**Studio Art (ARS)**

**Department of Art, College of Arts and Sciences**

Chairperson: Anita Moskowitz

Director of Undergraduate Studies: Martin Levine

Assistant to the Chair: Jessica Rotolo

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Minors of particular interest to students majoring in Art History: French (FRN), German (GER), Cinema and Cultural Studies (CCS), Studio Art (ARS) Minors of particular interest to students majoring in Studio Art: Digital Arts (DIA), Art History (ARH), Interdisciplinary Arts (LIA), Media Arts (MDA)

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**Department of Art**

The Department of Art offers two majors and three minors. They offer a major and minor in art history and criticism, a major and minor in studio art, and a minor in digital arts (see separate listing for DIA minor in this Bulletin).

The undergraduate programs in Art are designed to provide the student with a thorough background in the history and criticism of art, as well as sound training in studio techniques and theory. The courses of study, while allowing students a considerable degree of choice, will also usually fulfill requirements for admission to graduate study or preparation for professional work in the field.

Art History and Criticism majors acquire a thorough foundation in the history of Western art and architecture, from ancient to modern, with tracks also in non-Western art, and such practical aspects of the discipline as gallery management.

Studio Art majors concentrate on the creative, technical, and practical aspects of the discipline, acquiring a broad-based background in drawing, design, painting, and sculpture, plus specialized tracks in ceramics, printmaking, photography, electronic media, and computer imaging. In addition, majors are expected to acquire a sound foundation in art history and criticism with the emphasis on modernism.

Department of Art graduates who go on to work in the discipline usually acquire some postgraduate training, which may include anything from a few additional courses to such advanced graduate degrees as the M.A., M.F.A., or Ph.D. Studio Art graduates hold teaching positions up to and including the college, university, and professional school level; others work as commercial artists, printers, photographers, and designers. Art History and Criticism graduates hold teaching positions in colleges and universities; others work as gallery or museum administrators, or as art critics.

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**Degree Requirements - Art History and Criticism; Art Studio**

Requirements for the Major in Studio Art (ARS)

The major in Studio Art leads to the Bachelor of Arts degree. All courses offered for the major must be passed with a letter grade of C or higher. Completion of the major requires 57 credits.

1. Two introductory art history courses:
   - ARH 101 Art in Culture from Prehistoric Times to the Age of the Cathedrals, ca. 1400 A.D.
   - ARH 102 Art in Culture from the Early Renaissance, ca. 1400, to Postmodernism

2. ARS 154 Foundations of Drawing

3. ARS 208 Technology in the Arts or ARS 225 Introductory Electronic Media

4. ARH 342 Art of the 20th Century

5. At least six additional credits in art history/criticism, of which at least three must be in modern (i.e., one course from ARH 322, ARH 324, ARH 330, ARH 331, ARH 332, ARH 333, ARH 334, ARH 335, ARH 336, ARH 337, or ARH 344) and one course in premodern (i.e., one course from ARH 301, ARH 302, ARH 311, ARH 312, ARH 313, ARH 314, ARH 315, ARH 316, ARH 317, or ARH 318)

6. Thirty-six additional credits in studio art. Twelve of the required studio credits must be in upper-division courses and twelve must be in one of the following areas of concentration:

7. Upper-Division Writing Requirement: Students must demonstrate acceptable writing skills before they graduate. Before the end of the second semester of his or her junior year, each student majoring in Studio Art must submit to the director of undergraduate studies three term papers for art history courses together with each instructor’s satisfactory evaluation, confirming that the paper demonstrates advanced writing proficiency suitable for studio art majors. At least two of the papers must have been written for upper-division courses and for different...
Honsors Program in Art

The honors program is open to seniors majoring in Art History and Criticism or Studio Art who have maintained a grade point average of at least 3.00 overall and 3.50 in the major. The student should apply for the honors program before the beginning of the senior year. The student must find a faculty member of the Department to act as sponsor. The student, with the approval of the sponsor, must submit a proposal of a project, in writing, to the Department. Acceptance into the honors program depends on the approval of the proposal by the Department. Selected students for the program must enroll in ARH 495 or ARS 495 for the semester in which they pursue their project.

In the art history/criticism field, the student’s research project is supervised by the honors advisor. In the studio art field, the student is expected to prepare a small one-person show or similar project (i.e., one large, more ambitious work) in lieu of a thesis, under the supervision of the honors advisor. The student’s project is judged by a jury composed of at least two members of the Department of Art and a faculty member from another department. This pertains to students in both the Art History and Criticism and Studio Art majors. If the honors program is completed with distinction, and the student achieves a 3.50 grade point average in all art courses taken in the senior year, honors are conferred.

Requirements for the Minor in Studio Art (ARS)

All courses offered for the minor must be passed with a letter grade of C or higher. Completion of the minor in Studio Art requires 21 credits.

1. ARS 154 Foundations of Drawing

2. Eighteen additional studio credits, of which at least nine must be upperdivision

Sample Course Sequence for the Major in Studio Art

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<tr>
<th>Freshman Fall</th>
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<td>ARS 154</td>
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<td>ARS 200-level elective</td>
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<tr>
<td>ARH 101</td>
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<td>ARH 102</td>
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<td>ARS 300-level elective</td>
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<td>Upper-Division ARH (modern)</td>
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<td>Upper Division ARH</td>
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<td>ARS elective</td>
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### Upper-Division ARS

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<td>Upper-Division ARS and ARH courses in area of special interest or advanced directed studio project or special topics in studio theory and practice</td>
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### Upper-Division elective

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### Total

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ARS
Art, Studio

ARS 154 - D: Foundations of Drawing
Fundamentals of drawing using various drawing media and types of paper. Perspective, foreshortening, proportion, anatomy, and basic concepts of drawing are studied. The figure, still life, and landscape are explored as subject matter, and color theory is introduced.
3 credits

ARS 201 - D: Photography for Non-Majors
An introductory non-darkroom course on the fundamentals of camera techniques, photographic history, and terminology as well as the visual language of still and moving imagery. Students must own a 35mm camera with manual capability. Books, photographic materials, and field trip expenses are estimated to cost $200.
Advisory Prerequisite: ARS 154
3 credits

ARS 205 - D: Foundations: Idea and Form
An introduction to the basic building blocks for artistic practice and aesthetic analysis. Projects are organized around themes such as line, plane, volume, color, composition, typography, pattern, scale, narrative, performance, light, sound, and monument. These projects, as well as readings, presentations, and discussions, examine the importance of a changing cultural, environmental, and social context and its impact on meaning and perception in art and visual culture.
3 credits

ARS 208: Introduction to Media Technology
A survey and hands-on introduction to digital media. Students are introduced to the practical, conceptual, and historical use of computers and related imaging tools in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media and as an opportunity for students in the arts to gain basic computer literacy. Students will develop strategies for combining images and text. Students will then distribute these works on the web. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required.
Pre- or Corequisite: ARS 154 or ARS 205
3 credits

ARS 225: Introductory Digital Art
A survey and hands-on introduction to digital media. Students are introduced to the practical, conceptual, and historical use of computers and related imaging tools in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media and as an opportunity for students in the arts to gain basic computer literacy. Students will develop strategies for combining images and text. Students will then distribute these works on the web. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required.
Pre- or Corequisite: ARS 154 or ARS 205
3 credits

ARS 256: Fundamentals of Sculpture
An introduction to sculpture, using a variety of materials and techniques. Specific, sequentially organized projects in carving, construction, modeling, and casting are designed to develop technical skills in conjunction with conceptual information.
Pre requisite: ARS 154
3 credits

ARS 274: Beginning Printmaking
An introduction to printmaking. Demonstrations and lectures treat printmaking techniques and print shop procedures. Students are introduced to intaglio (etching, drypoint, engraving), relief (wood block, line block) monoprinting, and if time permits, lithography.
Pre requisite: One ARS, CCS, CSE, ISE, MUS, or THR course
3 credits
visuals and music. All editing is done digitally. Works may be made for screen, installation, or performance. Also examines historical and contemporary artistic exploration with such media. This course is offered as ARS 318, MUS 318, and THR 318.

Prerequisite: ARS/MUS/THR 208 or ARS 225 or CCS 101

3 credits

ARS 324: Intermediate Digital Art: Design

This course focuses on the aesthetic, social, political, and ethical issues at stake in the production of design. The course extends beyond two-dimensional graphic design to include critical approaches to the practice and production of architecture, urbanism, environmental design, social life, and fine art.

Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 325: Theory and Practice of Digital Arts: Print

An examination of the theories and techniques of computer and electronic media through lecture, labs, readings and project critiques. Digital imaging techniques are combined with layout programs to create image centered works, such as artist's books, individual prints, multiples, and installations. Hybrid combinations of digital and traditional photography and printmaking techniques are explored.

Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 326: Theory and Practice of Digital Art: Video

An introduction to the practice, theory, and history of video within art and independent media through labs, lecture, readings, and project critiques. Video production includes shooting video and editing. Emphasis is on creative content, experimentation and critical thinking. Students will work with computer based editing and compositing tools to create several short assignments and two significant projects using one or more techniques.

Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 327 - H: Theory and Practice of Digital Arts: Web Art, Design, and Culture

An investigation of the practical, historical, and theoretical issues related to art and design on the Internet. Students write a hypertext research paper, work with images, text, sound, and animation on the web to create web-based artworks in response to course content, and design an information-based site. Emphasis is on examining the history of the Internet, cultural implications of the web, and creative use of web technologies.

Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 328: Theory and Practice of Digital Arts: Animation

An investigation into to the practice, theory, and history of animation within art and independent media through labs, lecture, readings, and project critiques. Animation production will cover computer based stop-motion as well as some 2D and 3D computer animation. Emphasis is on creative content, experimentation and critical thinking. Students work with computer based 2D and 3D animation tools to create several short assignments and one significant project using one or more techniques.

Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 341: Sound Design

An investigation into the scientific, formal and artistic qualities of sound developed for students who may or may not have had formal musical training. Students will write reviews of sound pieces, create film or game soundtracks, and create sound-based artworks in response to course content, and write a paper on acoustic or psycho-acoustic phenomena. Emphasis is on studio production techniques, history of sound art and basic acoustics. Students will work on Macintoshes in the SINC site and LTA. This course is offered as ARS 341, MUS 341, and THR 341.

Prerequisite: One ARS, CCS, CSE, ISE, MUS, or THR course

Advisory Prerequisite: ARS/MUS/THR 208 or ARS 225

3 credits

ARS 350: Life Drawing and Painting

Drawing and painting of the human figure. May be repeated once.

Prerequisite: ARS 255

3 credits

ARS 351: Painting II: Theory and Practice

Painting and drawing studio; practice and theory stressing exploration of media and crafts, historical styles, and individual development.

Prerequisite: ARS 102 and ARS 255

3 credits

ARS 352: Painting III: Theory and Practice

A continuation of ARS 351, stressing the individual development of the student as a maturing artist through critiques of the student’s work and discussion of contemporary and historical issues in art.

Prerequisite: ARS 351

3 credits

ARS 359: Theory and Practice of Conceptual Drawing

The further study of different processes and methods of generating drawings, encouraging individual expression. Slide presentations, assigned readings, and gallery visits are part of the student's experience.

Prerequisite: ARH 102 and ARS 255

3 credits

ARS 364: Advanced Theory and Practice of Ceramics

An advanced course in ceramics stressing sophisticated sculptural forms and techniques in earthenware, stoneware, porcelain, and raku clay bodies. Class work is based on individual projects stressing expression of ideas and image making. Additional techniques of mold making, slip casting, and raku firing enlarge the repertoire of construction and surface finishes.

Prerequisites: ARS 264 and ARH 102

3 credits

ARS 365: Theory and Practice of Sculpture: Wood, Metal, and Mixed Media

Theory, techniques, and formal principles of wood sculpture, including carving and constructions; metal sculpture, including welding, forming, and finishing; and related concepts and techniques in mixed-media sculpture.

Prerequisites: ARS 256 and ARH 102

3 credits

ARS 366: Theory and Practice of Sculpture: Modeling, Casting, and Carving

Theory, practice, techniques, and formal principles of clay modeling, plaster casting, carving, and related techniques.

Prerequisites: ARS 256 and ARH 102

3 credits

ARS 374: Theory and Practice of Printmaking: Intaglio Processes

Further development of the craft of black-and-white intaglio printing, utilizing various
methods including dry point, engraving, etching, soft ground, and aquatint, with an emphasis on the history of printmaking.

**Prerequisite:** ARS 274

*3 credits*

**ARS 375: Theory and Practice of Printmaking: Lithography**

Demonstrations and hands-on work in the basic techniques of direct lithographic printing from limestone, primarily in black and white, with an emphasis on the history of printmaking.

**Prerequisite:** ARS 154

*Advisory prerequisite: ARS 274*

*3 credits*

**ARS 381: Photography II**

An advanced course in the theory and practice of black-and-white photography utilizing 35mm or larger cameras, lenses, materials, and varied processes. Further exploration of photography as a means of personal visual expression along with a continued intensive examination and application of materials and refined techniques. Students must provide their own cameras and materials.

**Prerequisite:** ARS 281

*3 credits*

**ARS 390 - G: Topics in Studio Art**

Semester supplements to this Bulletin contain specific descriptions when course is offered. May be repeated as the topic changes. Not for major credit.

**Prerequisite:** ARS 154 or ARS 205

*3 credits*

**ARS 420: Studio Art Senior Seminar**

An advanced seminar and critique course for seniors to develop a body of work in their individual area, particularly designed for students who wish to continue study and/or work in the visual arts. Where applicable, includes field trips and assignments of special lectures, panels, seminars, and other events and practices of the professional art world. A group exhibition in a public on-campus venue will be strongly encouraged.

**Prerequisite:** U3 or U4 standing; ARS major or minor

*3 credits*

**ARS 425: Advanced Digital Arts**

An advanced investigation of the history, contemporary practice, and techniques of digital/electronic media arts through lecture, labs, readings, project critiques, and exhibition. Student directed projects may involve advanced media techniques, such as imaging, video, sound, 2D/3D animation, performance, and interactivity that take form as prints, movies on dvd, sculptures/installations, and websites. May be repeated once.

**Prerequisites:** ARS/MUS/THR 208 or ARS 225; permission of instructor after interview and review of portfolio

*3 credits*

**ARS 452: Advanced Theory and Practice of Painting**

Examination of ideas and techniques of painting through studio, lecture, critique, exhibition, and painting assignments. May be repeated once.

**Prerequisite:** ARS 351 and 352; ARS 342

*3 credits*

**ARS 465: Advanced Theory and Practice of Sculpture: Welding, Construction, and Related Techniques**

An advanced course in the theory, techniques, and formal principles of wood sculpture, including carving and constructions; metal sculpture, including welding, forming, and finishing; and related concepts and techniques in mixed media sculpture. May be repeated once.

**Prerequisites:** ARS 365 and ARH 342

*3 credits*

**ARS 466: Advanced Theory and Practice of Sculpture: Modeling, Carving, and Casting**

A course in advanced sculpture utilizing clay and wax modeling. Representational scultures, including work from a nude model, and more abstract works are developed. Advanced reproduction techniques (including plaster and flexible rubber molds) are used with subsequent castings in a variety of media such as plaster, polyester resin, and metal. May be repeated once.

**Prerequisites:** ARS 366 and ARH 342

*3 credits*

**ARS 471: Advanced Theory and Practice of Printmaking: Intaglio Processes**

Continued development of intaglio techniques, emphasizing a variety of multi-plate and single-plate color printing processes, and tailored to the individual requirements of advanced students. May be repeated once.

**Prerequisite:** ARS 374

*3 credits*

**ARS 472: Advanced Theory and Practice of Printmaking: Lithography**

Continued development of lithographic techniques, emphasizing methods of stone and plate lithography and leading to the production of printed single- and multi-colored editions. May be repeated once.

**Prerequisite:** ARS 375

*3 credits*

**ARS 475: Undergraduate Teaching Practicum I**

Work with a faculty member as an assistant in one of the faculty member's regularly scheduled classes. The student is required to attend all the classes, do all the regularly assigned work, and meet with the faculty member at regularly scheduled times to discuss the intellectual and pedagogical matters relating to the course.

**Prerequisites:** Studio art major; preferably U4 standing; sponsorship of an instructor; permission of department

*3 credits, S/U grading*

**ARS 476: Undergraduate Teaching Practicum II**

Work with a faculty member as an assistant in one of the faculty member's regularly scheduled classes. The student is required to attend all the classes, do all the regularly assigned work, and meet with the faculty member at regularly scheduled times to discuss the intellectual and pedagogical matters relating to the course. Students assume greater responsibility in such areas as assisting in demonstrations and critiques, only under direct supervision of the instructor. The course in which the student is permitted to work as a teaching assistant must be different from the course in which he or she previously served.

**Prerequisite:** ARS 475; permission of department

*3 credits, S/U grading*

**ARS 481: Photography III**

Black-and-white photography stressing the theory and practice of 35 mm and medium-format equipment as an artistic tool for individual expression and communication. Emphasis is on the production of prints of outstanding quality and presentation through varied assignments (landscapes, abstracts, portraits, etc.) and equipment. Students must supply their own 35 mm camera equipment. Estimated cost of supplies is $300.

**Prerequisites:** ARS 381; permission of instructor after interview and review of portfolio

*3 credits*

**ARS 482: Photography IV**
Black-and-white photography stressing the theory and practice of communicative skills and presentation aimed at enabling serious photographic students to follow and develop their personal photographic and subject interests. Students work on several photographic essays throughout the semester. Students must provide their own 35mm equipment. Estimated cost of supplies is $300.

Prerequisites: ARS 381; permission of instructor after interview and review of portfolio
3 credits

ARS 487: Advanced Directed Projects in Studio Theory and Practice
Advanced independent projects for outstanding students under the supervision of a faculty member. May be repeated once for a maximum of six credits.

Prerequisites: Advanced status in one of the studio areas; sponsorship of a faculty member; permission of department
0-6 credits

ARS 488: Internship
Prerequisites: U3 or U4 standing; 15 credits in art department courses; permission of department
0-6 credits, S/U grading

ARS 491: Special Topics in Studio Theory and Practice
Semester supplements to this Bulletin contain specific description when course is offered. May be repeated as the topic changes.

Prerequisite: Permission of department
3 credits

ARS 492: Special Topics in Studio Theory and Practice
Semester supplements to this Bulletin contain specific description when course is offered. May be repeated as the topic changes.

Prerequisite: Permission of department
3 credits

ARS 495: Senior Honors Project in Studio Art
A one-semester project for studio art majors who are candidates for the degree with departmental honors.

Prerequisites: Permission of instructor and department
3 credits