

Course Abstract

If you need accommodations due to a disability, contact Disability Services in Edison Hall Room 100, 732.906.2546.

To foster a productive learning environment, the College requires that all students adhere to the Code of Student Conduct which is published in the college catalog and website.

Course ID and Name: ART 123 Art History: Ancient to Renaissance

Department: Visual Performing Media Arts

Chairperson: Annie Hogan

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Prerequisites: N/A **Co-requisites:** N/A

Course Description:

Examines developments in painting, sculpture and architecture from prehistory to the High Renaissance in Western art. Significant periods emphasized through slides and films. Field trips required.

General Education Status: GE HUM

Credits:	Lecture Hours:	Lab Hours:
3	3	0

Learning Outcomes:

1. Examine the development of painting, sculpture and architecture from pre-history to the Renaissance.
2. Identify, compare and contrast examples of visual arts by style and period.
3. Examine the relationship of historical, social and cultural influences on the development of art of this time frame.
4. Distinguish how these works reflect the times in which they were created.
5. Develop critical thinking skills through written and verbal analysis of visual images.

Course Content Areas:

1. Introduction: What is Art History?
2. Art Before History: Paleolithic – Neolithic Art
3. Art of The Ancient Near East
4. Egypt under the Pharaohs: Art of the Early, Old, Middle and New Kingdom, Late Dynasty and Coptic Period
5. Art of The Prehistoric Agean
6. Ancient Greece: Geometric and Archaic Periods, Classical Art, Hellenistic Art and Architecture
7. Art of The Etruscans
8. The Roman Empire: Portrait Sculpture, Architecture, Wall painting
9. Art in Late Antiquity
10. Byzantine Art
11. Art of the Islamic World
12. Art of Early Medieval Europe
13. Romanesque Art and Architecture
14. Gothic Art and Architecture