

Art 110 : Foundations: Animals & Art

This studio course uses the subject of the animal as the basis for an exploration of approaches in making visual art. Projects utilize a variety of materials and techniques, which may include traditional 2D and 3D, digital, and time-based methods. Readings, presentations, and discussions will allow students to integrate concepts from across the curriculum and will expose students to relevant issues regarding animals from many disciplinary perspectives, including the animal in historical and contemporary art. Students will get hands-on practice creating objects/images as alternative ways of generating knowledge, analyzing and understanding their subject, and engaging with research. In the process, students will learn foundational skills in art and design, including the principles of design, creative problem-solving, and the ability to critique/interpret meaning in visual art. This class is open to all Whitman students.

Credits 3