animation, illustration, and graphic design. Through multidisciplinary challenges, theories in design, and expansive research practices, students work on both long and short form challenges to develop and execute effective character designs. Topics may include silhouette, shape language, color theory, and marketplace application.

Prerequisites: AN220 Animation I: Principles or IL215 Illustration I: Drawing for Communication or Permission of Instructor

Fulfills: 300-Level Animation Elective (Animation students) or Narrative 300-Level Elective (WVN students) or 300-Level Studio Elective or Studio Elective

CAREER DESIGN STUDIO

NEW!

CDS100 (1-5) Professional Practice 1 credit (*Fall 2026 Incoming Students Only*)

How do you make the most out of your experience at art college, thriving in your classes and becoming an invaluable employee in your student work positions? In this 1-credit course, take ownership of your time and develop a strong professional practice plan for your academic coursework and creative employment. Professional Practice will help you navigate a path through your first semester and encourage you to think about how everything you're learning now might build towards multiple great careers. During this alternating lecture and seminar-style course, you will create and revise resumes, cover letters, portfolios or sample work collections, elevator pitches, and LinkedIn profiles. You will explore concentration options, learn about campus resources and opportunities, research careers you're interested in, and learn how to build industry connections. You will also research jobs for Spring Semester and create and implement an application plan. The final class of the course will be devoted to mock interviews and professional reviews with Career Design Studio staff and local creative professionals.

Prerequisites: None

Fulfills: Career Design Studio Professional Practice Requirement

DRAWING

DR395-1 Multiple Realities: Painting and Drawing Now 3 credits

What makes painting and drawing today different from any other time in history? How does our new digital reality change the way we see and make physical works of art? How has the global information network changed the way artists investigate, discover, and interpret ideas? Multiple Realities: Painting & Drawing Now is an advanced studio course exploring how artists in the 21st Century are innovating historical practices of painting and drawing. Creative projects will synthesize digital technologies and analog processes by exploring new realms of pictorial representation that blend the observed with the imaginary, the representational with the abstract, and digital space with physical space. Students will actively integrate research and media exploration to develop a personal creative practice that is both timely and timeless.

Prerequisites: ID200 Sophomore Studio and one 200-Level Drawing Elective or Permission of Instructor

Fulfills: Advanced (300-Level) Drawing Elective (Illustration, Painting, Printmaking and Sculpture students) or 300-Level Studio Elective or Studio Elective

GAMES, TOYS AND PLAY

NEW!

GTP295-1 Cos 3 credits

This course focuses on developing the fabrication skills common to both cosplay and theatrical costume development. Students begin with hand and machine sewing, followed by patterning techniques. The next series of exercises build on those basic skills - working with foam, thermoplastic, mechanisms and electronics, to create accessories and props. Using these objects to then experiment with low fume/low voc faux, weathered and other finishes. Later assignments in the semester will allow students to explore their own directions within the vast realm of wearable art.

Prerequisites: None

Fulfills: GTP Elective (GTP students) or Studio Elective

GTP296-1 Interactive Storytelling 3 credits

Using toys, games and play for storytelling, students will construct narratives for interactive analog and digital media: books, games and other narrative art. Working from prompts, students will acquire an understanding of non-linear story techniques and experiment with their structures. They will observe other interactive narratives and make critical conversations over their content. The semester will conclude with a structured and guided personal project.

Prerequisites: None

Fulfills: GTP Elective (GTP students) or Narrative Elective (WVN students) or Studio Elective

NEW!

GTP396-1 3D Character Modeling and Rigging 3 credits

Character rig creation is one of the most challenging skills to master in 3D animation. This course will teach students all the necessary skills to create production-ready 3D character rigs from initial concept to final rigging. This hands-on course will go step-by-step through the character creation process to cover sculpting, retopology (modeling), texturing, and preparing files for use in animation, film, video games, and 3D printing for toys and tabletop games.

Prerequisites: AN235/GTP235 3D Modeling for Physical and Virtual Worlds or AN240 3D Character Animation or Permission of Instructor

Fulfills: GTP Elective (GTP students) or 300-Level Studio Elective or Studio Elective

ILLUSTRATION

IL397-1 Visual Communication Design: The Art of the Character 3 credits

Characters have fundamentally acted as a key component in the communication of information. They represent a reflection of the human experience and are an essential viewpoint within narrative storytelling. In this course, students dive into the macrocosm of character design across the spectrum, referencing the worlds of animation, illustration, and graphic design. Through multidisciplinary challenges, theories in design, and expansive research practices, students work on both long and short form challenges to develop and execute effective character designs. Topics may include silhouette, shape language, color theory, and marketplace application.

Prerequisites: AN220 Animation I: Principles or IL215 Illustration I: Drawing for Communication or Permission of Instructor

Fulfills: 300-Level Animation Elective (Animation students) or Narrative 300-Level Elective (WVN students) or 300-Level Studio Elective or Studio Elective

INTERDISCIPLINARY ARTS

NEW!

ID295-1 Cos 3 credits

This course focuses on developing the fabrication skills common to both cosplay and theatrical costume development. Students begin with hand and machine sewing, followed by patterning techniques. The next series of exercises build on those basic skills - working with foam, thermoplastic, mechanisms and electronics, to create accessories and props. Using these objects to then experiment with low fume/low voc faux, weathered and other finishes. Later assignments in the semester will allow students to explore their own directions within the vast realm of wearable art.

Prerequisites: None

Fulfills: GTP Elective (GTP students) or Studio Elective

NEW!

ID296-1 Papermaking 3 credits

Papermaking will offer an introduction to Western and Eastern style papermaking techniques, including pulp making, sheet formation, surface finishes, and molding & sculptural techniques. The course will also explore the ways in which paper is an integral material of many fine art practices, offering opportunities to create singular and multiple products for a diverse range of applications. Readings, lectures, demonstrations, and field trips will enhance the studio experience.

Prerequisites: None

Fulfills: Printmaking Elective (Printmaking students) or Sculpture Elective (Sculpture students) or Studio Elective

PAINTING

PN395-1 Multiple Realities: Painting and Drawing Now 3 credits

What makes painting and drawing today different from any other time in history? How does our new digital reality change the way we see and make physical works of art? How has the global information network changed the way artists investigate, discover, and interpret ideas? Multiple Realities: Painting & Drawing Now is an advanced studio course exploring how artists in the 21st Century are innovating historical practices of painting and drawing. Creative projects will synthesize digital technologies and analog processes by exploring new realms of pictorial representation that blend the observed with the imaginary, the representational with the abstract, and digital space with physical space. Students will actively integrate research and media exploration to develop a personal creative practice that is both timely and timeless.

Prerequisites: ID200 Sophomore Studio and PN200 Painting I: Painting, Color and Light or Permission of Instructor

Fulfills: 300-Level Painting Elective (Painting students) or 300-Level Studio Elective or Studio Elective

PHOTO/VIDEO/FILM

NEW!

PH245-1 Beyond the Lens: Re-Framing Photography in the Age of AI 3 credits

Generative AI isn't just reshaping photography—it's redefining how we think about and create images. This course explores the intersection of traditional photographic techniques and AI-driven tools, opening new creative possibilities. Through hands-on experimentation, students will generate and refine AI-assisted photographs while critically examining the implications of these technologies. Beyond technical skills, the course investigates the ethical, philosophical, and aesthetic questions surrounding AI in creative fields, challenging ideas of authenticity, originality, and artistic intent. Over the course of the semester, students will create a body of work that blends AI-generated and traditional photographic methods, challenging and expanding the limits of photography in the age of machine learning.

Prerequisites: 30 Credits or Permission of Instructor

Fulfills: Photo/Video/Film Elective (Photo/Video/Film students) or Studio Elective

NEW!

PH255-1 Wait! Let me Arrange the World for You: Time, Narrative, and the Moving Image 3 credits

What happens when time is no longer linear? How can time be stretched, fractured or looped to reshape perception, disrupt narrative, and reimagine the world? This intermediate course invites students to build upon foundational storytelling skills by exploring time as a fluid, dynamic, and expressive force in narrative media. Through experimental projects and critical discussions, students will engage with non-linear, abstract, and speculative forms of storytelling across video, audio, and hybrid formats. Emphasizing the poetic and conceptual power of temporal disruption, the course challenges students to rethink narrative conventions and consider how time mediates memory, experience, and meaning.

Prerequisites: FN140 Time-Based Practices of Permission of Instructor

Fulfills: Photo/Video/Film Time-Based Elective (Photo/Video/Film students) or Photo/Video/Film Elective Option (Graphic Design students) or Narrative Elective (Writing & Visual Narrative students) or Studio Elective

PRINTMAKING

NEW!

PR295-1 Dissent and Dissemination 3 credits

Got issues? Explore them through letterpress – a process of setting lead type one letter at a time – along with Riso printing, digital printing (inkjet & laser), and silkscreen. There is literally no time like the present. We live in unprecedented times when artists voice opinions others leave unsaid or unchallenged. The class will study and make work inspired by the history of protest posters, printed propaganda, zines, and other forms of printed matter, and collaborate with the class. There will be elements of excursion into our community as we discuss how we use printed ephemera in public and private settings.

Prerequisites: None

Fulfills: *Graphic Design Elective (Graphic Design students) or 200-Level Printmaking Elective (Printmaking Students) or Studio Elective*

SCULPTURE

NEW!

SC296-1 Papermaking 3 credits

Papermaking will offer an introduction to Western and Eastern style papermaking techniques, including pulp making, sheet formation, surface finishes, and molding & sculptural techniques. The course will also explore the ways in which paper is an integral material of many fine art practices, offering opportunities to create singular and multiple products for a diverse range of applications. Readings, lectures, demonstrations, and field trips will enhance the studio experience.

Prerequisites: None

Fulfills: *Printmaking Elective (Printmaking students) or Sculpture Elective (Sculpture students) or Studio Elective*

NEW!

SC395-1 The [Mini Golf] Course 3 credits

In this course, students will collaborate to create a full-scale, playable mini golf course. The class will work together to choose a theme for their course and then each student will design and build a single hole. The first half of the semester will be spent prototyping, play testing, and building fabrication skills in wood and metal. The second half of the semester will be dedicated to fabricating final pieces. At the semester's end, the mini golf course will be installed and the Montserrat community will be invited to play it.

Prerequisites: *ID200 Sophomore Studio or Permission of Instructor*

Fulfills: *300-Level Sculpture Elective (Sculpture students) or Fabrication Methods Elective (Printmaking and Sculpture students) or 300-Level Studio Elective or Studio Elective*

LIBERAL ARTS

NEW!

AH395-1 Curating Global Cultures 3 credits

The course will examine the charged relationships between aesthetics, contexts, and the implicit assumptions that govern how art and artifacts are displayed and understood. The course presents an overview of histories of collecting and exhibiting the art and material culture of societies that have been historically excluded from mainstream museums or have been relegated to history or ethnographic museums as examples of the cultural or racial “other.” The course will begin with colonial collecting practices and the formation of the first ethnographic collections in Europe and the United States to situate how the identities of colonized subjects were shaped by the cultural and racial biases of the West. The course will then consider contemporary museums and seminal exhibitions of modern and contemporary art by African, South American, and Native American artists, asking how curatorial practices have shifted perceptions of indigeneity in the twenty-first century.

Art History Minor students must earn a cumulative grade point average of 3.0 or higher in all art history courses.

Prerequisites: HU100 Reading and Critical Thinking and HU105 Research and Rhetoric (grade of C- or higher required in each course) and AH200 Art History Origins and AH205 Art History Modern Developments

Fulfills: Art Education Diversity Elective (Art Education students) or Art History Elective or Humanities Elective or Liberal Arts Elective; Art Education Minor Diversity Elective; Art History Minor Elective: Curatorial Studies Minor Museum/Exhibition Elective

AH396-1 Gardens and Landscapes of East Asia 3 credits

In East Asia, the relationship between humans and nature has been a central theme of philosophical investigation and artistic exploration. Through the survey of gardens and landscapes, this course will examine the concept of nature in East Asian thoughts and its representation in physical and pictorial forms. Students will be introduced to historic gardens of China, Korea, and Japan and their design principles and demonstrate their understanding of the course material through writings, presentations, and collaborative creative projects. Visits to local museums and botanical gardens are part of the course. As requirements, students will read primary and secondary texts related to nature, landscape, and gardens and will be able to understand their socio-cultural implications. Students will learn basic compositional elements and aesthetic characteristics of Chinese, Korean, and Japanese gardens and understand the differences. They will discuss how gardens and natural spaces have been used, represented, and symbolized in various personal, social, and political contexts and analyze their own surroundings.

Art History Minor students must earn a cumulative grade point average of 3.0 or higher in all art history courses.

Prerequisites: HU100 Reading and Critical Thinking and HU105 Research and Rhetoric (grade of C- or higher required in each course) and AH200 Art History Origins and AH205 Art History Modern Developments

Fulfills: Art Education Diversity Elective (Art Education students) or Art History Elective or Humanities Elective or Liberal Arts Elective; Art Education Minor Diversity Elective; Art History Minor Elective

NEW! (take only if you have not yet earned credit for HU100 Reading and Critical Thinking)

ENG100 College Writing I: Writing Out of the Self 3 credits

In this course students write essays to practice and develop flexible and accurate writing skills. They become aware of the writing process and learn how to break down a complex writing task into stages, including pre-writing and testing topics, brain-storming, collecting, researching and note-taking, drafting, recursive research and redrafting, and final editing. They practice and develop techniques appropriate to the different stages of the process. Students peer-review and peer-edit each others' writing, developing a sense of how their words' affect an audience.

Students begin by writing autobiographical essays, while reading examples of published narrative essays, poetry, and fictional stories, both for inspiration and for technique. They next write analytical essays on these readings, practicing the use of quotations to support their points and to hone close-reading and analytical skills. They master the proper MLA format for citations and works cited. Their reading as well as their writing moves away from the autobiographical to more objective and issue-oriented essays as the semester progresses. Students will save their notes and drafts for all essays.

Prerequisites: None

Fulfills: College Writing I Requirement **(formerly HU100 Reading and Critical Thinking0; grade of C- or higher Required)**

NEW! (take only if you have not yet earned credit for HU105 Research and Rhetoric)

ENG200 College Writing II: Writing Into the World 3 credits

Students practice writing academic essays in a variety of formats for this class. Students read and analyze published writing, from fiction and autobiographical essays to more objective and issue-oriented essays or books. They build on the skills developed in College Writing I to polish their use of quotations as evidence, presented in the MLA format. They develop their analytical, note-taking, and reading skills. By the end of the semester they research a topic of their choice and present their information and conclusions in a research paper. Students will save their notes and drafts for all essays.

Prerequisites: ENG100 College Writing I (formerly HU100 Reading and Critical Thinking); grade of C- or higher required

Fulfills: College Writing I Requirement **(formerly HU105 Research and Rhetoric0; grade of C- or higher required)**

NEW!

HU395-1 Latin America: Post-Colonial Literatures in Context 3 credits

This course explores a broad scope of Latin American literature—poetry, essays, short prose, comics, and novels—by twentieth and twenty-first century writers from nations including, but not limited to, Argentina, Brazil, Colombia, Chile, and Dominican Republic as well as the Latin American diaspora. Chosen texts are meant to represent diverse aspects of the Latin American experience in a post-colonial context while recognizing impacts of colonization from various literary perspectives. Readings will include the work of writers such as Julia Alvarez, Daniel Alarcon, Jorge Luis Borges, Junot Diaz, Gabriel Garcia Marquez, Isabel Allende, and others.

Prerequisites: HU100 Reading and Critical Thinking and HU105 Research and Rhetoric (grade of C- or higher required in each course)

Fulfills: Art Education Diversity Elective (Art Education students) or Humanities Elective or Liberal Arts Elective; Art Education Minor Diversity Elective