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 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, typographic, 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 Digital 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 lectures, 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. This course is offered as MUS 208, ARS 208, and THR 208.

Prerequisite: One 200-level ARS, 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 lectures, 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 230 Foundations of Two-Dimensional Design
Introduction to basic design principles and their application on the two-dimensional surface, with investigation into different functions and properties of the formal elements of line, value, texture, shape, space, and their organizational use of basic relational elements (repetition, scale, rhythm). Abstract problems stress graphic and systematic approaches to visual problem solving. Primary media are pencil, charcoal, ink, tempera, and cut paper in black and white.

Prerequisite: ARS 154

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 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 318, MUS 318, and THR 318.

Prerequisites: One ARS, MUS, or THR course; familiarity with the use of computers

Advisory Prerequisite: ARS/MUS/THR 208 or ARS/MUS/THR 317 or ARS 225

3 credits

ARS 318 Movie Making: Shoot, Edit, and 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.

Prerequisites: One ARS, MUS, or THR course; familiarity with the use of computers

Advisory Prerequisite: ARS/MUS/THR 208 or ARS/MUS/THR 317 or ARS 225

3 credits

ARS 325 Theory and Practice of Digital Art: 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 Arts: Video
An introduction to the practice, theory, and history of video within art and independent media through labs, lectures, 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 work with images, text, sound, and animation on the web to create web-based artworks, design a portfolio or other information-based site, and write a hypertext research paper. Emphasis is on creative use of web technologies and examining the cultural implications of new technologies.

Prerequisite: ARS/MUS/THR 208 or AAS 225

3 credits

ARS 328 Theory and Practice of Digital Arts: Animation
An investigation into 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: U3 or U4 standing; ARS/MUS/THR 208 or ARS 225

3 credits

ARS 330 Foundations of Three-Dimensional Design
An introduction to the basics of three-dimensional design concepts and processes. Through studio problems students become familiar with fundamental three-dimensional design concepts, vocabulary, materials and skills applicable to continued study in a variety of visual and applied disciplines.

Prerequisite: ARS 230

3 credits
ARS 341 Life 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 art-works 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 LITA. This course is offered as ARS 341, MUS 341, and THR 341. Prerequisite: One 200-level ARS, CSE, ISE, MUS, or THR course 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 I: Theory and Practice
Painting and drawing studio; practice and theory stressing exploration of media and crafts, historical style, and individual development. Prerequisite: ARH 102 and ARS 255 3 credits

ARS 352 Painting II: 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 sophisticat-ed sculptural forms and techniques in earthenware, stoneware, porcelain, and raku clay bodies. Class work is based on individual projects stressing expres-sion of ideas and image making. Additional techniques of mold making, slip casting, and raku firing enhance 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 printmak-ing. Prerequisite: ARS 274 3 credits

ARS 375 Theory and Practice of Printmaking: Lithography
Demonstrations and hands-on work in the basic tech-niques 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 I
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 inten-sive 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 for credit as the topic changes. Not for major credit. Prerequisite: ARS 104 or ARS 205 3 credits

ARS 425 Advanced Digital Arts
An advanced investigation of the history, contempo-rary 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, perfor-mance, and interactivity that take form as prints, movies on dvd, sculptures/installations, and web-sites. 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 paint-ing assignments. May be repeated once. Prerequisite: ARS 351 and ARS 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. Prerequisite: ARS 365 and ARS 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 sculptures, 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 386 and ARS 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-color printing processes, and tailored to the individ-ual 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 single-color 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 cri-tiques, 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 equip-ment 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 photo-graphic 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 stu-dents 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 www.stonybrook.edu/ugbulletin 365
department

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, 492 Special Topics in Studio Theory and Practice
Semester supplements to this Bulletin contain specific description when course is offered. May be repeated for credit 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