**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. ARS 420 Senior Seminar

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, 324, 330, 331, 332, 333, 334, 335, 336, 342, 344, 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:
   - Painting, Drawing, and Printmaking: ARS 255, 274, 350, 351, 352, 359, 374, 375, 452, 471, 472
   - Digital Arts and Photography: ARS 208, 225, 281, 317, 318, 325, 326, 327, 328, 341, 381, 425, 481, 482
   - Sculpture and Ceramic Sculpture: ARS 256, 264, 364, 365, 366, 465, 466
   - Additional Advanced Study: ARS 475, 476, 478, 488, 491, 492, 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 (minimum of 5 pages) together with each instructor’s satisfactory evaluation, confirming that the paper demonstrates advanced writing proficiency suitable for studio art majors. At least two papers must be from ARH upper-division courses and from different instructors. The third paper can be from ARS or a lower division course. 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.

**Art Department Residency Requirement**

Studio Art transfer students must take at least 18 upper division ARS credits for the major at Stony Brook.

**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 upper division

**Sample Course Sequence for the Major in Studio Art**

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<tr>
<th>Freshman Fall</th>
<th>Credits</th>
<th>Spring</th>
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<td>ARS 154</td>
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<td>ARS 200-level elective</td>
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<tr>
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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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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. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required. This course is offered as MUS 208, ARS 208, and THR 208.

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 in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media. It is also an opportunity for students in the arts to gain basic computer literacy through the exploration of various programs including Photoshop, Illustrator, In Design, Dreamweaver and Flash. Students will develop strategies for effectively communicating with images. 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 255: 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: Introductory Sculpture
An introduction to sculpture. Students will learn basic skills and concepts relevant to 3-D creation, using a variety of materials and techniques. Specific sequentially organized projects in armature building, modeling, casting, and wood construction to develop technical skills, in conjunction with lectures, group critiques and discussions.
Prerequisite: ARS 154 or ARS 205
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 exploring the techniques and materials of black-and-white photography, employing traditional developing and printing techniques in the darkroom: Students must provide their own 35mm camera with the capability of full manual operation. Estimated cost of supplies is $450, in addition to the Lab fee.
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
1 credit, may be repeated twice.

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 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 planning, shooting and editing video. 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 of 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 331: 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 Apple computers 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 335: Life Drawing and Painting

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

Prerequisite: ARS 255

3 credits

ARS 336: Theory and Practice of Sculpture: Welding, Construction, and Intermedia

A range of techniques, materials and ways to approach sculpture will be explored. The class will consist of technical demonstrations in wood constructions, plasma cutting, welding, forming, forging in metal, and related concepts and techniques in intermedia. Through lectures, critiques and discussions, the course will also address the various stages of planning, from conceptualizing the idea, gathering materials, to physical and material considerations.

Prerequisite: ARS 256

3 credits

ARS 341: Sound Design

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 ARS 102

3 credits

ARS 345: 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/MUS/THR 208 or ARS 225

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/MUS/THR 208 or ARS 225

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: ARS 264 and ARS 102

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 ARS 102

3 credits

ARS 365: Theories and Practice of Sculpture: Welding, Construction, and Intermedia

A range of techniques, materials and ways to approach sculpture will be explored. The class will consist of technical demonstrations in wood constructions, plasma cutting, welding, forming, forging in metal, and related concepts and techniques in intermedia. Through lectures, critiques and discussions, the course will also address the various stages of planning, from conceptualizing the idea, gathering materials, to physical and material considerations.

Prerequisite: ARS 256

3 credits

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

A historical and philosophical survey of sculpture in expanded fields. Exploration focusing on site as a major component of artwork in both content and form, emphasizing multidimensional work in relation to context, material and intent. The class will consist of
technical demonstrations in various materials, lectures, critiques, and discussions. Students will learn creative skills in the design process: site analysis, conceptualization, presentation, and production.

Prerequisite: ARS 256
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 intermediate course in the theory and practice of photography utilizing various processes: An exploration of black-and-white and color photography as a means of personal visual expression, and an extensive examination of materials and techniques. Students must provide their own cameras and materials. Estimated cost of supplies is $300 in addition to the Lab fee.
Prerequisite: ARS 281
Advisory Prerequisite: ARS 225 and/or ARS 208
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 Inter-media
An advanced course in the theory, techniques, and methodology’s informed by contemporary studio practice and innovation. The class will consist of technical demonstrations, lectures, critiques and discussions. Emphasis is on creative content, and process, critical thinking, and experimentation. Increased ability in the articulation of three-dimensional form and space will be explored. May be repeated once, for a total of 6 credits.
Prerequisite: ARS 365
3 credits

ARS 466: Advanced Theory and Practice of Sculpture: Installation, Site Specific and Public Art
An advanced investigation of the history, contemporary practice, and techniques of sculpture, installation, and expansions of art in the public realm. Students will explore ideas as research through readings, discussions, and critiques. Emphasis is on the conceptual investigation, and artistic expression through experimentation and production in space/time inquiry. Examinations of ideas through alternative visual processes may be explored. May be repeated once, for a total of 6 credits.
Prerequisite: ARS 365 or ARS 366
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
Advanced photography, stressing the theory and practice of the medium as a tool for individual expression and communication: Emphasis will be on refining production and presentation of prints. Estimated cost of supplies is $300 in addition to the Lab fee.
Prerequisites: ARS 381; permission of instructor after interview and review of portfolio
3 credits

ARS 482: Photography IV
Advanced photography, stressing the theory and practice of communicative skills and presentation, aimed at enabling the serious photography student to follow and develop his or her personal objectives. Emphasis will be on the preparation of a portfolio to reflect each student's future goals. Estimated cost of supplies is $300 in addition to the Lab fee. May be repeated once, for a total of 6 credits.
Prerequisites: ARS 481 and permission of the 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