

STUDIO ART (SA)

SA 0011 Introduction to Sculpture

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This beginning sculpture course is an introduction to working three-dimensionally. Promoting an understanding of the creative process, students will construct objects in both abstract and realistic styles. The course emphasizes concepts, contemporary art and theory through a wide variety of materials and aesthetic categories such as collage, sculptural construction, and installation.

SA 0012 Introduction to Drawing

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course focuses on the act of seeing and its intimate connection with mark-making. Experiences develop observational, expressive, and conceptual skills. Students explore the formal elements of drawing, such as line, value, composition, and form, and how they can be used to express an awareness of one's self and the world around one. The course explores a variety of materials and processes through in- and out-of-class projects. Students participate in critiques of these projects and, through writing and speaking, develop a language of aesthetic awareness and a sense of artistic quality.

SA 0013 Introduction to Figure Drawing

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This introduction to drawing from the human figure uses a wide variety of media and techniques. The course emphasizes understanding, interpretation, and expressive use of the figure in contemporary studio practice. Students discover proportion and form through line, value, perspective, anatomical studies, and analysis of structure. Students participate in critiques of their projects and, through writing and speaking, develop a language of aesthetic awareness and a sense of artistic quality.

SA 0014 Introduction to Printmaking

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course is an introduction to traditional, contemporary and experimental approaches to making prints. By exploring etching, monoprinting, digital imaging and photographic techniques students learn skills fundamental to the printmaking process. In this course we will explore visual language in a broader studio arena, incorporating color theory and an exploration of ideas based on individual experiences and a response to and reflection on current issues and concerns.

SA 0015 Introduction to Painting

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course introduces the methods, techniques, and language of oil painting. Students explore principles of color, construction, paint handling, delineation of form and space, light and shadow, surface, texture, and composition. Students paint primarily from observation and employ representational and abstract modes. Materials and historical concerns are integral parts of directed and individual investigations.

SA 0016 Introduction to 2-D Design

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course is an introduction to the aesthetic dimension of human existence through the appreciation and practice of pictorial design, a fundamental aspect of our larger visual culture. Studio exercises will familiarize students with concepts such as line, rhythm, shape, balance, texture, and pattern. A hands-on studio environment with computer-based assignments will involve students in practical and creative problem-solving. Adobe Illustrator and Photoshop will be the software programs used on all assignments. Across the semester students become more familiar and conversant in the elements and principles of design as well as the two software programs.

SA 0100 Experiments in Drawing

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

In this introductory course students will gain an expanded view of how seeing, drawing, and thinking contribute to organizing and expressing one's visual thoughts and ideas. Through hands-on studio projects, visual thinking will be emphasized as a creative practice that augments intellectual thought and teaches problem-solving skills. Through an interdisciplinary approach, students will discover new ways of organizing visual space and reflect on the myriad of approaches to working with their hands and new materials both found and new. Projects will include a wide range of mark making, collage, collotypes and other layering techniques. This course is designed to be open and accessible to all students.

SA 0101 Introduction to Digital Tools in Art Making

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

In this introductory studio course, students will explore digital graphics software and how it may be used in conjunction with traditional art media (such as painting and drawing in pencil, ink, charcoal, pastels, and gouache) to develop a unique visual voice. Through projects that build on one another's idea-based and technical components, students will develop an understanding of vocabulary fundamental to visual language and technology's relationship to art now and throughout history. Projects will emphasize that digital technology is not an end in itself, but a means to realizing ideas.

SA 0105 Color Workshop

3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course investigates fundamental color theory through studio projects using contemporary and historical references. Students focus on the development and exploration of ideas using a variety of color media and study the practical mixing and application of pigments. The course stresses perception, visual awareness, sensitivity, attitude, and judgment, and is typically offered fall semester. This course is designed to be open and accessible to all students.

SA 0132 Sculpture: Construction and Subtraction 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

An introduction to three-dimensional form and the area that it inhabits, this broad-spectrum course offers an in-depth focus on developing studio skills in sculpture. Hands on collaborative and individual projects introduce students to the themes of space and the environment through an exploration of abstraction and representation. A consideration of the evocative nature of materials is central to this course, as visual organization in the world around us is investigated. This course is designed to be open and accessible to all students.

SA 0133 Alternative Processes Photography 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$110 Materials Fee

This course covers alternative techniques in photography, including Cyanotypes, Kallitypes, collage, and instant photography. Additionally, students will have readings pertaining to the history of the medium, and will be introduced to contemporary concepts and use of the photographic image. A digital camera, while not required, will be useful. There are a small number of manual and digital loaner cameras available through the Studio Art Program, but loans are available on a first come basis. This course is designed to be open and accessible to all students.

SA 0134 Digital Photography 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$110 Materials Fee

This course covers basic techniques of digital photography, including print production, the development of concepts and theory in photography, the relationship of photography to other visual media, and the study of historical and contemporary precedents. In addition, students will explore the manipulation of photographic images in both black and white and color through the use of Adobe Photoshop. Students must provide their own digital camera. For this course, cameras must have a manual override option. There are nine possible loaner cameras available through the Studio Art Program, but loans are available on a first come basis. This course is designed to be open and accessible to all students.

SA 0136 Artist Book Construction 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

In this course, students will engage in book making, book altering, and book deconstruction as a creative endeavor, examining how visual language and written language differ and interact, and will consider the book as a metaphor for any technology that preserves and transmits information. The course will examine our changing relationship with books in the 21st Century by introducing you to the methods and thought processes of working artists as well as social, natural and/or political issues common to practicing contemporary artists. This course is designed to be open and accessible to all students.

SA 0137 Motion and Time-Based Art 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course uses a wide variety of media to develop and present performance and installation art, emphasizing interconnections with video, computer, telecommunications, photography, film, live performance, music, and sound. It is typically offered every other spring semester. This course is designed to be open and accessible to all students.

SA 0138 From Drawing to Painting 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course specializes in teaching students to work with drawing as a way to develop subject matter and transition into painting. The first part of the semester is focused on collecting and drawing from visual references such as nature, the figure, interiors and still life. Working with sketches, students learn to develop a visual vocabulary to articulate ideas that are meaningful and personal to them. This practice is used as a starting point to develop a language of expression and transition into painting. This course is designed to be open and accessible to all students.

SA 0139 Watercolor 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

This course is an introduction to the methods, techniques and language of watercolor. In exploring the fundamentals of watercolor this course helps students develop their abilities to see and explore washes of color in relation to pictorial space and form. Value, composition, color, transparency, and wet into wet processes are explored. This course is designed to be open and accessible to all students.

SA 0199 Special Topics (Shell) 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course

Students will have the opportunity to work in a specific medium or technique, or on a particular subject, not available in our regular course offerings.

SA 0230 Advanced Painting 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

Prerequisite: SA 0015.

This course builds on the experience of Introduction to Painting and stresses fluency in paint and the advanced development of technical and expressive skills. It focuses on the generation of ideas as a central component in the process of painting. Individual direction is developed in consultation with the instructor. This course includes individual and group criticism.

SA 0231 Advanced Printmaking 3 Credits

Attributes: GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

Prerequisite: SA 0014 or SA 0136.

This course focuses on the development of technical and conceptual skills as a central component in the process of printmaking, with an emphasis on developing individual direction through studio work, drawing, writing, and research. Students explore intaglio, silkscreen, and painterly methods of mono-printing.

SA 0232 Advanced Sculpture**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee**Prerequisite:** SA 0011 or SA 0132.

This course builds on the experience of Sculpture I and stresses the advanced development of technical and expressive skills. It focuses on the generation of ideas as a central component in sculpture. Individual direction is developed in consultation with the instructor. This course includes individual and group criticism.

SA 0233 Advanced Photography**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

This course builds upon the fundamentals of photography learned in previous photography courses, and depending on the semester focuses on either digital or darkroom techniques. If the focus is digital, a digital camera is required for this course.

SA 0235 Advanced Drawing**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee**Prerequisite:** SA 0012 or SA 0013 or SA 0100 or SA 0101 or SA 0138.

This course builds upon the experience of SA 0012 and stresses advanced development of skills. It focuses on the generation of ideas as a central component in the process of drawing and emphasizes individual direction and inventive drawing through studio projects developed in consultation with the instructor. This course includes individual and group criticism.

SA 0299 Advanced Projects Seminar**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee**Prerequisites:** Three courses in Studio Art.

Required for students majoring and an option for students minoring in Studio Art, this course helps students develop a unique body of work representative of their explorations, discoveries and development. Emphasis is on preparing a portfolio reflective of their individual practice. Students read and discuss contemporary and art historical issues. Visiting artists and critics are a feature of the class. Open to majors and minors only.

SA 0301 Exhibition Seminar**3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

Students in this course build on Advanced Projects experiences and continue to develop a unique body of work representative of their explorations, discoveries, research and deep reflection. Students regularly read and discuss contemporary, art theory and art historical issues. Emphasis is placed on preparing a portfolio and Senior exhibition. Visiting Artists and critiques are a feature of the class. Open to senior Studio Art majors only.

SA 0302 Independent Study**1-3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course

By arrangement with studio faculty, juniors and seniors may work independently on specific studio projects. Progress is reviewed through individual critiques. Students regularly read and discuss contemporary and art historical issues. Students must finalize independent studies with the studio program director.

SA 0304 Studio Internship**1-3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
Internships are for students who have completed at least three studio courses and whose academic work has prepared them for professional work related to internships as studio assistants to professional artists or for work in museums, galleries, or art-related non-profit organizations in the New York City and local areas. Internships require faculty sponsorship and departmental approval, and are developed by each student in consultation with the supervising professor.