Studio Art (ARS)
Department of Art, College of Arts and Sciences

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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)

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.

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 344, or ARH 345)

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:
   a. Painting and drawing: ARS 255, ARS 350, ARS 351, ARS 352, ARS 359, ARS 452, ARS 491, ARS 492
   c. Sculpture and Ceramic Sculpture: ARS 230, ARS 256, ARS 264, ARS 330, ARS 364, ARS 365, ARS 366, ARS 465, ARS 466
   d. Additional Advanced Study: ARS 475, ARS 476, ARS 487, ARS 488, ARS 491, ARS 492, ARS 495

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
instructors. The student must notify the instructor before each paper is turned in that it is intended to satisfy this requirement in addition to the course requirements. A student anticipating or experiencing difficulty in satisfying this requirement should seek the advice of the director of undergraduate studies as soon as possible.

Honors 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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<td>ARS 200-level elective</td>
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<td>ARS 300-level elective</td>
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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: One ARS, CCS, CSE, ISE, MUS, or THR course
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 225: Introductory Painting
Introductory painting in oils or acrylics. The various media, tools, and techniques of painting and of preparing surfaces for painting are explored. Continues the work of ARS 154 in the traditional areas of landscape, still life, and figure, as well as in perspective, foreshortening, proportion, anatomy, and color theory. One or two field trips to New York City museums and galleries may be required.
Prerequisite: ARS 154
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.
Prerequisite: ARS 154
3 credits

ARS 264: Ceramics
Investigation of ceramic ware and ceramic sculpture utilizing a wide variety of approaches in earthenware and stoneware clay bodies. The course offers a technical and conceptual foundation for clay construction, low- and high-fire glazing, and multiple finishing techniques using gas and electric firing processes.
Prerequisite: 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.
Prerequisite: ARS 154
3 credits

ARS 281: Photography I
An intensive course with extensive practice and experimentation in the aesthetics, techniques, and materials of black-and-white photography. It is expected that the student's academic program or vocational objectives require a legitimate need for photographic training, and the course is structured accordingly. Students must provide their own 35mm camera equipped with a single focal length normal lens (no zoom lens) and the ability for full manual operation. They must expect to spend approximately $450 during the semester on materials.
Prerequisite: ARS 154
3 credits

ARS 299: Studio Management Workshop
Development of practical skills needed to manage and maintain a studio lab or shop in the art department. Students work under the supervision of a faculty member in an area of interest, such as photography, printmaking, electronic media, or sculpture. May be repeated twice.
Prerequisite: Permission of instructor
1 credit, S/U grading

ARS 317: Interactive Media, Performance, and Installation
An investigation of the relationship between music and film and video. Students script, shoot, edit, and create short videos with soundtracks, exploring different aspects of 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 317, MUS 317 and THR 317.
Prerequisite: One ARS, CCS, CSE, ISE, MUS, or THR course
Advisory Prerequisite: ARS/MUS/THR 208 or ARS 225
3 credits

ARS 318: Movie Making: Shoot, Edit, Score
An investigation of the relationship between music and film and video. Students script, shoot, edit, and create short videos with soundtracks, exploring different aspects of
and animation on the web to create web-based research paper, work with images, text, sound, on the Internet. Students write a hypertext and theoretical issues related to art and design. This course is offered as ARS 222 or ARS 227.

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

**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 329: 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:** ARS 351

**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; ARH 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 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