



2022-2023

SVA

UNDERGRADUATE
AND GRADUATE
REGISTRATION BOOK



2022–2023
UNDERGRADUATE
AND GRADUATE
REGISTRATION BOOK

The School of Visual Arts has been authorized by the New York State Board of Regents (www.highered.nysed.gov) to confer the degree of Bachelor of Fine Arts on graduates of programs in Advertising; Animation; Cartooning; Computer Art, Computer Animation and Visual Effects; Design; Film; Fine Arts; Illustration; Interior Design; Photography and Video; Visual and Critical Studies; and to confer the degree of Master of Arts on graduates of programs in Art Education; Curatorial Practice; Design Research, Writing and Criticism; and to confer the degree of Master of Arts in Teaching on graduates of the program in Art Education; and to confer the degree of Master of Fine Arts on graduates of programs in Art Practice; Computer Arts; Design; Design for Social Innovation; Fine Arts; Illustration as Visual Essay; Interaction Design; Photography, Video and Related Media; Products of Design; Social Documentary Film; Visual Narrative; and to confer the degree of Master of Professional Studies on graduates of programs in Art Therapy; Branding; Digital Photography; Directing; Fashion Photography.

The School of Visual Arts is accredited by the Middle States Commission on Higher Education (msche.org), 3624 Market Street, Philadelphia, PA 19104, 267.284.5000. The Commission on Higher Education is an institutional accrediting agency recognized by the U.S. Secretary of Education and the Council on Higher Education Accreditation.

The Interior Design program leading to the Bachelor of Fine Arts in Interior Design is accredited by the Council for Interior Design Accreditation (accredit-id.org), 206 Grandville Avenue, Suite 305, Grand Rapids, MI, 49503-4014.

The School of Visual Arts' Department of Art Education is a member in good standing of the Association for Advancing Quality in Educator Preparation (AAQEP), a national accrediting organization recognized by the Council for Higher Education Accreditation (CHEA). The School of Visual Arts' Department of Art Education is currently pursuing accreditation of its educator preparation programs under the AAQEP standards with an anticipated quality assurance review in fall 2023. Pursuant to Section 52.21 of the Regulations of the Commissioner of Education, the educator preparation programs offered by the School of Visual Arts are therefore considered to be continuously accredited for purposes of meeting the New York State requirement that all such programs maintain continuous accreditation. The School of Visual Arts' Master of Arts in Teaching in Art Education program was previously accredited by the Council for the Accreditation of Educator Preparation (CAEP).

The Master of Professional Studies in Art Therapy degree program is approved by the American Art Therapy Association, Inc., and as such meets the Education Standards of the art therapy profession.

The School of Visual Arts does not discriminate on the basis of gender, race, color, creed, disability, age, sexual orientation, marital status, national origin or other legally protected statuses.

The College reserves the right to make changes from time to time affecting policies, fees, curricula and other matters announced in this or any other publication. Statements in this and other publications do not constitute a contract.

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MARCH 2022

Monday, February 28	Last day to officially drop spring 2022 semester undergraduate and graduate courses without a grade (academic progress and financial liability may be affected)
Monday through Sunday, February 28 – March 6	Spring break, no classes
Tuesday, March 1	Optimal financial aid date for returning students to submit 2022-2023 FAFSA application
Tuesday through Monday, March 1 – April 18	Students may be dropped from spring 2022 undergraduate and graduate courses with a grade of “W” (academic progress and financial liability may be affected). International students must receive approval to drop below full-time status
Friday, March 4	Staff holiday, College closed
Monday through Friday, March 7 – 18	Online registration for all currently enrolled undergraduate and graduate students for 2022-2023 academic year (by appointment only)

APRIL 2022

Friday, April 8	OPT application and program extension request deadline for international students in their final semester of study
Monday, April 11	Financial aid deadline for submitting all loan applications for fall/spring or spring-only students
Friday through Sunday, April 15 – 17	Passover and Easter, no continuing education classes
Monday, April 18	Last day to officially drop spring 2022 semester undergraduate and graduate courses (academic progress and financial liability may be affected)

MAY 2022

Sunday, May 1	Due date for summer 2022 semester tuition
Monday, May 2	Due date for all spring 2022 semester grades
Monday, May 2	Undergraduate and graduate classes end; last day Registrar’s Office will accept grade changes for fall 2021 semester
Tuesday, May 3	Check-out SVA residence halls for non-graduating students
Tuesday, May 3	Summer 2022 semester begins
Sunday, May 22	Commencement, class of 2022
Monday, May 23	Check-out SVA residence halls for graduating students
Monday, May 30	Memorial Day, College closed

JUNE 2022

Monday, June 6	Summer 2022 continuing education program begins
Wednesday, June 15	Summer 2022 English and the Visual Arts program housing check-in
Thursday and Friday, June 16 – 17	Summer 2022 English and the Visual Arts program orientation and registration
Monday, June 20	Juneteenth holiday, College closed
Tuesday, June 21	Summer 2022 English and the Visual Arts classes begins
Thursday, June 30	Financial aid deadline for submitting 2021-2022 TAP and FAFSA applications

JULY 2022

Saturday through Monday, July 2 – 4	Independence Day holiday, College closed
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AUGUST 2022

Monday, August 1	Due date for fall 2022 semester tuition
Thursday and Friday, August 4 – 5	Course adjustment period for Fall 2022 and Spring 2023 semesters (departmental advisors’ offices)
Sunday, August 7	Check-out SVA residence halls for summer 2022 semester students
Friday, August 12	Summer 2022 English and the Visual Arts program ends
Monday, August 22	Summer 2022 semester ends
Sunday, August 28	Check-in SVA residence halls for new students
Sunday through Friday, August 28 – September 2	Welcome Week for new students

SEPTEMBER 2022

Saturday, September 3	Check-in SVA residence halls for returning students
Monday, September 5	Labor Day, College closed
Tuesday, September 6	Undergraduate and graduate classes begin
Tuesday through Tuesday, September 6 – 13	Course adjustment period fall 2022 and spring 2023 semesters
Tuesday, September 13	Last day to register for fall 2022 semester courses, including independent study
Monday, September 19	Fall 2022 semester continuing education program begins

OCTOBER 2022

Saturday, October 1	SVA-sponsored student health insurance waiver deadline for fall 2022 semester
Saturday, October 1	Early 2023-2024 FAFSA filing for new and returning students
Thursday, October 6	SEVIS registration deadline for international students
Monday, October 10	Online registration for spring 2023 and summer 2023 semesters opens for students accepted for the spring 2023 semester
Monday, October 24	Last day to officially drop fall 2022 semester undergraduate and graduate courses without a grade (academic progress and financial liability may be affected)
Tuesday through Monday, October 25 – December 5	Students may drop fall 2022 semester undergraduate and graduate courses with a grade of "W" (academic progress and financial liability may be affected). International students must receive approval to drop below full-time status
Wednesday, October 26	Administrative withdrawal from spring 2023 courses for students without financial clearance for the fall 2022 semester

NOVEMBER 2022

Monday through Wednesday, November 21 – 23	Course adjustment period for spring 2023 semester
Wednesday through Sunday, November 23 – 27	Thanksgiving holiday, no continuing education classes
Thursday through Sunday, November 24 – 27	Thanksgiving holiday, College closed
Wednesday, November 30	Online registration for spring 2023 and summer 2023 semesters ends for students accepted for the spring 2023 semester

DECEMBER 2022

Thursday, December 1	Due date for spring 2023 semester tuition for students not on a payment plan
Thursday, December 1	Financial aid deadline for submitting all loan applications for students registered for fall 2022 semester only
Thursday, December 1	Registration for spring 2023 and summer 2023 semesters continues for students accepted for the spring 2023 semester (by appointment with departmental advisors)
Friday, December 2	OPT application and program extension request deadline for international students in their final semester of study
Monday, December 5	Last day to officially drop fall 2022 semester undergraduate and graduate courses (academic progress and financial liability may be affected)
Tuesday, December 13	Tuesday undergraduate and graduate classes end
Wednesday, December 14	Wednesday undergraduate and graduate classes end
Monday, December 19	Monday undergraduate and graduate classes end
Tuesday, December 20	Last session of Thursday undergraduate and graduate classes
Wednesday, December 21	Classes end; last session of undergraduate and graduate Friday/Saturday/Sunday classes. Last day Registrar's Office will accept grade changes for spring 2022 and summer 2022 semesters
Wednesday, December 21	Check-out SVA residence halls for non-returning students
Wednesday, December 21	Due date for all fall 2022 semester grades
Thursday through Sunday, December 22 – January 1	Winter Recess, College closed

JANUARY 2023

Sunday, January 1	Due date for spring 2023 semester tuition for students on a payment plan
Wednesday, January 4	Check-in SVA residence halls for new students
Thursday and Friday, January 5 – 6	Welcome week for new students
Friday, January 6	Optimal filing deadline for new students to submit FAFSA forms to central processor for 2023-2024 financial aid
Friday, January 6	Optimal financial aid deadline for submitting 2023-2024 FAFSA forms for early decision for fall 2023 semester
Monday, January 9	Undergraduate and graduate classes begin
Monday through Tuesday, January 9 – 17	Course adjustment period
Monday, January 16	Martin Luther King, Jr. Day, College closed
Tuesday, January 17	Last day to register for spring 2023 semester courses, including independent study
Monday, January 23	Spring 2023 semester continuing education program begins

FEBRUARY 2023

Wednesday, February 1	Administrative withdrawal from summer 2023 courses for students without financial clearance for the spring 2023 semester
Wednesday through Wednesday, February 1 – 15	Residence hall room selection for returning students
Wednesday, February 8	SVA-sponsored student health insurance waiver deadline for spring 2023 semester
Wednesday, February 8	SEVIS registration deadline for international students
Monday, February 27	Last day to officially drop spring 2023 semester undergraduate and graduate courses without a grade (academic progress and financial liability may be affected)
Monday through Sunday, February 27 – March 5	Spring break, no classes
Tuesday through Monday, February 28 – April 17	Students may drop spring 2023 semester undergraduate and graduate courses with a grade of "W" (academic progress and financial liability may be affected). International students must receive approval to drop below full-time status

MARCH 2023

Wednesday, March 1	Optimal financial aid date for returning students to submit 2023-2024 FAFSA application
Friday, March 3	Staff holiday, College closed
Monday through Friday, March 6 – 17	Online registration for all currently enrolled undergraduate and graduate students for 2023-2024 academic year (by appointment only)

APRIL 2023

Wednesday and Thursday, April 5 – 6	Passover, no continuing education classes
Friday, April 7	OPT application and program extension request deadline for international students in their final semester of study
Monday, April 10	Financial aid deadline for submitting all loan applications for fall/spring or spring-only students
Monday, April 17	Last day to officially drop spring 2023 semester undergraduate and graduate courses (academic progress and financial liability may be affected)

MAY 2023

- Monday, May 1 Due date for summer 2023 semester tuition
- Monday, May 1 Due date for all spring 2023 semester grades
- Monday, May 1 Undergraduate and graduate classes end; last day Registrar's Office will accept grade changes for fall 2022 semester
- Tuesday, May 2 Check-out SVA residence halls for non-graduating students
- Tuesday, May 2 Summer 2023 semester begins
- Sunday, May 21 Commencement, class of 2023 (tentative date)
- Monday, May 22 Check-out SVA residence halls for graduating students (tentative date)
- Monday, May 29 Memorial Day, College closed

JUNE 2023

- Monday, June 5 Summer 2023 continuing education program begins
- Wednesday, June 14 Summer 2023 English and the Visual Arts program housing check-in
- Thursday and Friday, June 15 – 16 Summer 2023 English and the Visual Arts program orientation and registration
- Monday, June 19 Juneteenth holiday, College closed
- Tuesday, June 20 Summer 2023 English and the Visual Arts classes begins
- Friday, June 30 Financial aid deadline for submitting 2022-2023 TAP and FAFSA applications

JULY 2023

- Saturday through Tuesday, July 1 – 4 Independence Day holiday, College closed

AUGUST 2023

- Tuesday, August 1 Due date for fall 2023 semester tuition
- Thursday and Friday, August 3 – 4 Course adjustment period for Fall 2023 and Spring 2024 semesters (departmental advisors' offices)
- Sunday, August 6 Check-out SVA residence halls for summer 2023 semester students
- Saturday, August 12 Summer 2023 English and the Visual Arts program ends
- Monday, August 21 Summer 2023 semester ends

ANNUAL NOTIFICATION OF THE FAMILY EDUCATIONAL RIGHTS AND PRIVACY ACT

Known by its acronym, FERPA, this important legislation guarantees students certain rights regarding their education records (records that include, but are not limited to, grades, financial records, and other personal information). FERPA applies to all students attending SVA, regardless of age.

Student FERPA Rights

- The right to inspect and review your educational records. You may submit a written request to the Registrar that specifies the record(s) you wish to inspect. SVA will make arrangements for access and notify you of the time and place where the record(s) may be inspected
- The right to request the amendment of your education records that you believe to be inaccurate, misleading, or otherwise in violation of your privacy rights under FERPA. To do this, simply write the SVA office responsible for the record, make clear which part you want changed, and specify what you feel is inaccurate or misleading. If SVA decides not to amend the record, the College will notify you in writing of the decision and advise you of your right to a hearing regarding the request for amendment.
- The right to agree to disclosures of personally identifiable information (PII) contained in educational records (information that would make identity easily traceable—e.g., your Social Security number), except to the extent that FERPA authorizes disclosure without consent. An example of disclosure without consent would be the opening of your records to school officials with legitimate educational interests. A school official is a person employed by SVA in an administrative, supervisory, academic, research, or support staff position (including law enforcement unit personnel and health staff); a person serving on the board of trustees; or a student serving on an official committee, such as a disciplinary or grievance committee. A school official also may include a volunteer or contractor outside of SVA who performs an institutional service of function for which the school would otherwise use its own employees and who is under the direct control of the school with respect to the use and maintenance of PII from education records, such as an attorney, auditor, or collection agent or a student volunteering to assist another school official in performing his or her tasks. A school official has a legitimate educational interest if the official needs to review an education record in order to fulfill his or her professional responsibilities for SVA.
- The right to file a complaint with the U.S. Department of Education concerning alleged failures of SVA to comply with the requirements of FERPA. The name and address of the Office that administers FERPA is:

Family Policy Compliance Office
U.S. Department of Education
400 Maryland Avenue SW
Washington, DC 20212

DIRECTORY INFORMATION

SVA may disclose Directory Information to third-party organizations without a student's consent. Such outside organizations may include, but are not limited to, federal and state agencies offering jobs and educational benefits, potential employers, insurance agencies and financial institutions.

"Directory Information" is defined by SVA as: student's name, address, telephone number, email address, major field of study, enrollment status (undergraduate or graduate, full- or part-time), dates of attendance, and degree(s) conferred.

If students wish to restrict the disclosure of directory information, they should complete a FERPA Disclosure Form, which is available at the Registrar's Office and online at sva.edu/registrar.

The College honors requests to withhold directory information but cannot assume responsibility for contacting a student for subsequent permission to release information. Regardless of the effect, the College assumes no liability for honoring instructions that such information be withheld.

DISCLOSURE POLICY

SVA typically will disclose personally identifiable information (PII)—such as a Social Security number, grades, or other private information—from a student's education record only with the written consent of the student. However, FERPA permits the disclosure of PII from students' education records, without consent of the student, if the disclosure meets one or more of the following conditions:

- To other school officials, including teachers, within SVA whom the school has determined to have legitimate educational interests. This includes contractors, consultants, volunteers, or other parties to whom the school has outsourced institutional services or functions.
- To officials of another school where the student seeks or intends to enroll, or where the student is already enrolled if the disclosure is for purposes related to the student's enrollment or transfer. SVA will make a reasonable attempt to inform the student before the disclosure, unless the student initiated the request.
- To authorized representatives of the U. S. Comptroller General, the U.S. Attorney General, the U.S. Secretary of Education, or State and local educational authorities, such as a State postsecondary authority that is responsible for supervising the university's State-supported education programs. Disclosures under this provision may be made, in connection with an audit or evaluation of Federal- or State-supported education programs, or for the enforcement of or compliance with Federal legal requirements that relate to those programs. These entities may make further disclosures of PII to outside entities that are designated by them as their authorized representatives to conduct any audit, evaluation, or enforcement or compliance activity on their behalf.
- In connection with financial aid for which the student has applied or which the student has received, if the information is necessary to determine eligibility for the aid, determine the amount of the aid, determine the conditions of the aid, or enforce the terms and conditions of the aid.
- To organizations conducting studies for, or on behalf of, SVA, in order to:
 - (a) develop, validate, or administer predictive tests;
 - (b) administer student aid programs; or
 - (c) improve instruction.
- To accrediting organizations to carry out their accrediting functions.
- To the parent(s) or guardian(s) of an eligible student who claimed the student as a dependent on their most recent income tax return, provided the parent(s) or guardian(s) provide adequate documentation of the dependent status, in writing. Disclosure may not be made without such written documentation.
- To comply with a judicial order or a lawfully issued subpoena. SVA will make a reasonable attempt to inform the student before the disclosure, unless ordered not to do so by the subpoena.
- To appropriate parties in a health or safety emergency.
- To a victim of an alleged crime of violence, including a non-forcible sex offense. The disclosure may only include the final results of the disciplinary proceeding with respect to that alleged crime or offense, regardless of the finding.
- To the general public, the final results of a disciplinary proceeding if the school determines the student is an alleged perpetrator of a crime of violence or non-forcible sex offense and the student has committed a violation of the school's rules or policies with respect to the allegation made against them.
- To parents(s) or guardian(s) of a student regarding the student's violation of any Federal, State, or local law, or of any rule or policy of the school, governing the use or possession of alcohol or a controlled substance if the school determines the student committed a disciplinary violation and the student is under the age of 21.
- To Veterans Administration officials, the Department of Homeland Security, the Federal Bureau of Investigation, military recruiters, or the Internal Revenue Service, under certain conditions.

Student Consent to Allow or Prevent Disclosure

The FERPA Disclosure Form allows students to instruct SVA to do the following:

- Allow or prevent disclosure of Directory Information to third parties, except to the extent that FERPA authorizes disclosure without consent.
- Allow or prevent disclosure of education records to parents, guardians, or other individuals of the student's choosing.

The FERPA Disclosure Form is available in the Registrar's Office and online at sva.edu/registrar.

REGISTRATION INFORMATION UNDERGRADUATE DIVISION

FRESHMEN AND TRANSFER STUDENTS

Registration for undergraduate freshmen and transfer students entering the Undergraduate Division in the 2022 fall semester will be online via MyServices Student or by appointment with a departmental advisor.

Please read and follow the instructions listed in your major department section carefully. If you have any questions regarding these instructions, please contact the Registrar's Office at: registrar@sva.edu.

CURRENTLY ENROLLED UNDERGRADUATE STUDENTS

Registration for all currently enrolled undergraduate students will take place Monday, March 7 through Friday, March 18, according to the procedures outlined below.

February 21 – March 18, 2022

Students plan courses, meet with department heads or advisors as needed, and complete all necessary registration materials.

March 7 – March 18, 2022

Registration online via MyServices Student. Registration priority times will be randomly assigned based on completed credit totals. Students needing assistance with registration must make an appointment with their departmental advisors.

Students returning from a leave of absence will be assigned a registration time on a first-come, first-served basis. They are advised to email registrar@sva.edu to have their account reactivated. Once active, students will be assigned a registration time by the Registrar.

Students with fewer than 90 credits by the close of the 2022 spring semester will not be allowed to register for the fourth-year required classes except by written permission of the department chair and the departmental advisor. Under no circumstance will a student who has completed fewer than 84 credits be permitted to register for fourth-year courses.

Note: Incomplete grades made up after February 14th will not be counted toward the completed credit total for the purpose of registration.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. For complete information regarding online registration, including tutorial videos and detailed instruction documents, visit sva.edu/regbook.

ACADEMIC ADVISEMENT

General email: acadadvis@sva.edu

DEPARTMENTAL ADVISORS

Advertising (1st year)

Daniel Tomlin, Tel: 212.592.2542

Email: dtomlin@sva.edu

Advertising (2nd year)

Adam Sarsfield Tel: 212.592.2594

Email: asarsfield@sva.edu

Advertising (3rd year)

Alida Beck-LaRocca, Tel: 212.592.2121

Email: abecklarocca@sva.edu

Advertising (4th year)

Yolanda Powell-Davis, Tel: 212.592.2123

Email: ypowelldavis@sva.edu

Animation (1st and 2nd years)

Delilah Mulgannon, Tel: 212.592.2878

Email: dmulgannon@sva.edu

Animation (3rd and 4th years)

Eura Chun, Tel: 212.592.2694

Email: echun1@sva.edu

Cartooning

Nada Mohammed, Tel: 212.592.2456

Email: nmohammed@sva.edu

Computer Art, Computer Animation and Visual Effects

Mahtab Aslani, Tel: 212.592.2522

Email: maslani@sva.edu

Design (1st year)

Daniel Tomlin, Tel: 212.592.2542

Email: dtomlin@sva.edu

Design (2nd year)

Adam Sarsfield Tel: 212.592.2594

Email: asarsfield@sva.edu

Design (3rd year)

Alida Beck-LaRocca, Tel: 212.592.2121

Email: abecklarocca@sva.edu

Design (4th year)

Yolanda Powell-Davis, Tel: 212.592.2123

Email: ypowelldavis@sva.edu

English and the Visual Arts (all departments)

Phyllistine Travis, Tel: 212.592.2527

Email: ptravis@sva.edu

Film (2nd and 3rd years)

John Michael Byrd, Tel: 212.592.2968

Email: jmbyrd@sva.edu

Film (1st and 4th years)

Elvera Loretta Vilson, Tel: 212.592.2191

Email: evilson@sva.edu

Fine Arts

Dora Riomayor, Tel: 212.592.2543

Email: driomayor@sva.edu

Honors Program (all departments)

Jeremy Cohan, Tel: 212.592.2068

Email: jcohan2@sva.edu

Illustration (2nd and 3rd years)

Karina Ayure, Tel: 212.592.2973

Email: kayure@sva.edu

Illustration (1st and 4th years)

Wayde McIntosh, Tel: 212.592.2122

Email: wmcintosh@sva.edu

Interior Design

Kathleen Hayes, Tel: 212.592.2585

Email: khayes1@sva.edu

Photography and Video (1st and 2nd years)

Angela Kaniecki, Tel: 212.592.2331

Email: akaniecki@sva.edu

Photography and Video (3rd and 4th years)

Frank Priegue, Tel: 212.592.2307

Email: fpriegue@sva.edu

Visual and Critical Studies

Paul D'Innocenzo, Tel: 212.592.2221

Email: pdinnocenzo@sva.edu

GENERAL INFORMATION UNDERGRADUATE DIVISION

PREPARING YOUR COURSE SCHEDULE

Log in to MyServices Student and select “Student Planning” to view your outstanding degree requirements, search for courses and plan your schedule for registration. It is advised that you select alternative courses in the event that your first choices are not available.

All students will receive a registration appointment via email that includes instructions on how to register online. Tutorial videos and detailed online registration instruction documents are available at sva.edu/regbook.

Note: Students enrolled for the spring 2022 semester may register for foundation-year courses only with permission from their departmental advisor.

The recommended course load for undergraduate students is 15 credits per semester. Students who wish to take more than 15 credits per semester must receive approval from their department advisor. The maximum number of credits for which a student may register in any semester is 18.

Note: Credits in excess of 15 (16 for visual and critical studies majors) will be billed at the current per-credit rate.

Course Adjustment Periods

Course adjustment (drop/add) periods for the fall 2022 and spring 2023 semesters will be held Thursday and Friday, August 4 and 5, 2022, and Tuesday through Tuesday, September 6 – 13, 2022.

Course adjustment (drop/add) periods for the spring 2023 semester will be held Monday through Wednesday, November 21 – 23, 2022 and Monday through Tuesday, January 9 – 17, 2023.

Students should routinely check their schedules in MyServices Student for accuracy.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

SCHEDULE AND PROCEDURES

CURRENTLY ENROLLED GRADUATE STUDENTS

February 21 – March 18, 2022

Students plan courses, meet with department heads or advisors as needed, and complete all necessary registration materials.

March 7 through the start of classes

Registration for Summer 2022 courses (as listed in the Summer 2022 section).

March 7 – March 18, 2022

Registration online via MyServices Student. Registration priority times will be assigned based on completed credit totals. Students must make an appointment with their departmental advisors.

Students returning from a leave of absence will be assigned a registration time on a first-come, first-served basis. They are advised to email registrar@sva.edu to have their account reactivated. Once active, students will be assigned a registration time by the Registrar.

May 1, 2022

Tuition and fees due date for the summer 2022 semester. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

On or before July 13, 2022

Registered students will receive a complete statement of tuition and fees for the fall semester.

August 1, 2022

Due date for fall semester tuition and fees. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

August 4 – August 5, 2022

Course adjustment period, fall 2022 and spring 2023 semesters

September 6 – September 13, 2022

Course adjustment period, fall 2022 and spring 2023 semesters

November 21 – November 23, 2022

Course adjustment period for spring 2023 semester

December 1, 2022

Due date for spring 2023 semester tuition and fees for students who are not on a payment plan. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. In addition, late payment may result in student's registration being canceled.

December 1, 2022

Registration for first-time freshmen, spring 2023 and summer 2023, by appointment with a departmental advisor.

January 1, 2023

Due date for spring 2023 semester tuition and fees for students who are on a payment plan. A late fee of \$50 will be charged to all students on payment plans each month that payment is late. In addition, late payment may result in student's registration being canceled.

January 9 – January 17, 2023

Course adjustment period for spring 2023 semester

May 1, 2023

Tuition and fees due date for the summer 2023 semester. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

UNDERGRADUATE DIVISION

Tuition

\$23,400 per semester (12 to 15 credits)*

* Note: Credit allowances in excess of 15 credits per semester at the base tuition rate are listed with departmental information.

Departmental Fees

Advertising: Foundation	\$650	per semester
Advertising: Sophomore, Junior, Senior	\$1,310	per semester
Animation	\$1,350	per semester
Cartooning: Foundation	\$810	per semester
Cartooning: Sophomore, Junior, Senior	\$1,050	per semester
Computer Art, Computer Animation and Visual Effects	\$1,460	per semester
Design: Foundation	\$810	per semester
Design: Sophomore, Junior, Senior	\$1,310	per semester
English and the Visual Arts Program (fall and spring semesters)	\$650	per semester
Film	\$1,350	per semester
Fine Arts: Foundation	\$810	per semester
Fine Arts: Sophomore, Junior, Senior	\$1,110	per semester
Illustration: Foundation	\$810	per semester
Illustration: Sophomore, Junior, Senior	\$1,050	per semester
Interior Design	\$1,150	per semester
Photography and Video	\$1,475	per semester
Screenwriting: Sophomore, Junior, Senior	\$850	per semester
Visual and Critical Studies	\$950	per semester

Undergraduate departmental fees include: \$25 per semester allocation for the Humanities and Sciences Department; \$25 per semester allocation for the Art History Department, with the exception of the Visual and Critical Studies departmental fee, which has a \$40 per semester allocation for the Art History Department.

Per-Credit Charge: Undergraduate Division

Students registered for fewer than 12 credits or more than 15 credits per semester will be billed at the rate of \$1,565 per credit for Undergraduate Division courses. Tuition for more than 15 credits is fully refundable during the course adjustment (drop/add) period. After the course adjustment periods, refunds for extra credit tuition charges will be prorated based on the institutional refund policy. Note: Credit allowances in excess of 15 credits per semester at the base tuition rate are listed with departmental information.

FEES EFFECTIVE FOR THE SUMMER 2022 SEMESTER

Tuition for summer 2022 courses (as listed in the summer 2022 section of this publication) will be charged \$1,000 per credit, unless otherwise indicated in the course information. Students who register for these courses will not be charged the departmental fee. Note: Students enrolled in a full-time 2022 summer foundation program will be charged tuition and fees as outlined in the 2021-2022 Undergraduate and Graduate Registration Book. Students who register for an independent study or internship will be charged the fall/spring semester per-credit tuition rate for as outlined in the 2021-2022 Undergraduate and Graduate Registration Book.

Summer 2022 Undergraduate Access Fees

BFA Animation Lab (AND-Access)	June 6 – July 31	\$250
BFA Computer Art Lab (SDD-Access)	June 1 – July 30	\$500
BFA Printmaking Workshop (FID-Printg)	June 6 – August 20	\$300
BFA Digital Imaging Center (DSD-Access)	June 4 – August 3	\$300
RisoLAB Access (RisoLAB-Access)*	June 3 – August 11	

* Note: please visit risolab.sva.edu for details.

Housing Charges: Fall 2022/Spring 2023

24th Street Residence Double	\$10,250	per semester
24th Street Residence Small Double	\$9,375	per semester
24th Street Residence Triple	\$8,500	per semester
Gramercy Residence Double	\$9,250	per semester
Gramercy Residence Studio (shared)	\$10,200	per semester
Ludlow Residence Single	\$10,100	per semester
Ludlow Residence Double	\$9,250	per semester
23rd Street Residence Double	\$9,600	per semester
23rd Street Residence Small Double	\$8,250	per semester

Housing Charges: Summer 2022*

24th Street Residence Double	\$4,600	per semester
24th Street Residence Small Double	\$4,350	per semester
24th Street Residence Triple	\$4,100	per semester
Ludlow Single	\$5,250	per semester
Ludlow Double	\$4,600	per semester

* Housing rates for students registered in special summer programs, including the English and the Visual Arts Summer Program, the Residency Program and Graduate Division summer programs, can be obtained by contacting the Summer Housing Office at 212.592.2984, email: summerhousing@sva.edu. For information on summer housing contract dates and rates please visit: sva.edu/summerhousing.

Housing Placement Fee

Students who wish to apply for housing at SVA during the academic year are required to submit a \$400 nonrefundable placement fee.

Late Registration Fee

Currently enrolled students who do not adhere to the registration schedule and register during a late-registration period will be charged a \$100 late-registration fee. Students withheld from registration by the College will not be charged this fee, except for students withheld for nonpayment of a prior balance or for an immunization hold.

Late Course Adjustment Fee

Students who, for any reason, need to add a course to their schedule after the close of the course adjustment period will be charged a \$100 late course adjustment fee. In addition, they must have secured written approval from their instructor and from their departmental advisor in order to add courses after the second week of the semester. Students wishing to drop courses may do so through the eighth week of the semester (for 15-week courses). Students enrolled in summer-semester courses of less than 15 weeks in duration should contact their department advisor regarding course adjustment periods. More information can be found at sva.edu/studentaccounts. The student must secure written approval from her/his advisor in order to drop a course after the second week of the semester.

Please see the major-department sections for individual course and equipment fees. Individual course and equipment fees will be fully refunded during the course adjustment periods. Individual course and equipment fees are nonrefundable after the course adjustment periods.

Re-Matriculation Fee

Students withdrawn from SVA for nonpayment of tuition and fees and who have been approved to return to the College will be charged a \$500 re-matriculation fee.

Late Payment Fee

Students who do not meet the deadline for tuition remittance and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

Health Insurance Fees

For plan information and/or to waive this fee before the deadline visit sva.edu/uhp.

Note: Health insurance fees for the 2022-2023 academic year will be available in April 2022. Please visit sva.edu/tuition.

Rates for the 2021-2022 academic year were as follows:

\$1,290 per semester (if enrolled in the student health insurance for the academic year or for the fall semester only)

\$1,655 spring semester (if enrolled in the student health insurance for the spring semester only)

Students enrolled in the English and the Visual Arts Summer Program will be charged a summer health insurance fee of \$510 for the summer 2022 semester (this fee is in addition to the health insurance fee for the fall and spring semesters). This fee can be waived with proper documentation. Please visit sva.edu/tuition.

Students are automatically enrolled in the SVA-sponsored accident and sickness insurance and billed the Health Insurance Fee. Students who want to remove this charge must have sufficient insurance coverage and waive the fee online before the applicable deadline. For more information about the insurance, deadlines and waiving the fee, go to sva.edu/uhp.

Payment Plan Fee

\$200 per academic year

Veterans Benefits and Transition Act of 2018

In accordance with the Veterans Benefits and Transition Act of 2018, Title 38, Section 3679(e), students who are entitled to educational assistance under Chapter 31, Vocational Rehabilitation and Employment, or Chapter 33, Post-9/11 GI Bill benefits, will not incur any penalty (including the assessment of late fees or denial of access to classes or institutional facilities, or be required to borrow additional funds) because of their inability to meet their financial obligations to SVA due to the delayed disbursement of funding from the Department of Veteran Affairs under chapter 31 or 33.

Change to Veterans Affairs Debt Repayment and Refunds

Under Public Law 116-315 Section 1019. As of 1/5/2021, outstanding Veteran Affairs benefit balances from tuition/fees, or Yellow Ribbon will be collected from the College. In turn, the College may require you to pay any outstanding debts resulting from changes to your schedule. Book/supplies stipend and monthly housing (MHA) debt from VA will be billed directly to the student.

FINANCIAL REQUIREMENTS FOR REGISTRATION

1. Students with a prior semester balance will be required to obtain a financial clearance to register from either the Office of Student Accounts or the Office of Financial Aid.
2. All students who participated in the SVA Payment Plan during the 2021-2022 academic year will automatically be renewed. Students who have not used the payment plan may opt to do so prior to registration. Please contact the Office of Student Accounts.
3. Students who will be relying on financial aid assistance to pay their tuition should contact the Office of Financial Aid as soon as possible.
4. Financial aid recipients of any kind, other than scholarship recipients, will be required to have filed their FAFSA no later than March 1.

PLEASE NOTE

1. The School of Visual Arts reserves the right to make course changes when necessary and to withdraw a course for valid reasons, including inadequate enrollment. In any case where such an action by the College makes it necessary for you to adjust your schedule, you will not be charged any fee for the course adjustment.
2. It is each student's responsibility to meet all registration deadlines. In the event of a grave emergency, your departmental advisor must be notified so that special arrangements can be made.
3. Students are advised to keep receipts from all registrations and course adjustments and to check them thoroughly for accuracy. Students can review their class schedule in the GoSVA mobile app or on MySVA by using the "My Class Schedule" link in the WebAdvisor Academic Profile Menu.
4. Be sure to keep your current address on file with the College. Inform the Registrar's Office of all address changes as soon as possible.

UNDERGRADUATE DIVISION REFUND POLICY

The enrollment fee is nonrefundable. The health insurance fee is refundable only if withdrawal occurs prior to the applicable semester waiver deadline. The waiver deadline is located on the Student Health and Counseling Services webpage.

Students who wish to withdraw from SVA must notify their academic advisor in writing. The effective date of the withdrawal is the date written notification is received by the academic advisor. Lack of attendance alone does not entitle a student to a refund.

Refunds, less the nonrefundable enrollment fee and health insurance fee (if applicable), are made after the prorated percentages of liability are applied, unless superseded by an existing state or accrediting agency refund policy. Upon withdrawal from the semester, SVA does not charge any department or course fees. However, payment plan fees, late fees and any other administrative fees are not prorated. Only tuition and housing costs are prorated. Prorated housing costs are based on the check out date, not the official date of withdrawal.

The prorated percentages of liability (tuition and fees owed) are based on the official date of withdrawal, as follows:

- 0% liability if withdrawal occurs through the first week of the semester
- 25% liability if withdrawal occurs during the second week of the semester
- 50% liability if withdrawal occurs during the third week of the semester
- 75% liability if withdrawal occurs during the fourth week of the semester
- 100% liability if withdrawal occurs after the fourth week

No refund will be made for withdrawal occurring after the fourth week of the semester.

Title IV recipients should note that the amount of the student refund will be calculated only after the aid proceeds are appropriately returned to each program. Please contact the Office of Student Accounts or the Office of Financial Aid for more information on Title IV refunds.

CONSUMER INFORMATION

The School of Visual Arts is committed to providing full disclosure of all consumer information as required by state and federal laws and regulations. The College's consumer information is located on the SVA website at: <https://sva.edu/about/facts-and-policies/consumer-information>.



Summer



ADVERTISING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

ADD-3652-A

Honors: Pop-Thinking x ACLU

Wednesday May 25 – August 10

Hours: 6:00-10:00

Summer semester: 3 studio credits

Instructor: S. Ha

Together, with the American Civil Liberties Union (ACLU), we will explore ways to use advertising to defend human rights. In order to do so students will cultivate the ability to persuasively communicate with an audience in a digital world. Our primary goal is to explore and understand topical moments in pop culture, current events, social media and technology to effectively aid the ACLU with their campaign efforts. This will enable us to think, act and create like our audience—that is pop-culturally obsessed, digitally savvy and constantly consuming content. However, unlike other courses, we will be working with an actual client and presenting ideas. This is a hands-on experience of what it's like to work with a real-world client. *Note: Open to junior and senior advertising and design majors only.*

ANIMATION

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

AND-1035-A (previously AND-1020)

Introduction to Animation

Tuesday, Thursday; May 17 – June 14

Hours: 12:00-4:50

Summer semester: 3 studio credits

Instructor: S. Lee

This is a crash course in digitally hand-drawn 2D animation. It will focus on using Adobe Animate to cover the principles of animation with hands-on exercises that explore the process of animation creation from paper to pixel. Basic concepts will be examined, including keys, break down, in-betweening, squash and stretch, anticipation, character design and walk cycle—all of which are the building blocks of animation filmmaking.

AND-2090-A

Perspective Drawing

Wednesday, Friday; May 18 – June 15

Hours: 10:00-2:50

Summer semester: 3 studio credits

Instructor: M. Archambault

Limited to 20 students

Perspective drawing skills are essential for creating depth in images. Through lectures, demonstrations and assignments, this course will give students a thorough understanding of the fundamental principles of perspective and their

creative applications. Topics will include: methods of measurement, inclines, ellipses, plastic forms, shadows and reflections. Works-in-progress will be critiqued throughout the semester. *Note: Open to sophomore animation majors only.*

AND-2112-A (previously AND-2125)

Gesture Drawing

Tuesday, Thursday; May 17 – June 14

Summer semester: 3 studio credits

Hours: 12:00-4:50

Instructor: T. Elwell

Limited to 20 students

This course will strengthen each student's drawing skills by combining observation with action sketches of people and animals in motion and repose. Such quick sketching of figure and action helps to master drawing skills that include flexibility, anatomy, silhouetting and foreshortening. The goal of gesture drawing is to create active poses that emphasize variety and personality, and pave the way to lively representations, all of which are important elements to enhancing the overall storytelling. *Note: Open to sophomore animation majors only.*

ART HISTORY

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

AHD-1010-OL (offered online)

European Painting: Late Gothic to Romanticism

Tuesday through Thursday, May 26 – June 29 (begins Thursday, May 26)

Hours: 3:20-6:10

Summer semester: 3 art history credits

Instructor: L. Gamwell

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe. *Note: This course is held online.*

AHD-1015-OL (offered online)

Modern Art: European (and American) Painting From Realism to Pop

Tuesday, Thursday; May 26 – July 14 (begins Thursday, May 26)

Hours: 3:20-6:10

Summer semester: 3 art history credits

Instructor: J. Edwards

This course will explore the transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century. How trends in art influence and respond to major social transitions in the modern world will be considered. *Note: This course is held online.*

AHD-1170-A

Animation: From Paper to Pixels

Tuesday, Thursday; May 24 – July 12

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: T. Stathes

Animation milestones will be screened and examined in this course. We will begin by studying the work of pioneer animators, such as Winsor McCay, Disney and Fleischer, then focus on special topics from later periods, eventually concluding

with CG's impact on the art form and industry. Students will view both rare and significant animated films that have influenced the direction of animation for well over a century.

AHD-2021-OL (offered online)

Modern Art Through Pop I

Tuesday, Thursday; May 24 – July 12

Hours: 3:20-6:10

Summer semester: 3 art history credits

Instructor: S. Ginsburg

This course maps the major movements and tendencies in modern art beginning with the realism of Courbet in the 19th century and continuing through pop art in the 20th century, including impressionism, postimpressionism, symbolism, fauvism, cubism, futurism, expressionism, Dada, surrealism, abstract expressionism and pop art. The art will be discussed in terms of the individual artist's intent as well as in terms of historical events and cultural issues at the times in which they were created. *Note: This course is held online.*

AHD-2025-OL (offered online)

Modern Art Through Pop II

Monday, Wednesday; May 23 – July 20

Hours: 6:30-9:20

Summer semester: 3 art history credits

Instructor: D. Goldberg

This course is a survey of art from the emergence of "modernism" through the radical transformations in established modes of art-making of the postwar period. We will begin with a consideration of impressionism as a response to the style and structure of the French Academy. A study of postimpressionism, expressionism, cubism, futurism and constructivism follows, culminating in a discussion of many artists' return to neoclassical styles in the late and post-World War I years. The second semester will examine Dada and surrealism and the growing impact of European art on the American scene, covering the development of abstract expressionism and pop art. Close attention will be paid to the social, political and economic contexts in which artistic styles and forms have materialized, grown or changed from the mid-19th century to the present. *Note: This course is held online.*

AHD-2066-OL (offered online)

You Can See the Whole World Without Ever Leaving New York City

Tuesday through Thursday, May 31 – June 23

Hours: 10:00-1:50

Summer semester: 3 art history credits

Instructor: L. Smith

New York City is a treasure trove of hidden temples, pyramids, ziggurats, palaces, Gothic cathedrals, Roman baths, as well as some of the best examples of modern architecture. This course will combine the history of architecture with virtual field trips to significant buildings. By the end of the course, you will have been on an "around the world" tour. The streets of New York will never look the same. *Note: This course is held online.*

AHD-2070-A

International Cinema

Monday, Wednesday; May 23 – July 6

Hours: 12:00-3:50

Summer semester: 3 art history credits

Instructor: A. Sinha

Designed to facilitate an understanding of classic and contemporary international cinema, this course is dedicated to the study of films that have adopted a different aesthetic framework from Hollywood. We will discuss themes, ideologies, forms, the impact of history—both political and social—and the background stories of the filmmakers. Screenings will be drawn from the cinema of Mira Nair (India), Jean-Luc Godard (France), Andrei Tarkovsky (Russia), Federico Fellini (Italy) Carl Dreyer (Denmark), Luis Buñuel (Spain/Mexico) and Peter Weir (Australia), among others.

AHD-2127-A

History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present

Monday, Wednesday; June 6 – August 1

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: B. Smith

This course will focus on various graphic design movements from art nouveau and Jugendstil to De Stijl and Dada; from the impact of the Bauhaus to the fervor of the streamlined 1930s; from the Swiss International style of the '50s to the psychedelia of the '60s and on to the punk '70s and postmodern '80s. We will also examine the subjects, themes and relationship of the designer to the period. Using examples of the period as a focal point, the evolving design styles and their relationship to politics, commerce, social mores, technology and pop culture will be explored. From the beautiful to the ridiculous, the ephemeral aspects of design will be studied. Guest speakers will feature individuals who have created important design work of the periods discussed.

AHD-2154-OL (offered online)

Gender, Sexuality and Visual Culture

Monday, Tuesday; May 3 – June 28 (begins Tuesday, May 3)

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: J. Keesling

Visual culture makes arguments about gender, sexuality and the body. To see and be seen is to assume a gendered (and sexualized) position. In this course, we will study how genders, sexualities and desires have been shaped through images, the built environment and the gaze. We will analyze artworks and architecture as well as commercial photography, film and music videos. Themes will include: the sexual politics of looking; movement, desire and space; the public and the private; homosexuality, drag and gender ambiguity; visual pleasure and the unconscious; in/visible sexualities and religion. *Note: This course is held online.*

AHD-2178-A

This is so contemporary: Museums, Studios, Galleries, Collections and Gardens

Tuesday, Wednesday, Thursday; May 11–May 26 (begins Wednesday, May 11)

Hours: 12:10-6:00

Summer semester: 3 art history credits

Instructor: S. Flach

"This is so contemporary" is the title of a work first presented at the 2005 Venice Biennale. The performance was a reflection on contemporary art. But what is contemporary art? This question will guide students to define the parameters of contemporary art and to find their place as emerging artists. This course begins with a series of field trips in New York City to museums, galleries and exhibition spaces to view and discuss contemporary artworks. We will visit artists' studios and talk with artists about the making of their artworks, the process of finding subject matter, and what it means to be a contemporary artist. Private collections of contemporary art will be included, and their owners will discuss their ambitions as collectors. Finally, we will visit gardens that represent a contemporary expression of nature in art. Each student will keep an artist's journal with visuals inspired by course material.

AHD-2226-OL (offered online)

American Art: The Rise of Pop Culture

Monday, Wednesday, Friday; May 4 – June 8 (begins Wednesday, May 4)

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: D. Goldberg

Beginning in the 1920s through Neo-Dada of the 1950s, this course will examine the rise of American pop art and its focus on consumer culture. Discussions will include an exploration of pop art's European antecedents; the movement's zenith in the 1960s with artists such as Warhol, Lichtenstein and Oldenburg; pop manifestations in Europe; commodity art of the 1980s and pop art's lasting influence. *Note: This course is held online.*

AHD-2591-OL (offered online)**Postcolonial Museum**

Tuesday, Friday; June 7 – July 26

Hours: 8:00-10:50 am

Summer semester: 3 art history credits

Instructor: C. Breed

Today it is both necessary and more possible than ever to develop a truly global consciousness of art. In this course students will explore a vast range of museums and artworks all over the world. We will analyze genre-defying spaces such as the National Museum of Cambodia, the coexistence of cultural tourism and the sacred spaces of mosques, temples and churches, as well as archaeological sites that are actively embedded into the communities that surround them. Spaces such as these are evidence that the necessary cultural specificity for displaying certain works of art cannot always be purchased, commissioned, or designed. We will also focus on the crucial role museums are playing worldwide, from the repurposing of the Hagia Sophia to the repatriation of the Benin Bronzes. As a final project students will create an exhibition proposal, challenging them to engage with exhibition spaces in novel ways. Students will complete the course with a thorough understanding of the timely issues of the repatriation of art and artifacts, making it ideal for curators, museum designers and artists whose work deals with cross-cultural connectivity. *Note: This course is held online.*

AHD-2596 (offered online)**Museum Studies**

Summer semester: 3 art history credits

Instructor: L. Gamwell

How are art collections and museums formed? Who decides what a museum exhibits? Is a museum like a bank vault filled with precious objects, or is it more like a secular cathedral? This course will address these questions by surveying the history and philosophy of art collections and museums. Topics include: public, private and corporate art collections; the conservation and preservation of art; museum architecture; installation design; traveling exhibitions; museum education programs; exhibition catalogs; museum trustees; laws that impact museums; commercial galleries and non-profit artists' spaces. *Note: This course is held online.*

Course #	Day/Dates	Time
AHD-2596-OL	Tuesday May 3 – August 9	9:00-11:50
AHD-2596-OL1	Thursday May 5 – August 11	6:30-9:20

AHD-2613-A**Street Art and Public Art in New York**

Tuesday, Thursday; May 24 – June 28

Hours: 10:00-1:50

Summer semester: 3 art history credits

Instructor: C. Ahearn

Art is everywhere on the streets of New York if you know where to look. Charlie Ahearn, who directed the hip-hop classic movie, *Wild Style*, takes this class on an intensive tour of the vibrant creativity to be discovered outdoors—from the playful bronzes of Tom Otterness to the Graffiti Hall of Fame. Controversies abound on public art such as Richard Serra's *Tilted Arc* debacle, or the spontaneous stenciled and sprayed art that appears overnight on city walls. We will screen videos on notable artists and read material on the issues of their work. Fresh new projects bloom all over New York so it's a great time to get out and experience art.

AHD-2721-OL (offered online)**Art on Film**

Wednesday, Thursday; May 25 – July 13

Hours: 3:20-6:10

Summer semester: 3 art history credit

Instructor: J. Harris

From experimental documentaries to Hollywood biopics to artist-made films, this course will explore how film shapes our understanding of what it means to be an artist. Each week we will consider a famous, underground, or forgotten figure in art whose story is represented through film. Narrative structure, dialogue, aesthetics and acting will all be examined as we think about how movies create a vision of the artist as bohemian, outsider, genius and celebrity. *Note: This course is held online.*

AHD-2813-OL (offered online)**Modern Feminist Theory**

Tuesday, Thursday; May 24 – July 12

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: C. Matlin

Feminism is not a static concept that one can point to for a concrete definition. As an idea and an orientation toward the world, it resides in a contested space between patriarchal male privilege and confusion about what feminism actually means. This course seeks to unpack the ideas behind feminism, understand their histories and the narrative of the thought, while also examining the influence feminism has had on art making, specifically art of the 20th and 21st centuries. Through reading and studying diverse thinkers and artists (such as Adrian Piper, Mary Wollstonecraft and Virginia Woolf) we will form a rigorous and nuanced understanding of what feminism is/was and, perhaps most crucially for this class, what the emancipatory struggle that defines feminism means for a new generation of artists. *Note: This course is held online.*

AHD-2951-OL (offered online)**Global Science and Art Today**

Thursday May 5 – August 11

Hours: 12:10-3:00

Summer semester: 3 art history credits

Instructor: L. Gamwell

Science and art combine naturally—like solutes in a solvent—because both aim to capture essences, discover underlying principles and express truth. This course covers the most recent discoveries in astronomy, biology, physics and psychology, as well as creations of contemporary art. The artists, many of whom have had significant training in science, have an approach that is at the core of the international art world today: the combination of the abstract, minimalist aesthetic with science in research-based studio practices to create powerful, artistic metaphors for the natural world and the human condition that incorporate insights from laboratories and telescopes around the world. *Note: This course is held online.*

AHD-2954-OL (offered online)**Artificial Intelligence and the Production of Art**

Monday, Wednesday; May 23-June 29

Hours: 1:00-3:50

Summer semester: 3 art history credits

Instructor: S. Flach

With artificial intelligence (AI) incorporated into more aspects of our daily lives, it's only natural that artists would also start to experiment with it. New technologies, and in particular artificial intelligence, are drastically changing the nature of creative processes. Computers are playing very significant roles in creative activities such as music, architecture, fine arts and science. Indeed, the computer is already a canvas, a brush, a musical instrument, and so on. This course will discuss the more ambitious relationships between computers and creativity. Rather than seeing the computer as a tool to help human creators, we could see it as a creative entity. In this course we will discuss AI art as a complex network phenomenon made up of human and non-human actors. We will look at AI as a tool and topic for the arts, incorporating readings and statements by theorists, discussions and critiques on contemporary art that uses AI, and studio visits with AI practitioners. *Note: This course is held online.*

AHD-3055-OL (offered online)**Art and the Intimate**

Tuesday, Thursday; June 30 – August 18 (begins Thursday, June 30)

Hours: 9:00-11:50

Summer semester: 3 art history credits

Instructor: K. Moscovitch

We engage the intimate through family relationships, gender and sexuality, and even the natural and architectural spaces we inhabit. Artists have played an important role in imagining intimacy as personal, sociopolitical and ecological practice. How do we express love and belonging? What can we learn through the intimate gaze? How does our intimacy reflect our identities? When does viewership become voyeurism, and what are the ethical considerations in relation to surveillance? From documentary photographic practices to experiential performative works, art invites us to consider intimacy as a rich ground for interrelating and investigating the human condition. We will explore the intimate in visual and performance art, as it intersects with human narratives, ethics, technology and politics. In community, we will investigate intimacy as both a personal

journey into one's private and interior world, and a research practice grounded in friendship, solidarity and collaboration. *Note: This course is held online.*

AHD-3083-OL (offered online)

Art and the Colonial Experience

Monday, Wednesday; May 23 – July 20

Hours: 3:20-6:10

Summer semester: 3 art history credits

Instructor: Y. Alipour

Designed for artists to explore the history of the colonial experience and introduce postcolonial theory, this course offers case studies on a variety of artists who work with the subject to examine and challenge the universalist narratives of art history. As such, the class will aim to offer students a space to reconsider their historical context in its complexity and explore the potentiality of the contemporary moment despite all its problematics. *Note: This course is held online.*

AHD-3200-OL (offered online)

Ideas in Art: 1960 to Present

Monday, Tuesday; May 3 – June 28 (begins Tuesday, May 3)

Hours: 3:20-6:10

Summer semester: 3 art history credits

Instructor: J. Keesling

The history of the foregrounding of “idea” or “content” in the visual arts is the history of the past 50 years, after the domination of abstract expressionism. It is also the history of the School of Visual Arts, where the 1966 exhibition “Working Papers and Other Visible Things on Paper Not Necessarily Meant to be Viewed as Art” was one of the breakthrough exhibitions for conceptual art. This course follows the decline of “pure” painting and sculpture and the rise of works that engage Walter Benjamin’s essay “The Work of Art in the Age of Mechanical Reproduction”—works by artists who were the heirs of Duchamp rather than Picasso. This period may be thought of as a rope whose strands are new, or hybrid: media/pop culture and spectacle/political engagement. It marked the shift from dominant regional styles (e.g., the New York School) to globalism and the importance of festival art. Discussion topics: color field and the last gasp of Greenberg; the influence of Marcel Duchamp; Jasper Johns, Robert Rauschenberg and pop; conceptualism; process art; installation art; appropriation and commodity fetishism; sex and gender in art; the return to figuration and painting as medium; the body; exhibitions and globalism; new technologies and media. *Note: This course is held online.*

COMPUTER ART, COMPUTER ANIMATION AND VISUAL EFFECTS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

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SMD-1020-A

Foundations of Visual Computing

Monday, Wednesday; June 1 – July 27 (begins Wednesday, June 1)

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: B. Bobkoff

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

SDD-1050-A

Narrative Workshop

Tuesday, Thursday; May 31 – July 19

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: J. Calhoun

This course will examine the history of storytelling and its fundamental elements, including story and character development, timing and narrative structure. Translating a story to the screen will be explored through film language and shot construction. Student will tell and write their own stories, polish them in class and create illustrated storyboards.

SMD-1200-A

Introduction to Imaging Tools and Techniques

Monday, Wednesday; June 1 – July 27 (begins Wednesday, June 1)

Hours: 6:30-9:20

Summer semester: 3 studio credits

Instructor: TBA

Two-dimensional image capture and creation is the focus of this course. From simple image manipulation of photographs to creating complex collages of layered images, student will use raster, vector and page layout programs to create and present their original images. Students will explore basics of design skills, digital photography and scanners and learn to prepare their images for a variety of output options. We will also cover basic visual computing skills, including file-naming conventions, color management and color modes.

SMD-1250-A

Introduction to Digital Video Tools and Techniques

Tuesday, Thursday; May 31 – July 19

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: A. Meyers

Students will be introduced to the essentials of video and digital video technologies, with a concentration on basics of video production, nonlinear editing and digital postproduction. Students will explore the use of video cameras, cinematography and file compression. Projects will take students from still and video images to composited animation to final edited productions with sound.

SMD-2154-A

Motion Graphics with After Effects

Tuesday, Thursday; May 31 – July 19

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: E. Reinfeld

Using combinations of still and video images, students will learn the fundamentals of keyframing, applying effects over time, field and frame rendering, creating mattes and rotoscoping. Emphasis will be placed on editing techniques, art direction, aesthetics and the overall style of professional motion graphics productions. An introduction to blue-screen techniques, compositing and layered animated images will also be covered. Asset management and basic editing disciplines will be reinforced through assigned projects. Prerequisite: SMD-1020, Foundations of Visual Computing, or equivalent.

SMD-2246-A

Computer Animation with Maya

Tuesday, Thursday; May 31 – July 19

Hours: 6:30-9:20

Summer semester: 3 studio credits

Instructor: B. Gallagher

This course will introduce students to critical thinking in 3D and the techniques required to produce a creative project using Autodesk Maya. Students will be guided through basic and intermediate levels of working with Maya. Students will learn how to apply their new skills into a unique visual language with which to communicate ideas, concepts and stories. The course will begin with a series of short, pre-scripted projects that utilize many of the features in Maya. Students will learn how to put these features to practical use in creating a 3D model and animation. Prerequisite: Experience with the Windows operating system.

SMD-3803-OL (offered online)

Three-Dimensional Digital Sculpture

Saturday, Thursday; June 2 — July 23

Hours: Saturday 9:00-11:50; Thursday 6:30-9:20

Summer semester: 3 studio credits

Instructor: A. Cheparev

Students will study digital sculpting through traditional sculpting techniques to advance their knowledge of modeling. Using tools such as Pixologic ZBrush and Autodesk Mudbox, students will virtually sculpt 3D models for computer animation that demonstrate professional-level techniques. Integration of these tools into the computer animation production pipeline will be discussed. *Note: This course is held online.*

SMD-3983-A

Computer Animation Thesis Workshop

Tuesday, Thursday; May 31 — July 19

Hours: 3:20-6:10

Summer semester: 3 studio credits

Instructor: TBA

Limited to 12 students

This workshop will focus on the story, concept and aesthetic of effective 3D computer animation. Through assignments, critique and discussion students will hone their stories and strengthen their character designs, rigging and weighting, so that they are fully prepared to begin production of their senior thesis projects. There will also be an in-depth examination of character animation and animation workflow strategies. *Note: This course is restricted to computer art, computer animation and visual effects majors who have successfully completed the requirements of the junior year.*

SDD-4080-A

Thesis

Tuesday, Thursday; May 31 — July 19

Hours: 12:10-3:00

Summer semester: 3 studio credits

Instructor: J. Calhoun

Limited to 10 students

This course will lead the student through the production process of creating a thesis project that is original and of professional quality. Weekly critiques and class discussions will allow students to progressively develop and produce their thesis projects. The creative and technical skills developed over the first three years are now applied, as students complete their thesis projects. *Note: Open to senior computer art, computer animation and visual effects majors only.*

DESIGN

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ADD-3652-A

Honors: Pop-Thinking x ACLU

Wednesday May 25 – August 10

Hours: 6:00-10:00

Summer semester: 3 studio credits

Instructor: S. Ha

Together, with the American Civil Liberties Union (ACLU), we will explore ways to use advertising to defend human rights. In order to do so students will cultivate the ability to pervasively communicate with an audience in a digital world. Our primary goal is to explore and understand topical moments in pop culture, current events, social media and technology to effectively aid the ACLU with their campaign efforts. This will enable us to think, act and create like our audi-

ence—that is pop-culturally obsessed, digitally savvy and constantly consuming content. However, unlike other courses, we will be working with an actual client and presenting ideas. This is a hands-on experience of what it's like to work with a real-world client. *Note: Open to junior and senior advertising and design majors only.*

DSD-2210-A

Click, Touch, Move

Monday-Friday, May 31 – June 21

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: K. Cadena

As we increasingly encounter design in our digital experiences, the contemporary designer must not only learn new tools to better shape these experiences, but also master them to create entirely new ones. This course will explore contemporary design trends and best practices, but mostly the tools needed to create websites, apps, wearable technology, interactive prototypes, motion graphics, augmented reality, mixed reality and virtual reality, as well as introduce topics of future study such as creative coding, generative design and artificial intelligence.

DSD-2230-A

Typography Workshop

Monday-Friday, June 22 – July 13

Hours: 12:10-3:00

Summer semester: 3 studio credits

Instructor: E. Baker

An intensive investigation into the use of typography as a creative visual communication tool, this course will encourage innovation and risk-taking as applied to an array of design projects. Students will work on expanding their conceptual approach to typography and discover new ways to best represent their unique vision in each assignment.

DSD-2240-A

Graphic Design Workshop

Monday-Friday, July 14 – August 3

Hours: 9:00-11:50

Summer semester: 3 studio credits

Instructor: R. Mehl

This course will explore graphic design through history, theory and practical application in order for students to gain a greater understanding of the art of visualizing ideas and solving problems. Working with typography and image students will be challenged with an assignment that is both experimental and formal. Guest lectures, field trips, critiques, presentations and discussions are all included.

DSD-3334

Design Boot Camp

Monday-Friday, June 6 – June 22

Hours: 9:00-11:50

Summer semester: 3 studio credits

Make work that doesn't feel like work. Explore your voice and vision through an intensive design boot camp. Students will hone design skills from typography to image-making and employ these skills through two to three multi-element projects. Using personal observation and research, students will investigate the intersection between client needs and personal voice, and work through the process from concept to creation, final art, social media and promotion. By the end of this course, students will have created a series of visually consistent, portfolio pieces that reflect both branding and editorial/storytelling concepts. *Note: Open to junior and senior advertising and design majors only.*

Course #	Instructor
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DSD-3334-A	J. Newton
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DSD-3334-B	TBA
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ENGLISH AND THE VISUAL ARTS SUMMER PROGRAM

June 16 – August 13
\$7,925*

This eight-week immersion into the English language will also serve as an introduction to New York's vibrant art scene. The studio courses grant 6 undergraduate studio credits upon successful completion. The program includes six English and the Visual Arts classes per week. *Note: Participants are required to attend an orientation and English placement session on June 17th and June 18th. Students will be registered in a specific section of each English and the Visual Arts course after the placement session.*

* *Note: Students in this program will be charged a summer health insurance fee of \$510 for the summer 2022 semester. This is in addition to the health insurance fee for the fall and spring semesters. This fee can be waived with proper documentation. Please visit sva.edu/tuition.*

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EVD-0010

Acting and Improvisation

Summer semester: no credit

Through guided exercises in acting and improvisation, students will work on developing their pronunciation, fluency and confidence in speaking English.

Course #	Day	Time	Instructor
EVD-0010-A	Tu	10:00-12:50	P. Ricci
EVD-0010-B	W	3:00-5:50	C. Donnelly
EVD-0010-C	M	2:00-4:50	C. Donnelly
EVD-0010-D	M	2:00-4:50	P. Ricci
EVD-0010-E	Tu	2:00-4:50	P. Ricci
EVD-0010-F	W	2:00-4:50	TBA

EVD-0013

Public Speaking Workshop

Summer semester: no credit

This course will cover public speaking including informative, persuasive, demonstrative and motivational speeches. Students will learn to speak clearly and confidently by using notes or scripted speech. Planning will include speaking from a personal point of view or from your own expertise as well as relaying ideas and information found through research. Learning to relax and feel comfortable while "speaking on one's feet" will be an important part of this course.

Course #	Day	Time	Instructor
EVD-0013-A	W	9:00-12:50	C. Donnelly
EVD-0013-B	Th	3:00-6:50	TBA
EVD-0013-C	M	9:00-12:50	C. Donnelly
EVD-0013-D	F	9:00-12:50	TBA
EVD-0013-E	M	2:00-5:50	E. Blacksberg
EVD-0013-F	Tu	9:00-12:50	TBA

EVD-0015 (offered online)

Bridge to the Humanities

Summer semester: no credit
June 21 – August 12

Hours: 4 asynchronous hours per week; 2 synchronous Zoom sessions per course
This course will introduce students to courses and disciplines offered by the Humanities and Sciences Department while improving academic vocabulary, note-taking and listening comprehension skills. Each week, students will view a new academic lecture and will be required to participate in asynchronous discussion threads and complete written assignments that display comprehension of the lecture and acquisition of new vocabulary. Lecture subjects include education, literature, science, sociology and the law as it relates to artists. *Note: This course is held online. The first synchronous meeting will be held on June 21st. Sections OL, OL1 and OL2 will meet 7:00-8:00pm. Sections OL3, OL4 and OL5 will meet 8:00-9:00pm.*

Course #	Instructor
EVD-0015-OL	H. Rubinstein
EVD-0015-OL1	H. Rubinstein
EVD-0015-OL2	H. Rubinstein
EVD-0015-OL3	H. Rubinstein
EVD-0015-OL4	H. Rubinstein
EVD-0015-OL5	TBA

EVD-0020

Writing and Speaking About Art

Summer semester: no credit

Through reading and research assignments, students will build the vocabulary to discuss and analyze art, including their own. We will also cover how to present artwork and write critiques.

Course #	Day	Time	Instructor
EVD-0020-A	Th	9:00-12:50	D. Maier
EVD-0020-B	F	9:00-12:50	TBA
EVD-0020-C	Tu	9:00-12:50	TBA
EVD-0020-D	W	9:00-12:50	D. Maier
EVD-0020-E	Th	9:00-12:50	TBA
EVD-0020-F	F	9:00-12:50	TBA

EVD-0025

The Art of New York

Summer semester: no credit

This course will introduce students to New York City's exciting art scene through field trips to museums and galleries. Lectures will be given at each exhibition and students will complete a written assignment in the museum or gallery.

Course #	Day	Time	Instructor
EVD-0025-A	Th	2:00-4:50	D. Maier
EVD-0025-B	F	2:00-4:50	TBA
EVD-0025-C	Tu	2:00-4:50	TBA
EVD-0025-D	W	2:00-4:50	D. Maier
EVD-0025-E	Th	2:00-4:50	TBA
EVD-0025-F	F	2:00-4:50	TBA

EVD-0035

Developing the Essay

Summer semester: no credit

Students will develop the skills needed to write personal and persuasive essays. Reading, discussion, class presentations and assignments based on research with MLA citation will be part of this course.

Course #	Day	Time	Instructor
EVD-0035-A	M	10:00-12:50 and 2:00-4:50	E. Upton
EVD-0035-B	Tu	10:00-12:50 and 2:00-4:50	TBA
EVD-0035-C	F	10:00-12:50 and 2:00-4:50	E. Blacksberg
EVD-0035-D	Th	10:00-12:50 and 2:00-4:50	E. Blacksberg
EVD-0035-E	W	10:00-12:50 and 2:00-4:50	TBA
EVD-0035-F	Th	10:00-12:50 and 2:00-4:50	TBA

ENGLISH AND THE VISUAL ARTS STUDIO ART COURSES

FII-1005

Drawing with Mixed Media

Summer semester: 3 studio credits

This course will help students to discard old habits and any fears about drawing, and discover the connection between the eyes (technique), the brain and the heart. A variety of mediums and subjects will be introduced to provide new perspectives and techniques in drawing. There will be additional sessions for drawing on location and special events.

Course #	Day	Time	Instructor
FII-1005-A	W	2:00-6:50	A. Chang
FII-1005-B	W	9:00-1:50	A. Rusin
FII-1005-C	W	1:00-5:50	M. Rota
FII-1005-D	F	3:00-7:50	A. Gerndt
FII-1005-E*	M	9:00-1:50	D. Salati
FII-1005-F	Tu	4:10-9:00	TBA

* Note: The last class session for FII-1005-E will be Saturday, August 13th.

PHI-1005

New York City Through Digital Photography

Summer semester: 3 studio credits

Using digital photography to see and to explore New York City, students will visit various sites and neighborhoods and work on specific photographic assignments. Each student will produce a book that documents these experiences and that also represents the student's artistic vision. Presentation of work and critiques will be included.

Course #	Day	Time	Instructor
PHI-1005-A	F	9:00-2:50	E. McKenna
PHI-1005-B*	M	9:00-2:50	M. Roussel
PHI-1005-C	Th	9:00-2:50	TBA
PHI-1005-D	Tu	9:00-2:50	J. Seador
PHI-1005-E	F	9:00-2:50	K. Hayes
PHI-1005-F*	M	9:00-2:50	TBA

* Note: The last class session for PHI-1005-B and PHI-1005-F will be Saturday, August 13th.

FILM

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CVD-2060-A

Avid I

Tuesday, Wednesday, Thursday; May 10 – June 9

Hours: 9:00-12:00

Summer semester: 3 studio credits

Instructor: TBA

Working with Avid Media Composers, this course will examine the concepts and principles of random-accessed digital editing. We will discuss various options of editorial problem solving for postproduction projects that range from documentary to commercial spots, industrials and music videos.

CVD-2061-A

Avid II

Tuesday, Wednesday, Thursday; June 14 – July 14

Hours: 9:00-12:00

Summer semester: 3 studio credits

Instructor: TBA

Advanced editing features and techniques of Avid will be examined in this course. Topics will include: workflow management, effects, multi-camera and audio editing, color correction, signal measurement, off-line and online project titling, preparation for audio mixing and industry collaborations.

CVD-2067-A

Advanced Premiere Pro

Tuesday, Wednesday, Thursday; May 10 – June 9

Hours: 10:00-1:00

Summer semester: 3 studio credits

Instructor: M. Artola

Students will advance their skills in Adobe Premiere Pro, examining the industry-standard organizational and editing techniques required to take films to the big screen. Topics will include: round tripping with other applications such as Adobe After Effects, Photoshop and Audition; advanced organizational workflows; media management; advanced trimming; masking; color grading, sound design techniques; advanced online/offline workflows; subtitles and captions; team collaboration; multi-cam; versioning; outputting and archiving.

CFD-2070-A

Cinematography I

Tuesday, Thursday; May 31 – June 30

Hours: 10:00-3:50

Summer semester: 3 studio credits

Instructor: K. Hung

Limited to 16 students

The technical and aesthetic aspect of lighting for film and digital video will be explored in this course. We will begin with an examination of basic lighting instruments and their use in the art of lighting: composition, color, light-and-shadow, three-point lighting, cameras and lenses. The course will then focus on creating and controlling cinematic style, and studying the differences between film and digital video. Exposure, latitude, interior, exterior, shooting, high-key and low-key styles, narrative and commercial production will all be covered. Prerequisite: A basic filmmaking course, or equivalent.

CFD-2128-A**Writing the Short Film**

Tuesday, Wednesday; May 3 – June 1

Hours: 12:00-4:30

Summer semester: 3 studio credits

Instructor: C. Kipps

Limited to 12 students

This course is for anyone who wants to explore the art of the short film, and create a short script. Through various exercises students will explore multiple strategies for the development of scripts that are both highly visual and character-driven.

We will examine the elements of visual language to convey key elements of theme and story, and students will workshop in class with actors to gain a deeper understanding of their characters. Scripts are read and discussed by class members with respect to style, structural elements and visualization. Screenplay format is required. Final Draft software is recommended.

CFD-2129-A**Directing for Film**

Wednesday, Thursday; May 4 – June 2

Hours: 12:00-4:30

Summer semester: 3 studio credits

Instructor: M. Ciccarello

Limited to 16 Students

This is a practical craft workshop emphasizing the visual realization of film scripts and the relationship between performer and camera. Through the screening of clips as well as shooting assignments in class, students will explore directorial choices including script, character and scene analysis; casting and rehearsal; design and visual style; actor and camera blocking; framing and camera placement and coverage. Through work with actors, students will discuss various strategies for director/actor communication. They also gain experience in how to communicate with the crew during preproduction, production and postproduction.

Students will be encouraged to work on scenes from their own film projects.

CFD-2162-A**Sound Design**

Wednesday, Thursday; June 1 – June 30

Hours: 12:00-4:30

Summer semester: 3 studio credits

Instructor: V. Stoll

Limited to 12 students per section

Filmmakers will tell you that sound is 50% of a film. Great sound can enhance a story. Through hands-on experience in a recording studio, students will explore recording dialogue, sound effects and Foley, and synchronize these elements to the moving image. Techniques in audio editing, using effects and mixing will also be covered with Pro Tools software. Students will record, create, mix and output sound for several projects throughout the course.

FINE ARTS

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FID-2404-A**Ceramic and Mixed-Media Installation**

Wednesday, Thursday; June 8 – July 27

Hours: 9:00-2:50

Summer semester: 3 studio credits

Equipment fee: \$200

Instructor: N. Touron

This course is an intensive production-based course focusing on the creation of mixed media installations using ceramic as the starting medium. The course will be divided into two sections. The first will cover the different aspects of plaster mold production and the use of liquid clay (slip) in order to produce duplicates of an object. The second section will focus on the students' specific project ideas through the review of work of artists producing installation art; group and individual critiques, and exhibition reviews. Once a basic knowledge of mold making and slip casting is established, students will propose a series of projects of which some will be selected during group critiques for full production. Specific analysis of mixed media use for each student's project will be reviewed and organized in terms of production and aesthetics during group session. Attention will be given to the context in which the installation is placed and viewed and its impact on the physical and cultural environment of society. Homework will be extensive in order to enable the student to acquire an independent work ethic.

FID-2661-A**Embroidery and the Digital Sewing Machine**

Thursday May 19 – July 14

Hours: 4:00-8:50

Summer semester: 3 studio credits

Equipment fee: \$200

Instructor: J. Solodkin

Limited to 12 students

Digital embroidery transforms a handcrafted couture into a fine arts media. Just like a tattoo where an image is created with color and needles, the embroidered fabric or paper is needle-stitched in colored threads. The image is a file that can be saved and repeated as a multiple or repeat pattern. The course will cover digital sewing using registration applications. Techniques related to fashion and the fine arts will be explored. A visit to a commercial embroidery atelier will be at the conclusion of the course.

FID-2806 / FID-2807**Printmaking: Silkscreen**

Hours: 9:00-2:50

Summer semester: 3 studio credits

Materials fee: \$300

Silkscreen, one of the most versatile and widely used methods of printmaking, will be explored through demonstrations and self-initiated projects. Painters and photographers will find a new way of expressing their ideas through screen printing. Images can be made using hand-drawn separations, photographic film, digital separations and photocopied images. Printing on canvas, T-shirts, wood, metal and glass, as well as large-scale works, are all possible with silkscreen. Large-scale digital output is available. Water-based silkscreen ink is used in class allowing for soap-and-water cleanup. *Note: Printshop facilities are available outside of class hours.*

Course #	Day	Instructor	Dates
FID-2806-A	M	G. Prande	May 16 – July 18
FID-2807-A	Tu	L. Wright	May 17 – July 5

FID-2821-A**Printmaking: Etching**

Thursday May 19 – July 7

Hours: 9:00-2:50

Summer semester: 3 studio credit

Materials fee: \$300

Instructor: B. Waldman

This in-depth etching course explores the wide range of materials and techniques used to create the linear, tonal and photographic images of the intaglio print. Basic techniques will cover line etching for pen-and-ink effects, drypoint for velvety lines, soft ground for both crayon-like lines and textures, aquatint for tones and lift grounds for the quality of watercolor. Inking techniques include black-and-white and color intaglio, à la poupée, stenciling, and chine collé for added color and texture. All processes will be discussed and demonstrated, along with photo-etching techniques, monoprints, collagraphs and carborundum prints. Students will develop the skills to proof, edition and curate prints. On-going critiques will be included. *Note: Open to students from all departments.*

FID-2829-A**Printmaking: Monoprint, Woodcut, Linoleum**

Wednesday May 18 – July 6

Hours: 9:00-2:50

Summer semester: 3 studio credits

Materials fee: \$300

Instructor: S. Broder

This course will introduce the printmaking processes of woodcut, linocut, monoprint and collagraph to create various types of prints. All processes will be demonstrated and applied in self-directed projects. The relief print is the oldest method of printmaking; its directness and ease of color application make it particularly appealing to artists of all fields. In woodcut, the non-image areas of the print are carved away and color is applied to the high surfaces of the block using rollers or brushes. Color can also be rubbed in below the surface to create depths and color mixing. Paper is then pressed against the inked surface of the block or plate to transfer the color image from the block. The monoprint is unique within printmaking because every print is different. Images are painted or drawn directly onto blank plates and then transferred to paper with a printing press, resulting in large, direct, painterly prints. The use of multiple printing, chine collé and color overlays will also be explored. *Note: Printshop facilities are available outside of class hours.*

FID-3209-A**Advanced Painting**

Tuesday, Thursday; May 31 – July 19

Hours: 12:10-6:00

Summer semester: 3 studio credits

Instructor: T. Roniger

In this course, students will define their own priorities in paint. The emphasis will be on creating a dialogue within each student's body of work while continuing to explore new artistic territory. Studio time is stressed: how best to further identify and realize one's goals, how to organize one's efforts, how to work both intellectually and physically in the studio, and how to communicate one's intentions. Individual instruction will be given with the encouragement of an exchange between fellow students. We will explore various media to further inform and advance painting efforts. Students will be asked to use New York's vast cultural resources on a regular basis. The understanding of our visual culture, the evolution of our creative working process and the ability to communicate our ideas are the means toward future study. Models will be available as required.

FID-3521-A**Art and Fashion**

Tuesday, Friday; May 24 – July 12

Hours: 12:10-6:00

Summer semester: 3 studio credits

Equipment fee: \$200

Instructor: A. Morgana

Fashion as conceptual art on the canvas of the body is the focus of this course. We will explore how to design and create clothing and costumes, how to adapt and design patterns, sew and construct garments and accessories, print on fabric, applique, embroidery, beadwork, EL wire, quilting and stuffing. Students may also work with props and backdrops, special-effects makeup, and other elements to create a complete look. Art fashion can be exhibited as art, or used to create characters for performance, photographs and videos, or to develop an iconic look as a living work of art. Prerequisite: Students who wish to use digital embroidery must have taken FID-2661/FID-2662, Embroidery and the Digital Sewing Machine. *Note: Open to students from all departments.*

FID-3847-A**Printmaking: Letterpress**

Friday May 20 – July 8

Hours: 9:00-2:50

Summer semester: 3 studio credits

Materials fee: \$300

Instructor: D. Faust

This course will give a thorough introduction to letterpress printing. We will begin with handset, movable wood and metal type in combination with etched plates and linocuts, and then explore making and using photopolymer plates from digital files. This medium is versatile and adaptable, mixing easily with other printmaking processes; the quality of image can range from hard edge to painterly. Letterpress printing also impresses a third dimension of depth and texture to the image and text on paper. Simple, accurate color registration is easy on the letterpress. The experience of hand typesetting using vintage metal and wood typefaces will enhance students' knowledge and understanding of typography. Printing blocks and plates range from completely manual, hand-cut and collaged to digital photopolymer plates. Letterpress die cutting allows students to actually shape their projects. Operation and maintenance of several letterpresses will be included. Each session will begin with a demonstration followed by studio time to work on individual projects, from type-based graphic designs to fine art limited editions. *Note: Printshop facilities are available outside of class hours.*

FID-3862-A**Printmaking: Silkscreen and the Artists' Book**

Wednesday May 18 – July 6

Hours: 9:00-2:50

Summer semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Using silkscreen, students will explore various ways to present print as sequential images—artists' books, themed portfolios and comics, even fanzines. The course will cover the process from concept to finished and bound multiples. Methods of making color separations for multicolor prints using traditional hand-drawn and modern photographic techniques will be included. Bookbinding techniques will be demonstrated, such as Japanese bookbinding, accordion folding and signature binding. Large-scale digital output is available.

HUMANITIES AND SCIENCES

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Technical Requirements for Online Courses

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HHD-2778-R

US History II: 1865-Present

Monday, Wednesday; June 6 – August 1

Hours 9:00-11:50

Summer semester: 3 humanities and sciences credits

Instructor: W. Rednour

This course will explore various social, political and cultural themes from the end of the Civil War to 21st-century America. In addition to readings, students will explore many facets of the 20th century through videos and music clips. Topics include: Reconstruction, the Gilded Age, the Progressive Era, the Jazz Age, the Great Depression, Hollywood and popular culture, World War II, the Cold War, the rise of television, the Civil Right movement, LBJ's Great Society, counter culture, Watergate, the Reagan and Clinton eras, and involvement in the Middle East. The primary text for this course is *America: A Concise History, Volume Two: Since 1865*. *Note: There is no prerequisite for this course.*

HHD-3328-R

The World Since 1945

Tuesday, Thursday; May 31 – July 19

Hours: 12:10-3:00

Summer semester: 3 humanities and sciences credits

Instructor: C. Skutsch

The conflicts, crises and trends that have built our modern world will be examined in this course. We will cover the Cold War, nuclear proliferation, the Korean and Vietnam wars, decolonization, the European Union, the creation of Israel and the Israeli-Arab wars, the break-up of the Soviet Union and Yugoslavia, and current conflicts from 9/11 and Afghanistan to North Korea to ISIS and the Syrian Civil War.

HHD-2785-OL (offered online)

Society and Culture from the Renaissance to the Present

Monday, Wednesday; June 6 – August 1

Hours: 3:20-6:10

Summer semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

This course will examine aspects of the social and cultural life of human societies from the early-modern era to the present. This period saw some of the most profound changes in people's lives, affecting the material circumstances in which they lived, but also affecting basic social relationships and fundamental beliefs. Special attention will be given to the long-term effects and consequences of the Industrial Revolution on the lifestyles, beliefs, and culture of all levels of society. We will also consider the dynamic of social differences caused by class and gender divisions. We will also survey topics such as family structure, attitudes to work, methods of entertainment, the role of religion, and popular culture as it illustrates elements of social existence. We will explore institutional responses to changing social needs and examine their historical effects on peoples' lives. This course will also put a special focus on the social and economic struggles of the early 20th century and revolutionary changes in social circumstances that developed after World War II. Lastly, we will consider the dynamic forces shaping the lives of Western peoples in the past generation, and we will weigh the prospects for the future. *Note: This course is held online.*

HLD-2144-OL (offered online)

Here is New York

Tuesday, Thursday; May 31 – July 19

Hours: 12:10-3:00

Summer semester: 3 humanities and sciences credits

Instructor: K. Wolfe

Many writers who've spent any time in New York City can't seem to shake the buzz and creativity that vibrates from the pavements of every colorful borough. And so, we have a mountain of literature paying homage to this place. From E. B. White's legendary essay "Here is New York" to work by James Baldwin, Truman Capote, Joan Didion, Edgar Allan Poe, Mary McCarthy, Allen Ginsburg, Zora Neale Hurston, and more, this course will crack open that library. We'll read and discuss these works and take note of how the city haunted or inspired each writer. Students will be challenged to write about their own experiences in the city. *Note: While this course is primarily held online, there will be three required in-person class sessions and/or field trips.*

HLD-3224-OL (offered online)

Literature of Diversity

Monday, Wednesday; June 6 – August 1

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: S. Pandit

This course will focus on literature and writing that comes out of diverse approaches to sexual identity, desire and love, from ancient Greece to our contemporary world. How do these texts evidence queer sensibilities and resistance to heteronormative assumptions, stories and feeling? How do we use terms like "gay and lesbian," "trans," or "queer" when referring to work written during eras when understandings of sexuality were quite different than they are today? Is there such a thing as a "canon" of queer literature and, if so, what gets included, and why? Tales of same-sex love in ancient Greece, including those in Plato's *Symposium*, Sappho's poetry, and the story of Achilles and Patroclus, will help provide historical context as we move forward in time, and as we look at novels, poetry and plays by authors, including William Shakespeare, Walt Whitman, Oscar Wilde, E.M. Forster, James Baldwin, Allen Ginsberg, Audre Lorde, Tony Kushner, Andrew Holleran and Alison Bechdel. *Note: This course is held online.*

HLD-3514-OL

Radical and Revolutionary American Literature (offered online)

Monday, Wednesday; June 6 – August 1

Hours: 12:10-3:00

Summer semester: 3 humanities and sciences credits

Instructor: J. Barkan

This course will provide an overview of radical and revolutionary American literature from the American Revolution to present. We will read and discuss the works of such authors and artists as Thomas Paine, Allen Ginsberg, Abraham Lincoln, Malcolm X, Walt Whitman, Tillie Olsen, Jack London, Woody Guthrie and Bruce Springsteen. A major focus of the course will be on working-class fiction and reality in light of the economic depression and cultural diversity of the 20th century. *Note: This course is held online.*

HLD-4267-OL (offered online)

Symbolist Literature

Tuesday, Thursday; May 31 – July 19

Hours: 3:20-6:10

Summer semester: 3 humanities and sciences credits

Instructor: D. Riccuito

Who were the symbolists? This course explores the work of late 19th-century poets, novelists, mystics and seers. The symbolists movement, which included the visual arts, established an avant-garde that broke with norms of representation and veered toward dreams, hallucinatory states of consciousness, heightened sensory experience and epiphany. We will read the poems of Rimbaud, Verlaine and Baudelaire as well as novels by Huysmans and Wilde. Expect to encounter woolly discourse, for the symbolists foreshadowed the advent of String Theory, abstract art and many other peculiar twists in modern ideas about "the real." *Note: This course is held online.*

HMD-3021-OL (offered online)**Technology, Identity and Crisis**

May 31 – August 9

Hours: fully asynchronous

Summer semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Technological innovation has been a major driver of fundamental cultural and socioeconomic developments in human society. This course will examine technology as a major engine of change. Particular focus will be placed on specific examples of technological innovation and its impacts on modern life. We will devote special attention to the development of crucial technologies affecting modern civilization from the Industrial Revolution to the present. One goal of the course will be to understand the basic material and scientific principles behind technological developments at the foundation of modern society. Major topics covered will include transportation, communications, electrification and materials. These technologies are now so pervasive that they largely define who we are. This all comes at a cost, however, as That-Which-Makes-Us-Who-We-Are has massive consequences, often on a global scale and not all very positive. Our other goal, then, is to consider the consequences of our technological lives for the environment, for social stability, and for long-term economic growth. Readings will include an array of modern studies on various technologies and their impacts. *Note: This course is held online through asynchronous instruction.*

HMD-3367-OL (offered online)**Rights to Pleasure: Representations of Female Sexuality and Social Taboos in Philosophy and Cinema**

Monday, Wednesday, Friday; May 23 – June 29

Hours: 3:20-6:10

Summer semester: 3 humanities and sciences credits

Instructor: A. Alvarado-Díaz

Rights to Pleasure will confront the ethics of female sexuality, the polemics of erotic awakening and sexual freedoms, and the history of social taboo in women's history. It will focus on reading and analysis of key philosophical thinkers as well as discussion of cinematic representations on the topic. Discussions will question the concept of identity and established female roles, examining the lives and writings of women faced with situations of gender conflict. Students will rethink the concept of individual freedom as well as the experience of embracing women's ambiguities and their right to remain in permanent flux, outside the official labels and categories of fixed normalized sexuality and established social norms. How are sexual rights connected to political freedoms? How is female pleasure a precondition for contemporary understandings of justice, liberty and equality? This course will establish meaningful connections between the ethics of difference and current definitions and practices of democracy as well as the intersections between cinema and philosophy. *Note: This course is held online.*

HMD-3472-OL (offered online)**Contemporary Cultural Criticism: Where Do We Go From Here?**

Tuesday, Thursday; May 31 – July 19

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: D. Riccuito

This course explores the collision between cultures based on the worship of nature and those fixated on continuous development. We will address such questions as: What basic human needs are fulfilled by the structure of modern urban civilization? What are the philosophical assumptions that relentlessly drive technological "progress?" What are the consequences of the destruction of communal societies and the forced re-education of indigenous, earth-based peoples? What is the potential for a renewal of commitment to natural and humanistic values? Readings include selections from such authors as Henry David Thoreau, Erich Fromm, Margaret Mead, R.D. Laing, Jerry Mander and Jean Liedloff. *Note: This course is held online.*

HPD-3641-OL (offered online)**Abnormal Psychology I: Neurotic and Character Disorders**

Monday, Wednesday; June 6 – August 1

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: D. Borg

This course will introduce students to the psychological and interpersonal conflicts that underlie obsessional, hysterical, depressive and narcissistic disorders. Treatment strategies will also be explored with reference to actual case histories. Readings include selections from such clinical theorists as Sigmund Freud, Anna Freud, David Shapiro, Alice Miller, Charles Brenner, Karen Horney and Heinz Kohut. *Note: This course is held online.*

HPD-4057-OL (offered online)**Modern Art and Psychology: The Secrets of the Soul**

Monday, Wednesday; June 6 – August 1

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: L. Gamwell

What do dreams mean? What causes madness? How should society care for the insane? With the rise of science in modern times, psychologists have become the new doctors of the soul who address these age-old questions. This course will present their fascinating answers, as well as examine the influence of psychology on culture and the visual arts. Topics include: 19th-century asylum medicine, 20th-century psychoanalysis, neuroscience, and metaphors for the psyche in the arts. Readings include excerpts from *Madness in America: Cultural and Medical Perspectives on Mental Illness before 1914* and *Dreams 1900-2000: Science, Art and the Unconscious Mind*. *Note: This course is held online.*

HPD-4282-OL (offered online)**The 21st-Century Family: Alternative Lifestyles, Civil Unions, Gay Marriage**

Tuesday, Thursday; May 31 – July 19

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: S. Horowitz

This behavioral science course will examine the basic functions of the family unit as well as its cross-cultural and historical forms. We will focus on the profound changes occurring within the 21st-century family unit and the reasons for these changes. Emphasis will be placed on the new American family: civil unions, gay marriage, domestic partnerships, single-parent families, stepfamilies and blended families as well as other familial units. Issues will include a discussion of the political and economic impact of the new family paradigm upon society, alternative lifestyles, family values agenda, the divorce culture and abortion. This course gives students an understanding of the history of the family unit and how these institutions have changed over the past 25 years. Students will also explore how media and cultural institutions shaped the notion of marriage and family during the last 60 years. *Note: This course is held online.*

HSD-3016-OL (offered online)**Science in the Modern World**

Monday, Wednesday; June 6 – August 1

Hours: 6:30-9:20

Summer semester: 3 humanities and sciences credits

Instructor: T. Gorrell

The triumphs of modern science have been heralded as an emancipation from the burdens of ignorance, fear, toil and disease. But have the sciences fulfilled their promise to liberate humankind? Have we truly overcome superstition and dogma, or simply replaced them with the uncertainties of a scientific "metaphysics" bristling with mysterious forces, powers, fields, waves, quarks and rays? Have we achieved the goals of knowledge and power, or have we reinvented ignorance and multiplied the dangers that surround us? In an attempt to come to grips with these questions, this course takes stock of recent scientific progress in fields such as anthropology, cosmology, ecology, subatomic physics and genetic engineering, measuring the claims of science and technology against those of the individual. *Note: This course is held online.*

HSD-3113-R**Botany: The Natural History of Plants**

Thursday June 2 – August 11

Hours: 4:30-8:30

Summer semester: 3 humanities and sciences credits

Instructor: M. Feller

In this course students will learn botany through lectures, films, curated readings and directed exercises. Firsthand experience and observation of local plants in its ecological contexts will be encouraged if conditions allow. Topics will include the classification of flowering and non-flowering plants; field identification; native plant communities, ecology and wildlife habitat; soils, invasive species, and ecological management and restoration; economic botany and the origins of agriculture; pollination, bees, butterflies and moths; plant and insect co-evolution and “chemical warfare”; and traditional medicine, folklore and religion.

HSD-4026-OL (offered online)**Art, Science and the Spiritual**

Monday, Wednesday; June 6 – August 1

Hours: 12:10-3:00

Summer semester: 3 humanities and sciences credits

Instructor: L. Gamwell

In this course, students will learn how directly, profoundly and indisputably modern science has transformed modern art, and how artists have created new forms of spiritual art for secular society. Age-old questions—What is the origin of life? What is the universe made of?—were asked anew in the modern era. Charles Darwin and Albert Einstein gave answers that precipitated abstract art by forever changing how we understand reality. The rise of science also entailed the decline of organized religion, and traditional theological questions were reformulated in secular terms. What is our place in the universe? How does a person know the world? The answers proposed by psychologists—the new doctors of the soul—have revolutionized modern society’s understanding of the human psyche. Artists responded by creating metaphors for the human condition during the first secular, scientific age in human history. *Note: This course is held online.*

ILLUSTRATION

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

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ILD-2551-OL (offered online)**Illustration Hothouse!**

Tuesday May 24 – July 26

Hours: 12:00-5:50

Summer semester: 3 studio credits

Instructors: T. Fasolino, F. Jetter

This course is a unique opportunity for artists to explore the potential of narrative, content-driven interpretive art—illustration. You will study with two legendary illustrators—Teresa Fasolino, Frances Jetter—each with their own innovative approach to the genre. Students will develop projects that reflect their own point of view in relation to given texts. Personal attention will be paid to mastery of your chosen medium or mediums, be it paint, print, sculpture, ink, or pencil. Experimentation will be encouraged, and the development of a professional portfolio will be discussed. *Note: This course is held online.*

FID-3862-A**Printmaking: Silkscreen and the Artists’ Book**

Wednesday May 25 – July 13

Hours: 9:00-2:50

Summer semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Using silkscreen, students will explore various ways to present print as sequential images—artists’ books, themed portfolios and comics, even fanzines. The course will cover the process from concept to finished and bound multiples. Methods of making color separations for multicolor prints using traditional hand-drawn and modern photographic techniques will be included. Bookbinding techniques will be demonstrated, such as Japanese bookbinding, accordion folding and signature binding. Large-scale digital output is available.

**INTERIOR DESIGN:
BUILT ENVIRONMENTS**

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Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

IDD-1160-OL (offered online)**Computer-Aided Drafting and Design**

Monday, Wednesday; May 4 – June 29 (begins Wednesday, May 4)

Hours: 6:10-9:00

Summer semester: 3 studio credits

Instructor: TBA

Limited to 15 students

Serving as an introduction to computer-aided design and drafting (AutoCAD), this course will explore ideas for layout, line weights, dimensions and annotation using AutoCAD. We will approach drawings as a visual communication tool that is both artistic and informative. Study will revolve around one project that contains various types of plans, elevations, and sections of an interior space.

Note: This course requires a computer that can run Windows 10 with the following minimum specifications: 2.5-2.9 GHz processor, 8 GB of RAM, and 1 GB GPU. Autodesk AutoCAD will be available remotely on department computers for students with an active registration in this course. This course is held online.

IDD-2011-A**Design Studio: Interior Design and Saving Buildings**

Monday, Wednesday; May 4 – June 27 (begins Wednesday, May 4)

Hours: 12:00-5:50

Summer semester: 3 studio credits

Instructor: TBA

Limited to 15 students

Exploring Manhattan, a site will be selected by the instructor and students in which to design a new project within an existing building in need. Students will study the community and its unique qualities. The new project will be something the community is missing—determined by student research. The goal is to adaptively reuse and redesign a building from the inside in order to stitch it back into its environment. The new building, with an emphasis on the interior, will help revitalize the neighborhood selected. Emphasis will be placed on behavioral change through interior design, so positive change can occur by the use of a renovated building with a functional use that benefits the community. Students will use physical models and perspective as tools with which to explore space. A variety of drawing techniques will be employed to represent ideas and designs, including hand sketches, hand-drafted plans, AutoCAD, and other computer programs. Building codes, universal and sustainable design, and behavioral studies will be incorporated into class projects. Prerequisites: One year of interior design coursework, including courses in drafting and AutoCAD.

PHOTOGRAPHY AND VIDEO

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PHD-2040-A

Studio Photography I

Tuesday, Thursday; May 24 – June 30

Hours: 6:00-9:50

Summer semester: 3 studio credits

Instructor: K. Shung

This introductory course in studio photography is for those interested in discovering the versatility of the large-format camera and the abilities of controlled studio lighting to enhance form and texture. Electronic flash, tungsten lighting, and all formats from 35mm to 4x5" cameras will be used to photograph still lifes, portraits, fashion/beauty and nudes in class. This is a hands-on studio course, with special emphasis on the large-format camera, which incorporates lectures, demonstrations and a series of assignments. *Note: Cameras (4x5"), lighting equipment, meters and seamless paper backgrounds will be provided during class hours. Students must supply their own cameras (small or medium format) and film, and have access to a darkroom or use a commercial lab.*

PHD-2045-A

Studio Photography II

Tuesday, Thursday; July 5 – August 11

Hours: 6:00-9:50

Summer semester: 3 studio credits

Instructor: L. DeLessio

Using all camera formats from 35mm to 4x5" and controlled studio lighting, students will complete a series of assignments, including still life, portrait, fashion/beauty and nudes. Students will be encouraged to go beyond the technical and explore the aesthetic aspects of their subjects. This is a hands-on workshop incorporating lectures, demonstrations and assignments. Prerequisite: PHD-2040, Studio Photography I, or equivalent. *Note: Please bring a notebook and samples of your work to the first session. Cameras (4x5"), lighting equipment, meters and seamless paper backgrounds will be provided during class hours. Students must supply their own cameras (small or medium format) and film, and have access to a darkroom or use a commercial lab.*

PHD-2090-A

Video II

Monday, Wednesday; May 23 – July 20

Hours: 3:20-6:10

Summer semester: 3 studio credits

Instructor: K. Newbegin

The goal of this course is to expand upon basic technical concepts in video as well as explore its conceptual possibilities. Its emphasis will be on an enhanced understanding of the medium through critical discourse. Various genres will be addressed, and students will articulate their interests in narrative form.

Prerequisite: A basic video course.

PHD-3117-A

Beyond the Camera: The Hidden (Marketable) Skills of a Photographer

Monday, Wednesday; May 23 – July 6

Hours: 12:10-4:00

Summer semester: 3 studio credits

Instructor: G. Russomagno

We learn to ask what is a photograph? This course asks the question What is a photographer? Deconstructing the act of and processes around image making, we identify and illuminate the habits of mind and intellectual activities that are cultivated alongside the act of making a picture and mastering analog and digital processes. Well-trained photographers are among other things excellent technicians and communicators, they are visionaries, plucky and brave, they are truth seekers, and storytellers, project managers and they are idea machines. This course will explore the often under-investigated skill sets and range of academic interests that are naturally developed as we cultivate our craft as photographers. At a time when many trained artists are not only working in specific media but apply their acumen to a myriad of creative fields, it is more important to understand all of the skills cultivated in a photographic education so that students can confidently engage in varied arenas of work that require creative problem-solving. Each week students will explore a particular area of expertise that they develop concurrently in their evolution as artists and photographers such as social science, curation, project management, finance, design thinking, brand development, entrepreneurship, trend analysis, taste-making, activism, research and leadership. *Note: Open to photography and video majors only.*

PHD-3207-A

Location Photography

Thursday, May 19 – July 7

Hours: 12:10-6:00

Summer semester: 3 studio credits

Instructor: J. Desler Costa

Providing the technical background necessary for versatility and competence in location photography is the aim of this course. The objective is to develop each student's imagination in order to find visually compelling locations, to study the space and available light, and to determine what additional light to bring to the "set." This course will be supplemented with individual portfolio projects—both exterior and interior locations—and students will explore areas of their own special interests. Prerequisite: Students should have completed at least one studio lighting course and have working knowledge of basic lighting principles and manual camera operations.

PHD-3240-A

Portfolio Colloquium

Monday, Wednesday; May 23 – July 6

Hours: 6:00-9:50

Summer semester: 3 studio credits

Instructor: G. Pond

Verbalizing an idea is not the same as making it visible. In this course, we will analyze your images and discuss your progress as you work on a thematic project. It is important that we are clear about our intentions and be able to articulate them photographically. By the end of the course, you will have forged a cohesive body of work and a vocabulary with which to discuss it. *Note: Please bring representative examples to the first session, as well as any concepts you may have for an extended project.*

SUMMER RESIDENCIES ON-SITE 2022

SVA is planning to offer a select number of summer programs on-campus in New York City. However, safety is our priority. Therefore, we will be monitoring the current health situation and travel restrictions before confirming any programs. In addition, specific facility access will be subject to health and safety guidelines adopted by the College.

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FID-4994 / FID-4995

Fine Arts: Contemporary Practices

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

This intensive studio residency, hosted by SVA's MFA Fine Arts Department, has been designed for artists working in both medium-specific and cross-platform modes of production that aim for the intersection of art and ideas. Taught by distinguished members of the MFA Fine Arts faculty, the residency fosters a culture of rigorous practice and contemporary thought.

Each artist will have use of a private studio in a location central to New York City's gallery districts, museums and alternative hubs for culture and technology. Daily studio visits from renowned artists, curators and theorists support an ongoing discourse among an international community of fellow artists. In addition to concentrated work in the studio, artists will attend lectures, gallery walks, museum visits and workshops that support a professional art practice. Through focused creative engagement with the history and criticism of contemporary art, participants will be encouraged by a faculty of leading artists and scholars to take their work to the next level, aesthetically and conceptually. Faculty and guest lecturers will represent a variety of contemporary perspectives.

While the focus of the residency is on content and critical discourse, work in a variety of media is supported and encouraged, including drawing, painting, photography, performance, installation, digital and interactive media, electronics, sound, and all modes of experimental practice. Artists committed to a single form or medium can expect to delve deeper into the material concerns of their practice. Residents are also invited to consider the sociopolitical potentiality of art practices situated outside the paradigm of individual authorship, via forays into social practice and public forms. Ultimately, the goal of the program is to create an inclusive space for artistic research, activated by the spirit of inquiry.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and guest lecturers have included: Dara Birnbaum, Jodie Lyn-Kee-Chow, Media Farzin, Mark Thomas Gibson, Miguel Luciano, Angel Nevarez, David Ross, Jerry Saltz, Mark Tribe and Caroline Woolard.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4994-A	May 31 – July 1
FID-4995-A	July 5 – August 5

FID-4991 / FID-4992

Fine Arts: Painting and Mixed Media

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

Hosted by SVA's MFA Fine Arts Department, this internationally renowned program offers artists an opportunity to work intensively in a private studio and receive individual critiques from faculty selected for their diversity, professional achievement and critical engagement. Artists are supported in their painting, drawing, printmaking, installation and mixed-media work, and are encouraged to push their practice to the next level, aesthetically and conceptually. Attention is given to contextualizing resident artists' work within contemporary interdisciplinary discourse.

Each artist has exclusive use of a studio throughout the program. Located in Chelsea, the studios offer privacy, while supporting a community that encourages experimentation and the development of new ideas and directions. Faculty will conduct studio visits and discuss each participant's work on an individual basis. Exposure to the New York City art world complements the on-site residency program. Equally important to the faculty critiques are the special lectures, scheduled approximately once a week. Given by guest artists, critics and gallery directors, these dialogues are designed to offer further insight into the realities of the working artist. Gallery tours are also included.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and lecturers have included Andrianna Campbell, Andrea Champlin, Ofri Cnaani, Gregory Coates, Steve DeFrank, Peter Hristoff, Tobi Kahn, Sharon Loudon, Amy Myers, Danica Phelps, Jerry Saltz and Jason Stopa.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4991-A	May 31 – July 1
FID-4992-A	July 5 – August 5

FID-4984-A

City as Site: Performance and Social Interventions

June 13 – June 24

Summer semester: 2 undergraduate credits; \$2,000

City as Site is a nomadic summer residency that explores the diverse communities that define New York City with the aim of creating context-specific, public, performative works.

Like a public laboratory, this program brings together artists, scholars and community members to think about the role of socially engaged art in constructing space for civic dialogue. Participants will develop experimental models for an artistic practice that combine methods from the arts, activism and performance practice in order to cultivate innovative approaches to the construction of social spaces as cultural landscape.

The residency will use the streets of New York City's five boroughs as its classroom. Artists and faculty will rove throughout the city and engage with its communities, histories and stories, which will become materials for final projects. Interventions may take the form of tours, tactical and site performance, temporal installations, video or sound projections, digital platforms, community involved projects, peer-to-peer platforms, print or online publication, or a street event.

This is a unique opportunity to study with a faculty composed of leading artists, thinkers and social entrepreneurs. Through experiential workshops and one-on-one sessions, faculty will help artists to originate projects that reflect current social and political issues and guide collaborations with local businesses, art spaces and neighborhoods, as well as cultural and governmental partners. In the experimental spirit of *City as Site*, we welcome artists who are interested in moving from the traditional studio, gallery and theatre space into the urban arena. Visual artists, writers, architects, designers, performance artists, urban planners and social activists are invited to apply.

City as Site faculty: Ed Woodham (artist; founder and director, Art in Odd Places). Guest lecturers have included: Tom Finkelpearl (New York City Department of Cultural Affairs), Todd Shalom (Elastic City), Risè Wilson (The Laundromat Project and Robert Rauschenberg Foundation), Radhika Subramaniam (Parsons The New School for Design), Martha Wilson (Franklin

Furnace), Marlène Ramírez-Cancio (Hemispheric Institute of Performance & Politics), Micaela Martegani (More Art), Kameelah Jana Rasheed (artist, educator), Baseera Khan (artist) Esther Neff (artist, Panopoly Performance Laboratory), Sheryl Oring (artist, educator), Shaun Leonardo (artist, educator), Lisa Kim (Two Trees), Alicia Grullon (artist, activist), Tomashi Jackson (artist). Program coordinator: Ed Woodham.

Note: A portfolio is required for review and acceptance to this program.

FID-4993-A

Interdisciplinary Practices in Bio Art

May 16 – June 17

Summer semester: no credit; \$2,400

From anatomical studies to landscape painting to the biomorphism of surrealism, the biological realm historically provided a significant resource for numerous artists. More recently, bio art has become a term referring to intersecting domains of the biological sciences and their incorporation into the plastic arts. Of particular importance in bio art is to summon awareness of the ways in which biomedical sciences alter social, ethical and cultural values in society.

Coming to the fore in the early 1990s, bio art is neither media specific nor locally bounded. It is an international movement with several subgenres within this overarching term: 1) Artists who employ the iconography of the 20th- and 21st-century sciences, including molecular and cellular genetics, transgenically altered living matter, reproductive technologies and neurosciences. All traditional media, including painting, sculpture, printmaking and drawing are employed to convey novel ways of representing life forms. 2) Artists who utilize computer software, systems theory and simulations to investigate aspects of the biological sciences such as evolution, artificial life and robotics through digital sculpture and new media installations. 3) Artists employing biological matter itself as their medium, including processes such as tissue engineering, plant breeding, transgenics and ecological reclamation.

This interdisciplinary residency will take place in the new Bio Art Laboratory located in the heart of New York City's Chelsea gallery district. Participants will have access to BFA Fine Arts Department facilities. Each participant will be assigned an individual workstation. In addition, the Bio Art Laboratory houses microscopes for photo and video, skeleton collections, specimen collections, slide collections, a herbarium and an aquarium as well as a library.

Demonstrations include microscopy, plant tissue engineering, molecular cuisine and the production of micro ecosystems. Field trips and visiting speakers will include artists, scientists and museum professionals. Participants may work in any media including the performing arts.

Faculty and guest lecturers have included Suzanne Anker, Mark Bridgen, Heather Dewey-Hagborg, Joseph DeGiorgis, Kathy High, Ellen Jorgensen, Oliver Medvedik, James Walsh and Jennifer Willet.

Note: A portfolio is required for review and acceptance to this program. Residents who wish to borrow equipment from the Fine Arts Digital Lab are required to provide proof of insurance with rental endorsement, listing SVA as a co-insured. Participants will be held responsible for payment of any loss, theft or damage incurred to the equipment. SVA provides information on affordable insurance plans.

DSC-4513-A

Building Brands With Type

July 5 – July 29

Summer semester: no credit

\$3,600

The Building Brands With Type residency offers design professionals a concentrated study in typography through the lens of type design. Type gives form to language and elevates meaning. From the largest corporation to the smallest nonprofit, successful brands harness this power.

Mastering typography gives designers access to design's most powerful tool. New technologies provide the opportunity to employ type's expressive capability to shape content and amplify meaning.

During this residency participants will increase their typographic competence through the study of letterforms, type history, custom lettering and type design, and then explore this new knowledge through applied brand identity projects that focus on type's impact.

Participants will take away an expanded comprehension of type's meaning, functionality, legibility and flexibility, and an amplified perspective of the typographic landscape—past, present and future. A group design project will result in a print piece and corresponding microsite.

The residency gathers some of the industry's most talented type-brainiacs to teach letter-based critical thinking. Guest lecturers and workshops further enhance the depth and breadth of this immersive experience.

Design residency faculty have included Yomar Augusto, Matteo Bologna, Tobias Frere-Jones, Cyrus Highsmith, Jessica Hische, Daniel Rhatigan, Victoria Rushton, Ksenya Samarskaya, Paul Shaw and Lynne Yun. Guest lecturers and critics have included Gail Anderson, Matthew Carter, Nadine Chahine, Claudia de Almeida, Louise Fili, Steven Heller, Mitch Paone, Daniel Pelavin, Jeff Rogers, Astrid Stavro, Christian Schwartz and Nick Sherman. Program coordinator: Joe Newton.

This residency is intended for experienced graphic designers, type teachers, recent design school grads and typophiles wishing to learn more about creating and using type in graphic design for all media.

Note: A portfolio is required for review and acceptance to this program. All participants with an active registration in this residency will be given free access to the Adobe Creative Cloud and receive a 30-day trial version of the Glyphs type design app (with the opportunity to buy a full version at 50% off).

ILD-4993 / ILD-4994

Illustration and Visual Storytelling: Art and Industry

Summer semester: 4 undergraduate studio credits per session

\$3,000 per session

This studio residency offers artists the opportunity to explore the wealth of resources available to professional illustrators in New York City while developing a portfolio of work that embodies personal vision.

With guidance from award-winning illustrators, participants will complete a body of work comprised of images created from assigned projects, as well as those self-directed by the artist, with the aim of showcasing personal style and aesthetic direction. The goals are to advance to the next level of artistic practice and to attain an enhanced position in the illustration marketplace.

A rigorous instructional program, including sessions in portfolio development, sequential illustration and painting from life, and visits to professional studios will complement independent work. Together these initiatives form an intense program that fosters professional growth and an expansion of personal voice. Special lectures by guest artists, gallery directors, publishers and art directors are designed to provide additional insight regarding the realities of a career in illustration.

Participants have access to a digital facility, as well as the opportunity to work in a variety of mediums. The program culminates in an open studio exhibition.

Faculty and lecturers have included Maëlle Doliveux, Tim Hamilton, Paul Hoppe, Viktor Koen, Aaron Meshon, Anna Raff and Andrea Tsurumi. Lecturers and portfolio reviewers have included Marshall Arisman, Paul Buckley, Martin Gee, Karl Heine, Charles Hively, Kat Irannejad, Francesca Messina, Yuko Shimizu, Sara Varon and Alexandra Zsigmond. Program coordinator: Viktor Koen.

Note: A portfolio is required for review and acceptance to this program.

Course #

Dates

ILD-4993-A

May 31 – July 1

ILD-4994-A

July 5 – August 5

CVD-4993-A

Video for Photographers: The Still and Moving Image

June 1 – June 30

Summer semester: 4 undergraduate studio credits; \$3,000

The moving image is a ubiquitous language today. The contemporary artist should no longer ignore the power and pervasiveness of video and the moving image. This is especially true of the still photographer. Still and moving imagery may be produced with the same set of tools, yet each requires very different approaches and practices. Real understanding of the moving image language is fostered through the focused study and dedicated production of video works.

This four-week engagement, led by senior faculty members of the MFA Photography, Video and Related Media Department at SVA, will immerse participants in all areas of video. The residency will provide a highly charged atmosphere in which talents participate in productive dialogue and collaborations, culminating in a final project. Initial sessions will alternate practical studio lab and on-location production. Postproduction editing with Adobe Premiere and file management will follow, and we will examine current modes of exhibition and distribution.

Practical workshops will be augmented by seminars exploring the history, theory and conceptual issues that characterize the divergences in the production practices of the still and moving image. Critiques of works-in-progress as well as

screenings of films and visits to studios, galleries and museums will complement the coursework. The goal of the program is for residents to develop their own projects and realize a personal vision in this lens-arts hybrid. The residency will culminate in a screening of all the participant's films.

Faculty and distinguished guest lecturers and critics will include Simin Farkondeh, Ben Hagari, Amy Taubin, Charles Traub and Grahame Weinbren. Additional lectures and guest critics have included Alan Berliner, Elizabeth Biondi, Neal Slavin, Anthony Forma, Roger Phenix, and Bob Richman.

Participants have access to shooting studios, installation spaces and video labs. Workshops, some equipment, facilities, critiques, screenings, history/theory seminars, field trips and consultancies are all included.

Prerequisites: Students must have completed a minimum of two years of college and demonstrate fluency in the photographic medium. All students should have a camera (DSLR, Mirrorless, Cine, etc) capable of capturing video at a minimum of full HD (1920x1080) resolution and a frame rate of 24fps. Cameras must be capable of manually adjusting the shutter speed, aperture, and ISO/Gain. All students should have at least one compatible memory card capable of capturing full HD video, preferably 64GBs or above, and a read/write speed of at least 160mb/s. Additional equipment such as sound capture, tripods, lighting, grip and display devices will be provided by the department.

Note: A portfolio is required for review and acceptance to this program. Residents are required to provide proof of insurance with rental endorsement, listing SVA as a co-insured. Participants will be held responsible for payment of any loss, theft or damage incurred to the equipment. SVA provides information on affordable insurance plans.

EVG-5881-A

Colloquium for International Artists and Designers

August 15 – August 26

Monday through Friday, 10:00-4:00 (with some evening and weekend activities)

Summer semester: 1 graduate credit; \$2,000

This inaugural colloquium introduces current and incoming graduate students in the fields of art and design to the discourses and communities of New York City, with the guidance of SVA's world-renowned faculty.

Participants will tour the city's art and design hubs, while attending seminars on its creative and cultural landscapes, in order to better understand the place of their own work and ideas within these industries. Emphasis will be placed on critical dialogue, collaborations, the role of contemporary art and design in the global marketplace, and the political and ideological concerns facing artists and designers in the 21st century.

Seminars and participatory workshops are led by intercultural, professional practitioners and educators who will introduce key ideas and vocabulary relevant to the fields of art and design. Participants will be encouraged and supported in their development of critical language skills and cultural awareness, helping them enter into the international mosaic of the American art market, and preparing them for collaborations with curators, clients and fellow creatives.

The goals of this intensive are to help ready newly arrived international artists and designers for the rigors of working in New York City, and to provide tools and resources for success. Instruction will be conducted in English.

Faculty include Sohee Koo, Yam Chew Oh and Jeca Rodriguez-Colon.

Note: New SVA graduate students requiring an I-20 who register for this two-week program will be permitted to enter the U.S. 30 days prior to the start of the program.

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

SUMMER RESIDENCIES ONLINE 2022

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

DSD-4978-OL (offered online)

Design Writing and Research

June 6 – June 17

Summer semester: 2 undergraduate studio credits; \$1,800

As design's social and environmental implications become more profound, it is more important than ever to write about design engagingly and intelligently.

The Design Research, Writing and Criticism Department at the School of Visual Arts is pleased to offer an online writing summer intensive aimed at those who would like to refine their skills as thinkers, researchers and storytellers. For practicing designers, this is a chance to examine the profession and its impact through writing and publishing. Clear thinking, deep research and engaging expression are vital skills in a contemporary designer's tool kit. For creative professionals, this program offers methods and insights for understanding and writing compellingly about images, objects and spaces.

A range of writing genres and imaginative approaches will be introduced. Working individually and in small groups, participants will experiment with essential techniques such as interviewing, archive research, close observation, analysis and critique, and then to develop and finesse several projects. In addition to personal work, the team will collaboratively produce and distribute a publication.

Through a robust schedule of seminars, lectures and virtual field trips, the intensive offers students and working professionals a unique opportunity to study with a faculty composed of leading writers and editors, and engage in conversation with prominent designers, architects and urban planners.

By the end of the program, participants will have completed several pieces of writing, formulated ideas for stories, and garnered a robust set of tools and approaches for writing authoritatively and imaginatively about design.

Faculty and lecturers have included Neil Donnelly, Steven Heller, Karrie Jacobs, Jennifer Kabat, Adam Harrison Levy, Robin Pogrebin, Craig Taylor, Alice Twemlow, Rob Walker and Mimi Zieger. Guest speakers and interviewees have included Eddie Opara of Pentagram, Nathan Adkisson of Local Projects, David van der Leer of DVDL Design Decisions, Damon Rich of HECTOR Designs, curator Ellen Lupton, Interboro Partners, Quilian Riano, BIG Architects and Rockwell Group Lab.

Prerequisite: Participants must have completed a four-year undergraduate degree.

Note: Samples of published or unpublished writing (such as essays, blog posts or articles) about design, architecture or related subjects are required for review and acceptance to this program. This intensive is fully online and offered through a combination of synchronous as well as asynchronous lectures, discussions and activities. Synchronous sessions will be announced and scheduled in consideration of different time zones.

FIC-4979-OL (offered online)

The Artist Residency Project

July 5 – August 5

Summer semester: no credit; \$1,800

This residency program is designed for fine artists working across discipline, medium and platform. Through online platforms, it aims to deliver a robust, global residency experience. Working with SVA's distinguished faculty, participants will develop their practice without the limitations of location or the necessity for travel. The goal of The Artist Residency Project is to create an inclusive online space where artists can thrive, nurture their practice and build an active, engaged community.

Faculty will conduct remote studio visits and discuss each participant's work on an individual basis, as well as facilitate group critiques and reading groups. Alongside these visits, daily activities and ways to connect will keep participants engaged with their community of artists, and a cohort of professional mentors spanning the fields of art, design and contemporary practice. Special lectures by guest artists, critics and gallery directors will provide further insight into the realities of the working artist in the present moment.

Faculty and lecturers have included Andrea Champlin, Jodie Lyn-Kee-Chow, Gregory Coates, Tobi Kahn, Alois Kronschlaeger, Judy Mannarino, Amy Myers, Iviva Olenick, Danica Phelps, Accra Shepp and Allison Hewitt Ward.

Note: A portfolio is required for review and acceptance to this program. All students with an active registration in this online course will be given free access to the Adobe Creative Cloud. This residency is fully online and offered through a combination of synchronous as well as asynchronous studio visits, critiques, lectures, discussions and activities. Synchronous sessions will be announced and scheduled in consideration of different time zones.

PDC-4673-OL (offered online)

Residency Alumni Network

June 6 – August 26

Summer semester: no credit; \$150

Instructor: A. Champlin

This online network offers alumni of the Artist Residency Programs a platform in which to share their work, engage in discussion and create connections with the community of residency alumni from around the world. The Residency Alumni Network is hosted in Canvas, the College's online learning platform, where participants are encouraged to engage their cohort in discussion, share work for critique, keep in touch via remote studio visits, and update the community on opportunities and news pertinent to their developing careers in the arts. Special events hosted by residency faculty and staff will keep the dialogue going as we navigate the realities of being working artists in the present.

Prerequisite: Participants must have completed at least one of SVA's Residency Programs and Intensives. All alumni of the Artist Residency Programs are invited to register for this network.

Note: This course is fully online and offered through a combination of synchronous as well as asynchronous workshops, lectures and discussions.

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

SVA DESTINATIONS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. For more information visit destinations.sva.edu.

An important part of the creative process is taking the time for yourself, experiencing new surroundings and gaining new insights while interacting with people. (Something that couldn't happen for most of 2021.)

In 2022, SVA is planning to offer Destination programs, domestically and Internationally. Traveling and seeing new places, cities and/or countries is a great way to get way to recharged, refresh your mind and get inspired. (And, earn credits while you travel!).

Note: We will be monitoring the current health and travel restrictions before confirming any programs.

IPD-3703-A

Drawing Art History in Southern France

May 29 – June 12

Summer semester: 3 undergraduate art history credits; \$4,300

Instructors: P. Hristoff, L. Minard-Amalou

This program combines drawing and studying art history as a way to explore the South of France. The areas that we will focus on—Provence, the Ardeche and the Southern Rhone Valley—offer everything from the prehistoric caves of Chauvet to ancient Roman towns; monuments of the middle ages to the studio of Cézanne. We will investigate Romanesque and Gothic history on site, the work of Vincent van Gogh and several contemporary art museums of the region. The program is based in the picturesque town of Avignon, renowned for its history, bustling and authentic central market, numerous fine shops and eateries. Walking tours and museum visits within Avignon, such as the Popes' Palace, Petit Palais Museum and Lambert Collection are included. In Arles we will see where Van Gogh's "Yellow House" once stood and the hospital grounds where he painted many of his masterpieces; In Marseille we will visit the extraordinary Mucem. Excursions to Nîmes, St. Rémy, Aix-en-Provence and Les Beaux de Provence, to name a few, promise participants an unforgettable two weeks that they will record in their sketchbooks and photographs.

Time outside of excursions and coursework will allow participants to freely explore the area on their own or with fellow classmates to sketch, sightsee, shop or swim. All students are required to keep and submit a sketchbook for review as well as complete a final assignment. The program will focus on how art history can be mined as a source of inspiration in contemporary art-making practices. A recommended reading and supply list will be provided.

Tuition includes double-occupancy accommodations with daily breakfast daily, welcome and farewell dinners and museum admission.

For more information, visit destinations.sva.edu or email Deborah Hussey, program coordinator, at: dhussey@sva.edu.

IPD-3706-A**Paris Impressionist: A Walking Tour**

July 16 – July 27

Summer semester: 3 art history undergraduate credits; \$4,300

Instructor: L. Minard-Amalou

Come join us in Paris this summer and refresh your creative palate with the masters of impressionist painting!

During this 11-day program, we will study the main characteristics of Impressionist painting at its zenith, during the second half of the 19th century to the beginning of the 20th century. We will explore how it speaks to our emotions, understand why it was so innovative and how it changed the course of art history.

Renoir, Monet, Manet, Van Gogh, Sisley, Degas, and Caillebotte all lived in Paris. They painted a great deal outdoors, in the city, and in the surrounding suburbs of Paris, which were then countryside villages. We will follow in their footsteps and explore some of the locations where they set their easels.

Our main focus in Paris will be the Gare Saint-Lazare area and the Montmartre neighborhood. As we walk through these areas, we will analyze the architecture and discover how some places appear not to have been touched by time. In the suburbs, we will explore Chatou, Louveciennes, and Marly-le-Roi, following trails that take us to various venues captured in famous paintings. To round off our exploration of the Parisian suburbs, we will travel to Auvers-sur-Oise, where Cézanne and Pissarro preceded Van Gogh; Yerres, where Gustave Caillebotte grew up; and finally to Giverny to visit Monet's home and gardens.

Museum visits will include the Musée d'Orsay, (the "temple" of impressionist paintings), the Musée de l'Orangerie, the Musée Marmottan, Petit Palais Musée des Beaux Art and the Musée de Montmartre where these famous artists are exhibited today.

Tuition includes double-occupancy hotel accommodations, daily Continental breakfast, welcome and farewell dinners, guided tours, museum admission, as well as transportation for day trips and within Paris.

For more information, visit destinations.sva.edu or email Aziza Gaines, program coordinator, at: againes@sva.edu.

IPD-3114-A**Studio Intensive in Oaxaca, Mexico: Independent Projects**

May 31 – June 14

Summer semester: 3 undergraduate studio credits; \$3,400

Instructors: S. DeFrank, M.J. Vath

Jump start your studio practice this summer! Combine a visit to the enchanting city of Oaxaca, Mexico, with concentrated studio time to produce your project. Painting, drawing, sculpture, photography, film/video and interdisciplinary works are all excellent mediums to work with in this inspiring location. Inhabited since prehistoric times, Oaxaca is tranquil but lively city where you can appreciate ancient civilizations, Spanish Colonial art and architecture, vibrant cultural traditions and a lively contemporary arts scene.

Tours to the archeological sites of Monte Alban, and the smaller, exquisitely detailed Mitla (both designated World Heritage sites) will introduce the history of this beautiful valley and its indigenous people. A walking tour of the historic center of Oaxaca will bring us into the Colonial era of the 16th century, and visits to traditional markets and artisan villages allow a closer look at the living traditions of the (mostly) Zapotec people. We will explore numerous contemporary museums and exhibition spaces, artist's studios, sustainable/community-oriented arts projects, and designer/artist/artisan collaborations that look to the future in unexpected ways.

On location, shared studios will be our base of operations as well as our workspace. The studios will be formally in session for a total of 30 hours, with an additional 40 hours of open studio time. There will be informal group reviews and critiques to enjoy peer feedback, and a formal final group critique.

Tuition includes accommodations in the city's historic center, daily breakfast, tours to archeological sites and rural village markets, artist talks, studio visits and museum admissions.

For more information visit destinations.sva.edu or email Steve DeFrank, program coordinator, at: sdefrank@gmail.com.

IPD-3303-A**Painting (and Other Mediums) in Barcelona**

June 22 – July 9

Summer semester: 3 undergraduate studio credits; \$4,300

Instructors: T. Carr, C. Miquel

Come to Barcelona and see why this electrifying Mediterranean city has drawn and inspired so many artists—specifically Pablo Picasso, Joan Miró and Antonio Tàpies. In fact, since the program began in 1989, hundreds have participated and many have repeated the program three or more times.

This intensive workshop will be held in the spacious studio of the Escola Massana—Centre d'Art I Disseny, and is designed to help you develop your creative skills, explore new directions in style or technique, and clarify your artistic vision. You'll receive daily one-on-one reviews of your work, and a group critique scheduled at the end of the program. (The workshop is held Monday through Friday, from 10:00 am to 2:00 pm. You may work in the studios until 6:00 pm.)

Weekends are yours to explore the city or soak up the sunshine and Catalan culture by visiting the Roman ruins in the nearby towns or Tarragona and Girona; or relax on the coastal town of Sitges, or visit the Dalí Museum in Figueres to further inspire your process.

Tuition includes: Double-occupancy accommodations with daily breakfast, welcome and farewell meals, metro card, guided city tours and museum admission.

Note: This program is open to painters and for those wishing to work on drawing, pen-and-ink, pastels, watercolor and collage. A portfolio of 12 images of recent work must be submitted, along with a completed application form. Acceptance to this program is based upon portfolio review.

For more information, visit destinations.sva.edu or email Dora Riomayor, director of SVA Destinations, at: driomayor@sva.edu.

IPD-3576-A**Architecture and Design: Venice, Florence and Lucca**

May 25 – June 9

Summer semester: 3 undergraduate art history credits; \$4,200

Instructors: C. Bentel, E. Martin

Experience and study Italian historic and contemporary architecture and design, gain an in-depth understanding of its history, concepts and sensibilities, and explore how these concepts can be applied to contemporary design today.

We will visit historic and modern sites and structures, learn about their role in history, sketch them, analyze them and evaluate how time-tested principles and precedents from the past have inspired modern design. Historic sites in Italy have been preserved, and in some cases transformed with modern uses, and remain a vital part of the Italian city. The program includes five days in Venice, two days in Lucca and eight days in Florence.

Tuition includes transfers to Lucca and Florence, lodging in Venice, Lucca and Florence, continental breakfast at Venice and Florence lodgings, welcome and farewell meals, admission to group tour sites, local three-day unlimited vaporetto pass in Venice and three-day Firenze Card for admissions and unlimited local travel in Florence.

Prerequisite: Applicants must have completed at least one year of college-level studies.

Note: A portfolio of six images of recent sketches and an example of writing (at least two pages in length) must be submitted with a completed application form. Acceptance to this program is based upon portfolio and writing sample review.

For more information, visit [destinations@sva.edu](https://destinations.sva.edu) or email Elisabeth Martin at: emartin2@sva.edu.

IPD-2361-A**Portraits of Barbuda: Its History, People and Way of Life**

June 11 – June 18

Summer semester: 1 undergraduate studio credit; \$3,400

Limited space is available

Come spend a week in Barbuda and explore one of the few undeveloped Caribbean islands, while learning about its history from elders, historians, marine biologists and environmentalists.

Each participant will create a visual portrait of Barbuda, which may employ drawing, collage, mixed media, painting and photography. Throughout the program, image-making collaboration across disciplines will be encouraged. Participants will also keep a journal of site visits and complete two short written pieces that express their experience of the island.

Caves and archeological excavations are among the guided visits, as well as the Codrington Lagoon, which boasts the largest frigatebird colony in the Caribbean. We will also observe what has changed as the islanders' grapple with the devastation left by Hurricane Irma 2017, and discover how the Barbudan way of life has a deep connection to the land.

Participants will stay at the beachfront Barbuda Cottages with stunning oceanfront views. The cottages are five (5) miles from the only village on the island; there is no public transportation.

Tuition for the program includes stilt/elevated shared cottages with multiple bedrooms, well-equipped kitchen, living room and bathroom, as well as welcome and farewell meals and local transportation to site visits.

For more information, visit destinations.sva.edu or email Stefanie Joshua, program coordinator, at: sjoshua@sva.edu.

IPD-3224-A**SVA at Cannes**

May 18 – May 28

Summer semester: 3 undergraduate art history credits; \$3,400

Instructor: S. Petrosino

This program offers students a once-in-a-lifetime experience to attend the renowned Cannes Festival, which is held on the beautiful French Riviera. This annual celebrity-packed event previews new feature, independent and short films of all genres from around the world, and includes works from major filmmakers to first-time directors. Students will receive festival accreditation and daily access to screenings of selected films, as well as opportunities for Q&As with filmmakers and access to events and panel discussions at the American Pavilion and Directors' Fortnight.

Tuition for the program includes festival accreditation, shared hotel accommodations, daily breakfast, American Pavilion membership pass, priority access to the Directors' Fortnight screenings and panel discussions, welcome and farewell dinners, and airport pickup /drop off from Nice Airport to hotel.

Prior to the start of the program, participants are required to research filmographies of the directors who will be screening at the festival and write a three-page essay on one of the directors. During the program participants will keep a daily journal of their Cannes experiences, and complete a 500-hundred-word essay on a film screened or a paneled artist. A 12-page paper on one of the films screened must be submitted within two weeks after the close of the program.

Note: An interview is required for acceptance to this program.

For more information, visit destinations.sva.edu or email Sal Petrosino at spetrosino@sva.edu.



Undergraduate



BFA Advertising

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.
2. Students must meet all requirements of the BFA Advertising Department and complete a portfolio review at the end of each year.
3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year advertising majors must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

ADD-1010

Principles of Visual Language I

Fall semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own "visual language." Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based: supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage.

ADD-1015

Principles of Visual Language II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1010 for course description.

ADD-1030

Foundations of Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

ADD-1035

Foundations of Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1030 for course description.

AHD-1010

European Painting: Late Gothic to Romanticism

Fall semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHD-1015 through AHD-1017

Spring semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period. *Note: Please refer to the art history listing for course descriptions.*

DSD-1005

Thinking Design

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSD-1040

Fabrication and Innovation

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the

end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

Advertising Foundation Block 1 / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-1AD European Painting 9:00-11:50 S. Ginsburg	
10					ADD-1030-1AD Foundations of Drawing I 9:00-2:50 R. Babboni
11					
12	HCD-1020 Writing and Thinking 12:10-3:00	ADD-1010-1AD Principles of Visual Language I 12:10-6:00 T. Simon		DSD-1040-1AD Fabrication and Innovation 12:10-6:00 K. O’Callaghan	
1					
2					
3					
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					
9					

Advertising Foundation Block 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1015-1AD Modern Art 9:00-11:50 Instructor: TBA	
10					ADD-1035-1AD Foundations of Drawing II 9:00-2:50 R. Babboni
11					
12	HCD-1025 Writing and Literature 12:10-3:00	ADD-1015-1AD Principles of Visual Language II 12:10-6:00 T. Simon		SMD-1020-1AD Foundations of Visual Comp. 1:10-5:00 T. Fong	
1					
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SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

REQUIREMENT A

Second-year students must take one semester of:

DSD-2005	Design Thinking
ADD-2030	Integrated Advertising and Communication I
ADD-2035	Integrated Advertising and Communication II
ADD-2036	Fearless Branding I
ADD-2037	Fearless Branding II
ADD-2040	Creative Problem Solving
DSD-2050	Typographic Design I
DSD-2055	Typographic Design II
DSD-2060	Intermediate Drawing I
DSD-2080	Presentation Skills Seminar
DSD-2090	Click, Touch, Move: Designing for Interactive Experiences I
DSD-2095	Click, Touch, Move: Designing for Interactive Experiences II

For two-semester courses, students must register for the corresponding spring component for each section. Students cannot change sections at the midyear.

REQUIREMENT B

Second-year students must take one of the following courses:

AHD-2121	History of Advertising
AHD-2127	History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present
AHD-2128	The International Typographic Style
AHD-2129	History of Typography

Note: Second-year advertising majors who have not successfully completed all sophomore studio requirements and/or did not pass the sophomore portfolio review will be required to take one or more of the following courses during the summer semester. These requirements must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing for details.

AHD-2127	History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present
DSD-2210	Click, Touch, Move
DSD-2230	Typography Workshop
DSD-2240	Graphic Design Workshop

SUMMER SEMESTER

Students entering the department as first-semester sophomores in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing for details and contact your departmental advisor for summer 2023 course schedules.

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

REQUIREMENT A

Third-year students must take one semester of:

ADD-3207	Advanced Advertising I
ADD-3217	Advanced Advertising II

REQUIREMENT B

Students must choose two courses per semester from any of the following areas. For two-semester courses, students must register for the corresponding spring component for each section. Students cannot change sections at the midyear.

Creative Advertising

ADD-3561	Hacking for Attention: Creative Advertising
ADD-3562	Authenticity in Advertising

Graphic Design

DSD-3351	Design for Social Change I
DSD-3352	Design for Social Change II
DSD-3426	Branding
DSD-3529	Environmental Design: Spatial Branding
DSD-3531	World in Motion: Storytelling for Social Media

Interaction Design

DSD-3741-3754	Interaction Design and Communication I
DSD-3771-3784	Interaction Design and Communication II

Students interested in specializing in interaction design and/or taking Interaction Design Portfolio in their senior year must successfully complete one semester each of Interaction Design and Communication I and II. Students must register for the corresponding spring semester section of their fall course and cannot change sections in the second semester.

Motion Graphics

DSD-3222	Motion Graphics Workshop I
DSD-3223	Motion Graphics Workshop II

Students interested in specializing in motion graphics in their senior year must successfully complete one semester of DSD-3222, Motion Graphics Workshop, and DSD-3223, Motion Graphics Workshop II. Students must register for the corresponding spring semester section of their fall course and cannot change sections in the second semester.

Honors Courses

Note: Registration for these courses is by invitation from the department chair.

ADD-3652	Pop Thinking x ACLU I
ADD-3653	Pop Thinking x ACLU II
DSD-3667	Visual Identity and Multimedia
DSD-3681	Finding Your Voice as a Graphic Designer I
DSD-3682	Finding Your Voice as a Graphic Designer II

SUMMER SEMESTER

Third-year advertising majors who have not successfully completed all junior studio requirements and/or did not pass the junior portfolio review will be required to take DSD-3334, Design Boot Camp, during the summer semester. This requirement must be successfully completed in order to advance to the senior year the following fall semester. Please refer to the summer 2022 course listing for details.

FOURTH-YEAR REQUIREMENTS

Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, to be eligible to graduate. In addition to the requirements that follow, students may take one supplemental portfolio course for credit as a “B” requirement.

REQUIREMENT A

Fourth-year students must take one semester of:

- ADD-4101/4106 Advertising Portfolio I
- ADD-4111/4116 Advertising Portfolio II
- DSD-4300 Presentations Skills Seminar
- DSD-4400 Intellectual Property and the Law

Students must register for the corresponding spring semester section of their fall semester portfolio course. No midyear entry.

REQUIREMENT B

Students must choose one course per semester from the following:

- ADD-3561 Hacking for Attention: Creative Advertising
- ADD-3562 Authenticity in Advertising
- ADD-3652 Pop Thinking x ACLU I
- ADD-3653 Pop Thinking x ACLU II
- DSD-3222 Motion Graphics Workshop I
- DSD-3223 Motion Graphics Workshop II
- DSD-3351 Design for Social Change I
- DSD-3352 Design for Social Change II
- DSD-3529 Environmental Design: Spatial Branding
- DSD-4706 MoGraph Essentials—CINEMA 4D and After Effects I
- DSD-4707 MoGraph Essentials—CINEMA 4D and After Effects II
- DSD-4711 Creative Computing for Interaction Experiences
- DSD-4713 Metaverse: Augmented and Virtual Reality
- DSD-4716 Designing and Prototyping for Immersive Media (XR/AR/VR)
- DSD-4064-4074 Graphic Design Portfolio I: Interaction Design
- DSD-4164-4174 Graphic Design Portfolio II: Interaction Design

For two-semester courses, students must register for the corresponding spring component for each section. No midyear entry.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed in numerical order.

DSD-2005

Design Thinking

Tuesday 9:00-11:50

One semester: no credit

Instructor: G. Anderson

What is design and how can it be used to create, engage and even drive social change? You are entering the profession at an exciting time. Design is everywhere, and designers now have opportunities that were unimaginable even a few years ago. Design is an ever-expanding industry where the role of the designer is highly valued both as arbiter of taste and creator of systems that educate, entertain and impact consumer behaviors. This course will provide an overview of the contemporary design industry in both traditional and emerging media. Through guest lectures, presentations, writing and selected readings, you will come away with a fuller understanding of the designer’s expanding role. *Note: Open to advertising and design majors only. This course is held online.*

Course #	Semester
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DSD-2005-OL	fall
DSD-2005-OL1	spring

ADD-2030

Integrated Advertising and Communication I

Fall semester: 3 studio credits

Whether you aspire to work at a digital agency, studio, or start-up, the “new normal” is influencing everyday human behavior as we interact with products, services, environments and systems. In this course students will focus on identifying and solving big problems, concept ideation, designing for human interaction, branding digital spaces, iterative refinement, prototyping and communication of novel solutions. At each stage of the design process students will practice conveying their ideas by leading critiques and through presentations. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Instructor(s)
ADD-2030-A	M	6:30-9:20	C. Lane
ADD-2030-B	Tu	6:30-9:20	N. Raphan, H. Saheed
ADD-2030-C	W	9:00-11:50	V. Tulley
ADD-2030-D	W	6:30-9:20	A. Beltrone, J. Marsen
ADD-2030-E	Th	6:30-9:20	TBA

ADD-2035

Integrated Advertising and Communication II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-2030 for course description.

Course #	Day	Time	Instructor(s)
ADD-2035-A	M	6:30-9:20	C. Lane
ADD-2035-B	Tu	6:30-9:20	N. Raphan, H. Saheed
ADD-2035-C	W	9:00-11:50	V. Tulley
ADD-2035-D	W	6:30-9:20	A. Beltrone, J. Marsen
ADD-2035-E	Th	6:30-9:20	TBA

ADD-2036-A**Fearless Branding I**

Monday 6:30-9:20

Fall semester: 2 studio credits

Instructor: TBA

Successfully building and selling a new brand takes a certain amount of fearlessness. This course will examine today's most renowned brands, putting their popularity in context, to introduce core concepts in advertising. Students will build on their foundational design skills with creative problem solving, strategic thinking and presentation techniques in order to create their own brand. The further exploration of brands through real-world contemporaries such as influencers, content creators and independent artists, will offer strategies for collaboration, cross-promotion and brand integration. Students will then team up to create a brand collab while learning how to develop pitch decks and related digital campaigns. The course culminates in a competition for the best brand mashup. *Note: Open to sophomore advertising majors only.*

ADD-2037-A**Fearless Branding II**

Monday 6:30-9:20

Spring semester: 2 studio credits

Instructor: TBA

This is the second part of a two-semester course. See ADD-2036 for course description.

ADD-2040-A**Creative Problem Solving**

Wednesday 6:30-9:20

Spring semester: 2 studio credits

Instructor: D. Kim

Behind most exceptionally crafted and culture-breaking creative advertising ideas is insight, which has the ability to put a brand on the map, change the world, or affect the way you look at an industry. This course focuses on how to start developing creative ideas and the insights from where they originated. Students will acquire the ability to concept and present ideas with a creative hook, based on strategies and insights. Understanding how to generate ideas is essential for anyone learning to use their creativity, whether for a brand or themselves. *Note: Open to sophomore advertising and design majors only.*

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 section for course descriptions and contact your departmental advisor for summer 2023 course schedules.

DSD-2050**Typographic Design I**

One semester: 2 studio credits

The applications of typography and color to a variety of graphic design projects will be explored in this course. Assignments will also address the general rules of design and students will be encouraged to develop a personal vision within the framework of successful design solutions. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-2050-A	M	9:00-11:50	fall	M. Sainato
DSD-2050-OL*	M	9:00-11:50	fall	S. Rogers
DSD-2050-B	M	12:10-3:00	fall	D. Drodvillo
DSD-2050-C	Tu	12:10-3:00	fall	J. Heuer
DSD-2050-D	Tu	3:20-6:10	fall	P. Nessim
DSD-2050-E	Tu	6:30-9:20	fall	P. Nessim
DSD-2050-F	W	9:00-11:50	fall	O. Mezhibovskaya
DSD-2050-G	W	9:00-11:50	fall	TBA
DSD-2050-H	W	6:30-9:20	fall	TBA
DSD-2050-J	Th	9:00-11:50	fall	R. Mehl
DSD-2050-K	Th	3:20-6:10	fall	R. Mehl
DSD-2050-L	F	9:00-11:50	fall	I. Urbina
DSD-2050-M	F	9:00-11:50	fall	J. Newton
DSD-2050-Z	Th	6:30-9:20	spring**	TBA

* *Note: DSD-2050-OL is held online.*

** *Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.*

DSD-2055**Typographic Design II**

Spring semester: 2 studio credits

This is the second part of a two-semester course. See DSD-2050 for course description. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-2055-A	M	9:00-11:50	M. Sainato
DSD-2055-OL*	M	9:00-11:50	S. Rogers
DSD-2055-B	M	12:10-3:00	D. Drodvillo
DSD-2055-C	Tu	12:10-3:00	J. Heuer
DSD-2055-D	Tu	3:20-6:10	P. Nessim
DSD-2055-E	Tu	6:30-9:20	P. Nessim
DSD-2055-F	W	9:00-11:50	O. Mezhibovskaya
DSD-2055-G	W	9:00-11:50	TBA
DSD-2050-H	W	6:30-9:20	TBA
DSD-2050-J	Th	9:00-11:50	R. Mehl
DSD-2050-K	Th	3:20-6:10	R. Mehl
DSD-2050-L	F	9:00-11:50	I. Urbina
DSD-2050-M	F	9:00-11:50	J. Newton

* *Note: DSD-2055-OL is held online.*

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2060**Intermediate Drawing I**

One semester: 2 studio credits

This course will explore drawing techniques using concepts of design, form, action, space, scale, texture and systems inherent to cohesive compositions.

Note: Open to sophomore advertising and design majors only.

Course #	Day	Time	Semester	Instructor
DSD-2060-A	M	9:00-11:50	fall	J. Ruggeri
DSD-2060-B	M	9:00-11:50	fall	P. Hristoff
DSD-2060-C	M	12:10-3:00	fall	S. Gaffney
DSD-2060-D	Tu	12:10-3:00	fall	J. Ruggeri
DSD-2060-E	Tu	3:20-6:10	fall	J. Ruggeri
DSD-2060-F	W	12:10-3:00	fall	C. Gerard
DSD-2060-G	W	3:20-6:10	fall	C. Gerard
DSD-2060-H	W	3:20-6:10	fall	S. Maku
DSD-2060-J	Th	9:00-11:50	fall	S. Punch
DSD-2060-K	Th	12:10-3:00	fall	S. Punch
DSD-2060-L	Th	3:20-6:10	fall	J. Parks
DSD-2060-M	F	9:00-11:50	fall	J. Ruggeri
DSD-2060-Z	F	9:00-11:50	spring*	C. Gerard

* *Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.*

DSD-2080-OL**Presentation Skills Seminar**

Saturday 10:00-1:00

Spring semester: no credit (7 weeks, begins 1/14)

Instructor: S. Chung

Even the best work needs to be presented clearly and convincingly. This course will introduce students to industry standards and norms for constructing and presenting work—a skill critical for all creatives. From the development of decks to preferred software, this asynchronous online seminar will examine best practices, key techniques and terminology, and critical considerations needed to get a job, sell a pitch, be part of a team, and more. Each student will produce a video for review prior to completion of the course. *Note: Open to sophomore advertising and design majors only. This course is held online.*

DSD-2090**Click, Touch, Move: Designing for Interactive Experiences I**

One semester: 3 studio credits

As we increasingly encounter design in our digital experiences, the contemporary designer must not only learn new tools to better shape these experiences, but also master them to create entirely new ones. Over the course of a year this course will explore contemporary design trends, best practices and the tools needed to create websites, apps, wearable technology, interactive prototypes, motion graphics, augmented reality, mixed reality and virtual reality, as well as introduce topics of future study such as creative coding, generative design and artificial intelligence. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-2090-A	M	9:00-11:50	fall	L. Leckie
DSD-2090-B	M	12:10-3:00	fall	TBA
DSD-2090-C	W	9:00-11:50	fall	L. Leckie
DSD-2090-D	W	9:00-11:50	fall	D. Poon
DSD-2090-E	W	12:10-3:00	fall	R. Levy
DSD-2090-F	W	12:10-3:00	fall	L. Leckie
DSD-2090-G	W	3:20-6:10	fall	R. Levy
DSD-2090-H	Th	9:00-11:50	fall	K. Cadena
DSD-2090-J	Th	9:00-11:50	fall	TBA
DSD-2090-K	Th	6:20-9:30	fall	S. Jessen
DSD-2090-L	F	12:10-3:00	fall	T. Fong
DSD-2090-M	F	3:20-6:10	fall	T. Fong
DSD-2090-Z	Th	12:10-3:00	spring*	K. Cadena

* *Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography*

Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2095**Click, Touch, Move: Designing for Interactive Experiences II**

Spring semester: no credit

This is the second part of a two-semester course. Please see DSD-2090 for course description. *Note: Midyear entry is allowed with instructor's permission. Open to advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-2095-A	M	9:00-11:50	L. Leckie
DSD-2095-B	M	12:10-3:00	TBA
DSD-2095-C	W	9:00-11:50	L. Leckie
DSD-2095-D	W	9:00-11:50	D. Poon
DSD-2095-E	W	12:10-3:00	R. Levy
DSD-2095-F	W	12:10-3:00	L. Leckie
DSD-2095-G	W	3:20-6:10	R. Levy
DSD-2095-H	Th	9:00-11:50	K. Cadena
DSD-2095-J	Th	9:00-11:50	TBA
DSD-2095-K	Th	6:20-9:30	S. Jessen
DSD-2095-L	F	12:10-3:00	T. Fong
DSD-2095-M	F	3:20-6:10	T. Fong

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

AHD-2121**History of Advertising: From the 19th Century to the Present**

One semester: 3 art history credits

This course traces the history of advertising in the United States and how it increased from a \$200 million industry in the 1800s to a \$3 billion industry in the 1900s. Through field trips, guest lectures and documentaries, this course will survey the art directors, writers, photographers, agencies and campaigns that helped to shape American culture from the war raddled 1930s and '40s to the prosperous '50s to the *Mad Men* era that continued into the early 1970s and its impact on the '80s. In addition to exploring product and service campaigns, we will discuss several topics as they relate to advertising, such as political ideology, energy conservation, deforestation, public service and military recruitment.

Note: Open to advertising and design majors only.

Course #	Day	Time	Semester	Instructor
AHD-2121-A	M	9:00-11:50	fall	H. Saheed
AHD-2121-B	Th	9:00-11:50	fall	L. Singer
AHD-2121-C	M	9:00-11:50	spring	H. Saheed
AHD-2121-D	Th	9:00-11:50	spring	L. Singer

AHD-2127

History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present

One semester: 3 art history credits

This course will focus on various graphic design movements from art nouveau and Jugendstil to De Stijl and Dada; from the impact of the Bauhaus to the fervor of the streamlined 1930s; from the Swiss International style of the '50s to the psychedelia of the '60s and on to the punk '70s and postmodern '80s. We will also examine the subjects, themes and relationship of the designer to the period. Using examples of the period as a focal point, the evolving design styles and their relationship to politics, commerce, social mores, technology and pop culture will be explored. From the beautiful to the ridiculous, the ephemeral aspects of design will be studied. Guest speakers will feature individuals who have created important design work of the periods discussed. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
AHD-2127-A	M	9:00-11:50	fall	B. Smith
AHD-2127-B	Tu	9:00-11:50	fall	G. D'Onofrio
AHD-2127-C	Tu	6:30-9:20	fall	K. Mezhibovskaya
AHD-2127-D	W	9:00-11:50	fall	L. Singer
AHD-2127-E	M	9:00-11:50	spring	B. Smith
AHD-2127-F	Tu	9:00-11:50	spring	G. D'Onofrio
AHD-2127-G	Tu	6:30-9:20	spring	K. Mezhibovskaya
AHD-2127-H	W	9:00-11:50	spring	L. Singer

AHD-2128

The International Typographic Style

Thursday 9:00-11:50

One semester: 3 art history credits

Instructor: G. D'Onofrio

The course will explore the development of the International Typographic Style from its constructivist origins and postwar Swiss Style design roots of the 1950s to its rapid expansion across Europe, the United States, Canada, South America, Japan, and beyond. We will examine the evolving design style and the role of the pioneer designer in society, with an emphasis on notable works, subjects and themes, and their cultural, political and social connections. Together we'll investigate the international design pioneers who explored and expanded upon the movement until the mid-1970s (including many lesser-known and unrecognized figures), their evolving ideologies and principles, distinctive visual vocabularies, technological advancements, landmark exhibitions, publishing programs and institutional pedagogies, as well as the development of the emerging field of corporate identity and cultural communications. Slide lectures, primary readings, discussions will be complemented with research and writing assignments. *Note: Open to advertising and design majors only.*

Course #	Semester
AHD-2128-A	fall
AHD-2128-B	spring

AHD-2129

History of Type: Stories, Secrets, Experiments and Accidents

One semester: 3 art history credits

The history of type is a mix of stories, secrets, experiments and accidents. In this course students will explore why letters have thick-and-thin strokes, why the tail of the Q is on the right side, why some types are called "Fat Faces" and others are grotesque, why some people refuse to use Gill Sans, who Mrs. Eaves was, and much more. Everyone has a typeface they love (Helvetica)—and one they don't (Helvetica). This course will explain why people love certain typefaces and hate others—and why they should love the ones they hate and hate the ones they love. If you have a question about type, this is where you can find the answer. *Note: Open to advertising and design majors only. Sections AHD-2129-OL and AHD-2129-OL1 are held online.*

Course #	Day	Time	Semester	Instructor
AHD-2129-OL	Tu	9:00-11:50	fall	M. O'Connell
AHD-2129-A	Tu	12:10-3:00	fall	P. Shaw
AHD-2129-OL1	Tu	9:00-11:50	spring	M. O'Connell
AHD-2129-B	Tu	12:10-3:00	spring	P. Shaw

DSD-2169

Experimental Book Art

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: C. Gianakos

The widespread availability of electronic communications has given the physical book an important place in our lives through its tactile three-dimensional quality. In this course students will produce a term project of their choosing, which can be expressed in an experimental and/or practical way; the book will be reviewed regularly throughout the semester. In addition, weekly exercises in a variety of materials will allow students to hone their bookbinding techniques. Typography, architecture, and the history of bookmaking and fine arts will come into play. The objective of the course is for students to explore their full potential and learn to trust their creative sensibilities. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2169-A	fall
DSD-2169-B	spring

DSD-2172

Zines

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Stikeleather

In this course we will explore the craft, history and contemporary culture of zines and artists' books. Students will complete a series of projects that work through various zine and book forms (from quick folded pamphlets to larger bound objects to digital publications and beyond). Emphasis will be placed on exposing students to a wide range of tools and techniques (both physical and digital), with the goal of exploring how various forms and methods of production can influence content (narrative, typography, image, experience). We will learn from historical processes and tools, while leaning heavily on contemporary production methods (such as Adobe InDesign, Photoshop, Illustrator, web-based content management tools, Risograph printing). Occasional visits to museum library collections (Printed Matter, The Met, MoMA) will be included. This is a course of rigorous making and experimentation with demonstrations, workshops and critiques. Students will complete the semester with a collection of publications they have designed and produced. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2172-A	fall
DSD-2172-B	spring

DSD-2174

Visual Storytelling: Autobiography Through Visual Language

Thursday 9:00-11:50

One semester: 3 studio credits

Providing an overview of autobiographic storytelling through visual language, in this course we will examine the evolution and history of documentary storytelling, from the early cave paintings to *The New York Times* Op-Docs. Through interviews, documented research, travel (virtual or physical) and an examination of physical archives, students will complete a 15-week project that explores how they connect to the world with a unique voice and perspective. Any medium can be used for the project, including collage, drawing, rudimentary digital video (iPhone), graffiti and performance art, even a blog. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester	Instructor
DSD-2174-A	fall	H. Nuhn
DSD-2174-B	spring	H. Nuhn
DSD-2174-C	spring	L. Small

DSD-2179**Digital Photography for Designers**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: A. Robinson

The basics of digital photography will be covered in this course to provide a fundamental understanding of image capture. Technique will be practiced through a series of creative photographic assignments where the focus is on creative image-making. Assignments will be designed to explore a range of photographic genres including portraiture, still life and documentary. *Note: Students must have access to a digital camera that shoots RAW with full manual operation. Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2179-A	fall
DSD-2179-B	spring

DSD-2186**Originality**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: A. Leban

Oscar Wilde said, "Most people are other people. Their thoughts are someone else's opinions, their lives a mimicry, their passions a quotation." How can we make our work stand out as distinctly ours in the midst of the many thousands of visual and verbal messages that we absorb each day? Are we able to be visible in the ocean of images produced by artists and designers around the globe? For decades this course has been successfully helping students to remove the obstacles that block their unique identity in their work. New ideas do not come from thinking in the same old way. By bringing to attention the preconceptions, unconscious assumptions and beliefs, and the multitude of influences that shape us, we will open a path toward your personal, creative identity. *Note: Open to students from all departments.*

Course #	Semester
DSD-2186-A	fall
DSD-2186-B	spring

ADD-3207-A**Advanced Advertising I**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: R. Paulson

This is a course about creative problem solving—from integrated campaigns to business design. We're not just going to be making ads. We're going to be using design and creativity to reimagine what brands can do in a range of ways that are relevant today. Most importantly, we will be getting you ready to go out there and start an awesome career where you get paid to do something most people only dream of. It'll be lots of work, this isn't an intro class . . . but it'll be worth it. Prerequisite: ADD-2035, Basic Advertising II, or equivalent. *Note: Open to junior advertising and design majors only.*

ADD-3217-A**Advanced Advertising II**

Wednesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: R. Paulson

This is the second part of a two-semester course. Please see ADD-3207 for course description. *Note: Midyear entry is allowed with instructor's permission. Open to junior advertising and design majors only.*

DSD-3222**Motion Graphics Workshop I**

One semester: 3 studio credits

Motion graphics is used not only to generate impactful animations, but also commonly applied at various stages of the design process. In the past few years, outgrowing its traditional role, motion graphics has become an essential and powerful tool that forms and informs the core of interaction design and user experience, as well as graphic design at large. This course will familiarize students with the tools, techniques and practices that lie at the core of motion design, including Adobe After Effects and Premiere. Adobe Illustrator and Photoshop will also be employed in the creation of motion projects. *Note: Open to junior and senior advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-3222-A	M	6:30-9:20	fall	H. Lam
DSD-3222-B	Tu	9:00-11:50	fall	A. Dan
DSD-3222-C	W	9:00-11:50	fall	A. Dan
DSD-3222-D	W	12:10-3:00	fall	TBA
DSD-3222-E	W	3:20-6:10	fall	TBA
DSD-3222-F	Th	9:00-11:50	fall	A. Dan
DSD-3222-G	Th	12:10-3:00	fall	TBA
DSD-3222-H	Th	6:30-9:20	fall	D. Watwani
DSD-3222-A1*	Th	6:30-9:20	fall	D. Conklin
DSD-3222-A2*	Th	6:30-9:20	spring	D. Conklin

*Note: Sections DSD-3222-A1 and DSD-3222-A2 are one semester only.

DSD-3223**Motion Graphics Workshop II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See DSD-3222 for course description. *Note: Open to junior and senior advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-3223-A	M	6:30-9:20	H. Lam
DSD-3223-B	Tu	9:00-11:50	A. Dan
DSD-3223-C	W	9:00-11:50	A. Dan
DSD-3223-D	W	12:10-3:00	TBA
DSD-3223-E	W	3:20-6:10	TBA
DSD-3223-F	Th	9:00-11:50	A. Dan
DSD-3223-G	Th	12:10-3:00	TBA
DSD-3223-H	Th	6:30-9:20	D. Watwani

DSD-3351-A**Design for Social Change I**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Leban

We'll use design to call out new ideas and a new ethos of truth-telling. We'll create ads, posters, books and logos to present alternatives to mind-numbing consumer culture. The focus of this course will be on subjects that affect our lives—such as owning our own time, corporate impact on the physical environment and the human psyche, issues of economic fairness and alternatives to money obsession, gender, food, voting and animal rights. You will be able to choose subjects that concern you and communicate your views. We'll explore and develop various means for making ideas for social change public. Work from this course is in the poster collection of the U.S. Library of Congress; on the website of the Center for Constitutional Rights; has been produced for the Washington, DC subways; and distributed throughout the New York City public school system, as well as in exhibitions, conferences, book fairs and guerilla contexts. *Note: Open to students from all departments.*

DSD-3352-A**Design for Social Change II**

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Leban

This is the second part of a two-semester course. See DSD-3351 for course description. *Note: Midyear entry is allowed with instructor's permission.*

DSD-3426**Branding**

One semester: 3 studio credits

Instructor: E. Baker

This course will explore identity design and the development of leading identity design programs. Researching, naming and designing an identity system will be assigned, including design explorations, presentation techniques, refinement and the application of a logo. Typographical, color standards and the design of a graphic standards manual will also be covered, as well as the application of systems—stationery, packaging, signage, and collateral materials. The study of identity and logo design will focus on the works of designers and design firms such as Paul Rand, Saul Bass, Chermayeff and Geismar, Pentagram, Landor and Charles Anderson. *Note: Open to junior advertising and design majors only.*

Course #	Day	Time	Semester
DSD-3426-A	Th	12:10-3:00	fall
DSD-3426-B	Th	3:20-6:10	fall
DSD-3426-C	Th	12:10-3:00	spring
DSD-3426-D	Th	3:20-6:10	spring

DSD-3426**Branding**

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: D. Kammerzell

Understanding the fundamentals of brand identity and how to create exciting and engaging brand experiences through design will be the focus of this course. Through exposure to a variety of visual identity issues, students will be challenged to create unique ideas and solutions that meet real-world concerns. An emphasis will be placed on understanding and capturing the essence of a chosen brand (corporation, product, service, organization, personality, etc.) to ultimately develop visual identities that target all platforms on which the brand has to perform (packaging, editorial, environmental design, online, advertising, etc.). We will begin with specific visual branding exercises and students will choose topics to approach them. These exercises will then be extended into a visual identity development that encompasses several branding challenges. *Note: Open to junior advertising and design majors only.*

Course #	Semester
DSD-3426-E	fall
DSD-3426-F	spring

DSD-3529**Environmental Design: Spatial Branding**

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: C. Flexon

The built environment is no less an opportunity for design and branding than the page or the screen. In this course students will learn to study, develop and create work in a three-dimensional and architectural space. They will be challenged to imagine, develop and execute branding-specific design work on a large scale. Core concepts, technical skills and essential knowledge required for bringing three-dimensional work to life in the real world will be introduced. *Note: Open to junior and senior advertising and design majors only.*

Course #	Semester
DSD-3529-A	fall
DSD-3529-B	spring

DSD-3531**World in Motion: Storytelling for Social Media**

Monday 3:20-6:10

One semester: 3 studio credits

Instructor: R. Rodrigues

What does it take to create a visual story that captures the attention and imagination of your viewers? We will explore creative storytelling approaches to develop engaging narratives and propel your expertise through hands-on, assignment-driven practice and critique sessions. Industry insights from guest lectures by practicing creatives will be included. Learn clever ways to acquire

expert production techniques for art direction, shooting, lighting and sound to help translate your work into a captivating, powerful and authentic online—or offline—viewing experience. *Note: Open to junior advertising and design majors only.*

Course #	Semester
DSD-3531-A	fall
DSD-3531-B	spring

ADD-3561-A**Hacking for Attention: Creative Advertising**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Blaze

We live in a world where brands, people and ideas all compete for the most demanding currency—our attention. To reach people in the most disruptive ways possible, many brands, nonprofits, and others turn to advertising and creative ideas to capture one's attention, wherever it is currently. Anywhere you spend your time can be hacked for attention—whether it's an emerging social media channel, a streaming video or video-game platform, a trending meme, messaging app, the drop of a new shoe or music track, or wherever your "screen time" says you spend your time. This course is focused on where you and others expend your attention and how you can hack it to deliver culture-shattering ideas. Current brands and agencies are looking to hire creative talent that understand these platforms and trends, inside and out. That's where you step in. *Note: Open to junior and senior advertising and design majors only.*

ADD-3562-A**Authenticity in Advertising**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: Z. Kessler

Many of life's culture-shaping ideas, products, businesses and brands were developed from personal problems and a bit of passion. This course is focused on identifying problems that you have (or may have) faced and finding culture-breaking creative solutions. Whether miniscule in scale (like waking up in the morning) or daunting life-altering issues (such as climate change)—you'll find innovative ways to tackle the issue and turn your passion into creative ideas that can get you noticed and eventually hired. *Note: Open to junior and senior advertising and design majors only.*

ADD-3652-A**Honors: Pop-Thinking x ACLU I**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Ha

Together, with the American Civil Liberties Union (ACLU), we will explore ways to use advertising to defend human rights. In order to do so students will cultivate the ability to persuasively communicate with an audience in a digital world. Our primary goal is to explore and understand topical moments in pop culture, current events, social media and technology to effectively aid the ACLU with their campaign efforts. This will enable us to think, act and create like our audience—that is pop-culturally obsessed, digitally savvy and constantly consuming content. However, unlike other courses, we will be working with an actual client and presenting ideas. This is a hands-on experience of what it's like to work with a real-world client. *Note: Open to junior and senior advertising and design majors only. Registration for this course is by invitation from the department chair.*

ADD-3653-A**Honors: Pop-Thinking x ACLU II**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: S. Ha

This is the second part of a two-semester course. See ADD-3652 for course description. *Note: Open to junior and senior advertising and design majors only. No midyear entry.*

DSD-3667**Honors: Visual Identity and Multimedia**

Monday 5:00-7:50

One semester: 3 studio credits

Instructors: T. Geismar, S. Haviv, M. Owens

Limited to 12 students per section

Today's constantly evolving multimedia world demands that a successful graphic identity be simple, bold, memorable and flexible. Held in the Chermayeff & Geismar & Haviv studio, this course will teach students how to create powerful, concept-based identities that thrive in the multimedia realm. Chermayeff & Geismar & Haviv has developed an idea-driven methodology for identity design that has resulted in identities for hundreds of major clients like Chase Bank, NBC, Museum of Modern Art and the Library of Congress. Affording students the opportunity to design directly for real-world clients, the course will lead students through the firm's problem-solving approach to graphic design as they work with an organization or small business to develop a visual identity from start to finish. Students will be encouraged to explore opportunities for identity expression in new media. *Note: Open to junior advertising and design majors only. Registration for this course is by invitation from the department chair.*

Course #	Semester
DSD-3667-A	fall
DSD-3667-B	spring

DSD-3681-A**Honors: Finding Your Voice as a Graphic Designer I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. Sahre

With the splintering of the discipline, it is more important than ever to have a specific point of view as a graphic designer. This course will focus on the journey each student has taken as a designer up to this point, and we will work toward identifying and developing each student's unique process, ideas, typography, form making and approach. The course will consist of a combination of lectures, field trips and individual (and group) design projects and in-class critiques. Projects will be geared toward empirical explorations to gain an understanding of each student's design process, whether working individually or in groups. The development of a critical judgment and unique "design voice" is encouraged. *Note: Open to junior advertising and design majors only. Registration for this course is by invitation from the department chair.*

DSD-3682-A**Honors: Finding Your Voice as a Graphic Designer II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: P. Sahre

This is the second part of a two-semester course. See DSD-3681 for course description. *Note: Open to junior advertising and design majors only. No midyear entry.*

DSD-3741 through DSD-3754**Interaction Design and Communication I**

Fall semester: 3 studio credits

Limited to 14 students per section

Working in today's digital world encompasses both the usability and aesthetic of a product, service, brand, or strategy that relies on technology. In this course you will learn how to tackle the unique challenges and opportunities that will be encountered on the job. Sessions will cover user interface design principles, information hierarchy and navigation, context and human-technology interactions, and how these elements combine to create a compelling experience. The course format will include lecture, discussion, exercises, interim presentations, and a thorough documentation of the research and design process. *Note: This is the first part of a two-semester course. Students must register for the corresponding spring*

semester section, Interaction and Communication II. Open to junior advertising and design majors only.

Course #	Day	Time	Instructor(s)
DSD-3741-A	M	6:30-9:20	TBA
DSD-3742-A	M	6:30-9:20	TBA
DSD-3743-A	Tu	6:30-9:20	TBA
DSD-3745-A	Tu	6:30-9:20	P. Colon, M. Turgut
DSD-3747-A	Tu	6:30-9:20	L. Ito, J. Williams
DSD-3748-A	Tu	6:30-9:20	S. Winchell
DSD-3751-A	W	6:30-9:20	S. Schimel, G. Siegal
DSD-3752-A	W	6:30-9:20	A. Azry, TBA
DSD-3753-A	W	6:30-9:20	N. Lim, J. McKay
DSD-3754-A	Th	6:30-9:20	A. Zukofsky

DSD-3771 through DSD-3784**Interaction Design and Communication II**

Spring semester: 3 studio credits

Limited to 14 students per section

This is the second part of a two-semester course. See DSD-3741 through DSD-3754 for course description. *Note: Open to junior advertising and design majors only.*

Course #	Day	Time	Instructor(s)
DSD-3771-A	M	6:30-9:20	TBA
DSD-3772-A	M	6:30-9:20	TBA
DSD-3773-A	Tu	6:30-9:20	TBA
DSD-3775-A	Tu	6:30-9:20	P. Colon, M. Turgut
DSD-3777-A	Tu	6:30-9:20	L. Ito, J. Williams
DSD-3778-A	Tu	6:30-9:20	S. Winchell
DSD-3781-A	W	6:30-9:20	S. Schimel, G. Siegal
DSD-3782-A	W	6:30-9:20	A. Azry, TBA
DSD-3783-A	W	6:30-9:20	N. Lim, J. McKay
DSD-3784-A	Th	6:30-9:20	A. Zukofsky

DSD-4064-A**Graphic Design Portfolio I: Interaction Design**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: H. Ko

As we become increasingly connected through technology, graphic design must create a paradigm of sustainability across disciplines. It requires designers to plan accordingly for this new ecosystem of connectedness, so we can collaborate with professionals in related disciplines. In this course several short- and long-term projects will be assigned. Each project will help students to generate ideas and develop strategies to design things in simple, bold and compelling ways. Student portfolios will showcase various approaches in media, channels and platforms that will demonstrate the ability to adapt to the skills required by the industry. Prerequisite: At least one course in interaction design, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Advertising majors must secure approval by the department chair prior to registration. Open to senior advertising and design majors only.*

DSD-4068-A**Graphic Design Portfolio I: Interaction Design**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: D. Poon

The goal of this course is to develop a portfolio of work that reflects design and conceptual skills across all channels, both traditional and digital. Students will create a complete digital platform and a campaign to drive traffic to the platform. In the first semester, students will concept and design the fundamentals of a brand experience platform, extending across multiple channels (such as web and mobile). Each student will also concept and design a campaign to drive traffic to the platform, also extending across multiple channels (such as social media and interactive OOH). In the spring semester, students will work in teams and collaborate to arrive at their key concepts together—design students will own the development of the platform, and advertising students will own the development of the campaign. Prerequisite: At least one interaction design course, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Advertising majors must secure approval by the department chair prior to registration. Open to senior advertising and design majors only.*

DSD-4074-A**Graphic Design Portfolio I: Interaction Design**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructors: J. Kim

Design is about communication and finding your voice. What is your unique take and view of the world and what do you want to add to it as a designer? In this course we will work to develop our voices, not only as designers and makers of things but also as storytellers, culture shapers and entrepreneurs. We will look at ourselves and determine what each of us, as designers, can add to the world. In the process we will develop digital design skills, learn how to bring an idea to fruition and create portfolio-quality work to help you get the job you want. Along the way you will learn about execution and craft, and what goes into a successful portfolio. We will on projects big and small, learn and hear from industry leaders and develop our skills as presenters. Prerequisite: At least one interaction design course, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Advertising majors must secure approval by the department chair prior to registration. Open to senior advertising and design majors only.*

DSD-4164 through DSD-4174**Graphic Design Portfolio II: Interaction Design**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See DSD-4164 through DSD-4174 for course description. *Note: Open to senior advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-4164-A	Tu	6:30-9:20	H. Ko
DSD-4168-A	W	6:30-9:20	D. Poon
DSD-4174-A	Tu	6:30-9:20	J. Kim

ADD-4101-A**Advertising Portfolio I**

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: TBA

Winning awards may get you an interview, but it's knowing how to sell them inside a big platform that actually gets you hired. Because coming up with super-cool creative is easy without the business realities. What's hard is coming up with smart solutions, the kind of creative that makes you a professional. This course is about creating platforms—big, industry-shaking brand positioning—and then executing the most creative iterations of those platforms. Solid book work to get you a solid job. *Note: Open to senior advertising and design majors only.*

ADD-4106-A**Advertising Portfolio I**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Ha

The core of this portfolio course is to help you create a world-class portfolio that enables you to have more employment opportunities after graduation. With that in mind, we have created a unique and fun mentorship program catered to each student. The program includes earning trophies from major award shows, learning how to build case study videos, craft portfolio websites, reach out to professionals, and practice presenting yourself and your ideas. Students who have taken this course now work at global agencies such as Droga5, Anomaly, Y&R, Johannes & Leonardo, RGA Japan, Jung von Matt and Rokkan. *Note: Open to senior advertising and design majors only.*

ADD-4101 / ADD-4106**Advertising Portfolio II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see corresponding section of ADD-4101 and ADD-4106 for course descriptions. *Note: Open to senior advertising and design majors only.*

Course #	Day	Time	Instructor
ADD-4111-A	W	3:20-6:10	TBA
ADD-4116-A	Tu	6:30-9:20	S. Ha

DSD-4300-OL**Presentation Skills Seminar**

Saturday 10:00-1:00

Fall semester: no credit (7 weeks, begins 9/10)

Instructor: S. Chung

Even the best work needs to be presented clearly and convincingly. This course will introduce students to industry standards and norms for constructing and presenting work—a skill critical for all creatives. From the development of decks to preferred software, this asynchronous online seminar will examine best practices, key techniques and terminology, and critical considerations needed to get a job, sell a pitch, be part of a team, and more. Each student will produce a video for review prior to completion of the course. *Note: Open to senior advertising and design majors only. This course is held online.*

DSD-4400**Intellectual Property and the Law**

Friday 9:00-11:50

One semester: no credit, 7 weeks

Instructor: F. Martinez

The general concepts of law and intellectual property law as they apply to the practice of design will be examined, including basic legal issues of contract and property law within the creative context. Among the topics explored will be the work-for-hire agreement, the consignment agreement and the agency agreement. The law of copyright, trademark and patents will also be explored. Issues such as registering a copyright, copyright infringement, registering a trademark and trade dress infringement and patents (in particular, design patents) will be examined from the perspective of the professional designer. In addition, design and information issues presented by new technology, such as the web, will be included throughout the course. *Note: Open to senior advertising and design majors only. This course is held online.*

Course #	Semester	Begins
DSD-4400-OL	fall	9/9
DSD-4400-OL1	fall	11/4
DSD-4400-OL2	spring	1/13
DSD-4400-OL3	spring	3/17

SENIOR PROJECT COURSES

These courses are intensive one- and two-semester offerings in specialized areas. Projects are geared toward additional diversity for student portfolios.

TWO-SEMESTER SENIOR PROJECT COURSES

Students who wish to register for the following two-semester courses must enroll for both semesters.

DSD-4706

MoGraph Essentials—CINEMA 4D and After Effects I

Fall semester: 3 studio credits

Whether your field of work is print, advertising, graphic design, film, or motion graphics, MAXON CINEMA 4D gives you all the tools you need to make your ideas reality. Students can create 3D elements for storyboards, animations and designs. The software's intuitive interface and logical workflow make it possible for those new to 3D artistry to dive right in. In this course CINEMA 4D will be used for enhancing animation to go hand-in-hand with Adobe After Effects. Students will start by learning the application and working on real world projects ranging from a logo animation to a television promo spot. *Note: Students must have prior knowledge of Adobe After Effects or must be concurrently attending an After Effects course. Open to senior advertising and design majors only. This course is held online.*

Course #	Day	Time	Instructor
DSD-4706-OL	Tu	6:30-9:20	M Lane-Smith
DSD-4706-OL1	Tu	6:30-9:20	J. Siemon
DSD-4706-OL2	W	6:30-9:20	TBA

DSD-4707

MoGraph Essentials—CINEMA 4D and After Effects II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See DSD-4706 for course description. Prerequisite: DSD-4706, MoGraph Essentials—CINEMA 4D and After Effects I. *Note: No midyear entry. This course is held online.*

Course #	Day	Time	Instructor
DSD-4707-OL	Tu	6:30-9:20	M Lane-Smith
DSD-4707-OL1	Tu	6:30-9:20	J. Siemon
DSD-4707-OL2	W	6:30-9:20	TBA

ONE-SEMESTER SENIOR PROJECT COURSES

DSD-4701

Production Studio for the Graphic Designer

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Wahler

Today's graphic artist is required to have technical knowledge and production ability. This course offers an opportunity to work on projects in the classroom and then watch the final production on-site at A2A Studio, a full-service production studio. Complete instruction in the skills necessary to produce and manufacture finished portfolio pieces will be given. Using Adobe Illustrator, Photoshop and InDesign, we'll examine all aspects of production as they relate to print, including correct document construction, color space and color systems, separations, trapping, preflighting, print production and paper considerations. Assignments will be produced in the studio using various output devices, from inkjet proofers and large-format digital printers to high-resolution film imagesetters. Students will be able to produce their work combining digital output, transfers, direct imaging, laser cutting, UV printing, plotter cutters, embossing and three-dimensional packaging construction. The opportunity to experiment and work with digital and analog print production tools will be an invaluable experience. Prerequisite: A working knowledge of Adobe design applications. *Note: Open to senior advertising and design majors only.*

Course #	Semester
DSD-4701-A	fall
DSD-4701-B	spring

DSD-4711

Creative Computing for Interaction Experiences

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: J. Yoo

This course will introduce the basics of computer programming as a tool for visual communications and user experiences. With no programming experience required, students will study computer graphics programming through hands-on experiences. During the semester p5.js (JavaScript library) will be used to illustrate the fundamentals of computation. The course will consist of lectures and presentations, with a short assignment after each session. We will also look at techniques to build the generative design, image manipulation and digital interaction. *Note: Open to junior and senior advertising and design majors only.*

Course # Semester

DSD-4711-A	fall
DSD-4711-B	spring

DSD-4713

Metaverse: Augmented and Virtual Reality

Friday 6:30-9:20

One semester: 3 studio credits

Instructor: S. Crumpton

From communication to commerce, much of our daily life has been defined by major shifts in technology. The latest major shift in technology is here, and it is the Metaverse—immersive worlds and virtual objects augmenting the real world. All delivered on Web 3 via new protocols on the blockchain. In this course you will create for the Metaverse by making 3D art, augmented reality and virtual reality through a series of hands-on exercises. Using visual prototyping tools, projects may include a blockchain NFT drop, memorable campaign, digital product, innovative service, or art installation. Knowing how to code is not necessary. The only prerequisites are an imagination and creative drive. *Note: Open to junior and senior advertising and design majors only.*

Course # Semester

DSD-4713-A	fall
DSD-4713-B	spring

DSD-4716

Designing and Prototyping for Immersive Media (XR/AR/VR)

Friday 6:30-9:20

One semester: 3 studio credits

Instructor: R. Dubois

To understand XR, spatial computing for immersive media, you need to understand the technologies that enable it, how they are used and what their future holds. In this course an introduction to XR will be introduced, using a broadly chronological approach—from historical milestones to the wide ranges of mainstream applications today. As you learn about the technology you will develop hands-on experience in the field. The course is structured to strengthen your knowledge of human-centered design principles and offers a dive deep into the design patterns of spatial computing. Lectures are directly tied to hands-on workshops, and you will be building small applications and prototypes across the entire mixed-reality spectrum; from Instagram AR filters and VR interfaces to social VR avatars, and even creating your own personal VR portfolio showcase. How to translate your artistic voice and style into the spatial context of the entire spectrum of immersive media will be included. This course is designed for beginners with very little practice in XR/AR/VR coding as well as those with experience who want to expand their practice. Although no coding knowledge is required, there is an element of coding HTML, CSS and JavaScript that will be taught and practiced in class and home assignments. *Note: Open to senior advertising and design majors only.*

Course # Semester

DSD-4716-A	fall
DSD-4716-B	spring

DSD-4744**Designing a Business**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: L. Singer

If you have an entrepreneurial spirit, this course is for you. It will be a comprehensive experience for anyone who wants to learn the skills it takes to make a business idea become a business reality. We will cover the steps to bring an idea to the marketplace: defining the concept for a business or product of your choice, designing the prototype and corporate identity for your company, writing a business plan and the basic legal requirements to open a business and protect your intellectual property. The final step will be the art of the pitch. Guest speakers will offer their guidance and input. *Note: Open to senior advertising and design majors only.*

Course #	Semester
DSD-4744-A	fall
DSD-4744-B	spring

DSD-4746**Differentiate or Die: How to Get a Job When You Graduate**

One semester: 3 studio credits

Instructors: D. Millman, J. Cohen

You are about to graduate, and you might not have relatives that work at Apple or Google. You need to know how to sell, present, cold-call and talk about money to get a job. This course will address how to make a presentation with conviction and meaning; write a project proposal and how to talk about compensation; develop a unique point of view about design or advertising; craft a powerful résumé; sell your design services in the "real" world with more confidence and success; create persuasive, honest, and effective design presentations, and set yourself up to succeed after graduation. *Note: This course will be held at the SVA Innovation Design Lab, 132 West 21st Street, 11th floor. Open to senior advertising and design majors only.*

Course #	Day	Time	Semester
DSD-4746-A	M	6:30-9:20	fall
DSD-4746-B	Tu	6:30-9:20	spring

DSD-4754-A**Honors: Yearbook I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Newton

Students will create the concept and design of the SVA undergraduate yearbook.

*Note: Registration for this course is by invitation only.***DSD-4755-A****Honors: Yearbook II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: J. Newton

This is the second part of a two-semester course. See DSD-4754 for course description.

*Note: Registration for this course is by invitation only.***Independent Study: Advertising**

One semester: 3 studio credits

Junior and senior advertising majors who wish to pursue a special project not covered by the parameters of their department's curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.50 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
ADD-4996-A	summer
ADD-4997-A	fall
ADD-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

ADVERTISING AND DESIGN FACILITIES ACCESS FOR ALL DEPARTMENTS

Some of the facilities in the BFA Advertising and Design departments are available to students in other departments. Students must have the proper prerequisites, as indicated in the access descriptions that follow.

Digital Imaging Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

For undergraduate students who are not advertising or design majors and who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
DSD-Access-A	fall
DSD-Access-B	spring

Digital Imaging Center Access: Graduate Students

One semester: no credit

Access fee: \$500

For graduate students who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
DIG-Access-A	fall
DIG-Access-B	spring

RISOLAB FACILITIES ACCESS

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Sculpture Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration.

Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

Printmaking Workshop Access: Undergraduate Students

One semester: no credit

Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

BFA PHOTOGRAPHY DARKROOM ACCESS

Darkroom Access: Undergraduate Students

One semester: no credit

Access fee: \$300

Undergraduate students who are not BFA Photography and Video majors and who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

BFA Animation

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.
2. Students must meet all requirements of the BFA Animation Department.
3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

Freshman animation majors must take all the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1170

Animation: From Paper to Pixels

One semester: 3 art history credits

Animation milestones will be screened and examined in this course. We will begin by studying the work of pioneer animators, such as Winsor McCay, Disney and Fleischer, then focus on special topics from later periods, eventually concluding with CG's impact on the art form and industry. Students will view both rare and significant animated films that have influenced the direction of animation for well over a century.

AND-1020

Introduction to Animation I

Fall semester: 3 studio credits

Limited to 20 students per section

This course is an introduction to the principles of animation with hands-on and in-class exercises that explore the process of animation creation from paper to pixel. Basic concepts will be examined, including keys, break down, in-betweening, squash and stretch, anticipation, character design and walk cycle—all of which are the building blocks of animation filmmaking. Drawing skills will be emphasized throughout the first year to build foundation skills. *Note: Student must register for the spring semester section of AND-1025 that corresponds to their fall semester section of AND-1020.*

AND-1025

Introduction to Animation II

Spring semester: 3 studio credits

Limited to 20 students per section

This course is a continuation of AND-1020, Introduction to Animation I. Students will further explore the principles of animation and refine their skills through weekly assignments and exercises. As the course progresses, these principles will be applied to the filmmaking process, and students will script, design, direct and produce short, animated films through working individually as well as collaboratively. Emphasis is placed on craft, conceptual and aesthetic ingenuity, and cohesiveness of story. *Note: Student must register for the spring semester section of AND-1025 that corresponds to their fall semester section of AND-1020.*

AND-1060

Drawing for Animation I

Fall semester: 3 studio credits

Focusing on the fundamental elements of line, space, scale and texture, as well as topics that include anatomy, color theory, perspective and observation, this course will provide a framework for students to translate what they see to how they convey it through the act of drawing. Pencil, charcoal, pen-and-ink and watercolor will be among the materials explored. Projects will range from the figure to nature and still life, and field trips will include drawing on location.

AND-1065

Drawing for Animation II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See AND-1060 for course description.

AND-1140

Story I: Theory and Structure

Fall semester: 3 studio credits

This course will examine the basic structure and principles of what makes a good story. Assignments will explore elements of art direction, cinematography, staging, character design, lighting, timing, and many more facets of narrative. We will address film theory and the production process in order to understand storytelling from a variety of perspectives, and students will discover how to make their animated worlds believable. *Note: Student must register for the spring semester section of AND-1145 that corresponds to their fall semester section of AND-1140.*

AND-1145

Story II: Storyboarding

Spring semester: 3 studio credits

This course is a continuation of AND-1140, Story I: Theory and Structure.

Through lectures, discussions and presentations, students will dive into the development of their own stories—learning by creating. They will pitch ideas to the class, create storyboards, and complete an original pitch book that includes synopsis, script, character design, storyboard, background designs and concept art. Students will also develop critical thinking and clear articulation of their concepts, as well as how to give and receive constructive criticism.

AND-1230

Digital Compositing

Spring semester: 3 studio credits

Digital animation production is the focus of this course, and students will investigate the tools, techniques and concepts that are essential to creating animation. Topics include camera movement, puppet animation, effects, compositing and layout. Demonstrations and assignments are geared to introduce students to a range of software applications as well as gain production experience. The primary applications will include Adobe Animate and After Effects.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

Animation Foundation Block 1 / FALL					
	MON	TUES	WED	THURS	FRI
9			AND-1140-1AN Story I: Theory and Structure 9:00-11:50 R. Gorey		
10					
11					
12				AHD-1170-1AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes	
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4	AND-1020-1AN Introduction to Animation I 3:20-8:10 E. Borja		AND-1060-1AN Drawing for Animation I 3:20-9:10 M. Menjivar		
5					
6					
7					
8					
9					

Animation Foundation Block 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9			AND-1145-1AN Story II: Storyboarding 9:00-11:50 R. Gorey		
10					
11					
12		AND-1230-1AN Digital Compositing 12:10-3:00 K. Llewellyn			
1					
2					
3					HCD-1025 Writing and Literature 3:20-6:10
4	AND-1025-1AN Introduction to Animation II 3:20-8:10 E. Borja		AND-1065-1AN Drawing for Animation II 3:20-9:10 M. Menjivar		
5					
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8					
9					

Animation Foundation Block 2 / FALL					
	MON	TUES	WED	THURS	FRI
9		AND-1060-2AN Drawing for Animation I 9:00-2:50 R. Marshall	HCD-1020 Writing and Thinking 9:00-11:50		AND-1020-2AN Introduction to Animation I 9:00-1:50 M. Menjivar
10					
11					
12					
1				AHD-1170-2AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes	
2					
3					AND-1140-2AN Story I: Theory and Structure 3:20-6:10 B. Rodriguez
4					
5					
6					
7					
8					
9					

Animation Foundation Block 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9		AND-1065-2AN Drawing for Animation II 9:00-2:50 R. Marshall	HCD-1025 Writing and Literature 9:00-11:50		AND-1025-2AN Introduction to Animation II 9:00-1:50 M. Menjivar
10					
11					
12					
1				AND-1230-2AN Digital Compositing 12:10-3:00 C. Vonada	
2					
3					AND-1145-2AN Story II: Storyboarding 3:20-6:10 B. Rodriguez
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8					
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Animation Foundation Block 3 / FALL					
	MON	TUES	WED	THURS	FRI
9	AND-1140-3AN Story I: Theory and Structure 9:00-11:50 R. Gorey		HCD-1020 Writing and Thinking 9:00-11:50	AND-1020-3AN Introduction to Animation I 9:00-1:50 C. Zhao	AND-1060-3AN Drawing for Animation I 9:00-2:50 E. Hoffman
10					
11					
12		AHD-1170-3AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes			
1					
2					
3					
4					
5					
6					

Animation Foundation Block 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AND-1145-3AN Story II: Storyboarding 9:00-11:50 R. Gorey	AND-1230-3AN Digital Compositing 9:00-11:50 K. Llewellyn	HCD-1025 Writing and Literature 9:00-11:50	AND-1025-3AN Introduction to Animation II 9:00-1:50 C. Zhao	AND-1065-3AN Drawing for Animation II 9:00-2:50 E. Hoffman
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6					

Animation Foundation Block 4 / FALL					
	MON	TUES	WED	THURS	FRI
9			HCD-1020 Writing and Thinking 9:00-11:50	AND-1060-4AN Drawing for Animation I 9:00-2:50 M. Menjivar	
10					
11					
12		AHD-1170-4AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes			
1					
2					
3	AND-1140-4AN Story I: Theory and Structure 3:20-6:10 B. Rodriguez		AND-1020-4AN Introduction to Animation I 3:20-8:10 P. Newton		
4					
5					
6					
7					
8					

Animation Foundation Block 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9			HCD-1025 Writing and Literature 9:00-11:50	AND-1065-4AN Drawing for Animation II 9:00-2:50 M. Menjivar	AND-1230-4AN Digital Compositing 9:00-11:50 C. Vonada
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1					
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3	AND-1145-4AN Story II: Storyboarding 3:20-6:10 B. Rodriguez		AND-1025-4AN Introduction to Animation II 3:20-8:10 P. Newton		
4					
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8					

Animation Foundation Block 5 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11			AND-1060-5AN Drawing for Animation I 9:00-2:50 M. Archambault		
12	AND-1140-5AN Story I: Theory and Structure 12:10-3:00 R. Gorey	AND-1020-5AN Introduction to Animation I 12:10-5:00 E. Borja		AND-1230-5AN Digital Compositing 12:10-3:00 C. Vonada	
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
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9					

Animation Foundation Block 5 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11			AND-1065-5AN Drawing for Animation II 9:00-2:50 M. Archambault		
12	AND-1145-5AN Story II: Storyboarding 12:10-3:00 R. Gorey	AND-1025-5AN Introduction to Animation II 12:10-5:00 E. Borja			AHD-1170-5AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes
1					
2					
3					HCD-1025 Writing and Literature 3:20-6:10
4					
5					
6					
7					
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9					

Animation Foundation Block 6 / FALL					
	MON	TUES	WED	THURS	FRI
9	AND-1140-6AN Story I: Theory and Structure 9:00-11:50 B. Rodriguez				AND-1230-6AN Digital Compositing 9:00-11:50 C. Vonada
10			AND-1020-6AN Introduction to Animation I 9:00-1:50 M. Menjivar		
11					
12					
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2					
3			HCD-1020 Writing and Thinking 3:20-6:10		
4		AND-1060-6AN Drawing for Animation I 3:20-9:10 R. Marshall			
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Animation Foundation Block 6 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AND-1145-6AN Story II: Storyboarding 9:00-11:50 B. Rodriguez				
10			AND-1025-6AN Introduction to Animation II 9:00-1:50 M. Menjivar		
11					AHD-1170-6AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes
12					
1					
2					
3			HCD-1025 Writing and Literature 3:20-6:10		
4		AND-1065-6AN Drawing for Animation II 3:20-9:10 R. Marshall			
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Note: Animation Foundation 6 will be made available after all other Animation Foundation programs have reached capacity.

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SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Sophomore animation majors are required to complete:

Course #	Title	Semester
AND-2010	Animation Workshop I	fall
AND-2015	Animation Workshop II	spring
AND-2090	Perspective Drawing	fall or spring
AND-2112	Gesture Drawing	fall or spring
AND-2114	Sonic Storytelling	fall or spring

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Junior animation majors are required to complete:

Course #	Title	Semester
AND-3010	Advanced Animation Workshop I	fall
AND-3015	Advanced Animation Workshop II	spring
AND-3040	Life Drawing: Figure, Form and Function	fall or spring
AND-3120	Visual Development	fall or spring
AND-3125	Career Strategies	fall

FOURTH-YEAR REQUIREMENTS

The recommended course load is 15 credits each semester. Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements to be eligible to graduate.

Senior animation majors are required to complete:

Course #	Title	Semester
AND-4940	Thesis I	fall
AND-4945	Thesis II	spring
AND-4950	Thesis Presentations I	fall
AND-4951	Thesis Presentations II	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Animation majors may register for courses in the BFA Computer Art, Computer Animation and Visual Effects Department with the proper prerequisites and permission from both department chairs. Students will not be charged any course fee associated with these classes. Please refer to the undergraduate computer art, computer animation and visual effects course listing.

Note: Courses are listed in numerical order.

AND-2010

Animation Workshop I

Fall semester: 3 studio credits

Limited to 20 students per section

This course will introduce the animation production pipeline from preproduction through postproduction. Students will research and develop stories with well-rounded characters and environments and then build upon their drawing skills by animating characters and creating believable worlds. Screenings, discussions and in-class exercises are planned throughout the semester and students will prepare to make their own animated shorts. *Note: Student must register for the spring semester section of AND-2015 that corresponds to their fall semester section of AND-2010. Open to animation majors only.*

Course #	Day	Time	Instructor
AND-2010-A	M	9:00-12:50	C. Bertelsen
AND-2010-B	Tu	9:00-12:50	C. Fellmeth
AND-2010-C	Tu	3:20-7:10	C. Fellmeth
AND-2010-D	Tu	3:20-7:10	P. Newton
AND-2010-E	W	12:10-4:00	C. Fellmeth
AND-2010-F	Th	9:00-12:50	C. Bertelsen
AND-2010-G	F	9:00-12:50	C. Bertelsen

AND-2015

Animation Workshop II

Spring semester: 3 studio credits

Limited to 20 students per section

Building upon the materials covered in AND-2010, Animation Workshop I, this course will focus on the development of advanced animation techniques and apply them to increasingly challenging assignments. Animating within digital formats, as well as proficiency in visual storytelling, timing and craftsmanship will be emphasized. Students will produce, develop and complete a short, animated film. *Note: Student must register for the spring semester section of AND-2015 that corresponds to their fall semester section of AND-2010. Open to animation majors only.*

Course #	Day	Time	Instructor
AND-2015-A	M	9:00-12:50	C. Bertelsen
AND-2015-B	Tu	9:00-12:50	C. Fellmeth
AND-2015-C	Tu	3:20-7:10	C. Fellmeth
AND-2015-D	Tu	3:20-7:10	P. Newton
AND-2015-E	W	12:10-4:00	C. Fellmeth
AND-2015-F	Th	9:00-12:50	C. Bertelsen
AND-2015-G	F	9:00-12:50	C. Bertelsen

AND-2090**Perspective Drawing**

One semester: 3 studio credits
 Instructor: M. Archambault
 Limited to 20 students per section

Perspective drawing skills are essential for creating depth in images. Through lectures, demonstrations and assignments, this course will give students a thorough understanding of the fundamental principles of perspective and their creative applications. Topics will include: methods of measurement, inclines, ellipses, plastic forms, shadows and reflections. Works-in-progress will be critiqued throughout the semester. *Note: Open to animation majors only.*

Course #	Day	Time	Semester
AND-2090-A	W	3:20-6:10	fall
AND-2090-B	Th	3:20-6:10	fall
AND-2090-C	F	9:00-11:50	fall
AND-2090-D	F	3:20-6:10	fall
AND-2090-E	Th	3:20-6:10	spring
AND-2090-F	F	9:00-11:50	spring
AND-2090-G	F	3:20-6:10	spring

AND-2112**Gesture Drawing**

One semester: 3 studio credits

This course will strengthen each student's drawing skills by combining observation with action sketches of people and animals in motion and repose. Such quick sketching of figure and action helps to master drawing skills that include flexibility, anatomy, silhouetting and foreshortening. The goal of gesture drawing is to create active poses that emphasize variety and personality, and pave the way to lively representations, all of which are important elements to enhancing the overall storytelling. *Note: Open to animation majors only.*

Course #	Day	Time	Semester	Instructor
AND-2112-A	M	12:10-3:00	fall	R. Alma
AND-2112-B	M	3:20-6:10	fall	T. Elwell
AND-2112-C	Th	3:20-6:10	fall	M. Menjivar
AND-2112-D	M	12:10-3:00	spring	R. Alma
AND-2112-E	M	3:20-6:10	spring	T. Elwell
AND-2112-F	Tu	9:00-11:50	spring	M. Menjivar
AND-2112-G	Tu	12:10-3:00	spring	M. Menjivar

AND-2114**Sonic Storytelling**

One semester: 3 studio credits

This course explores the foundations of sound in animation through practical and theoretical applications, examining how audio and visuals complement one another to reinforce the magic of storytelling. Through a combination of lectures, discussions, guest speakers, in-class critiques and exercises, students will examine the foundations of audio techniques and how to apply them to animation projects. Students will complete this course with an appreciation of the critical function of sound and a familiarity with the tools necessary to execute an animated story. *Note: Open to animation majors only.*

Course #	Day	Time	Semester	Instructor
AND-2114-A	M	12:10-3:00	fall	C. Brown
AND-2114-B	M	3:20-6:10	fall	C. Brown
AND-2114-C	Tu	9:00-11:50	fall	A. Galante
AND-2114-D	W	6:30-9:20	fall	C. Williams
AND-2114-E	M	12:10-3:00	spring	C. Brown
AND-2114-F	M	3:20-6:10	spring	C. Brown
AND-2114-G	W	6:30-9:20	spring	C. Williams

FID-2120-E / FID-2120-F**Anatomy I**

Fall semester: 3 studio credits
 Instructor: G. Boorujy

This course will begin with the skeleton, and students will learn about and internalize the structure, form and movement of the body in an effort toward making more informed drawings of the live model. A portion of the course will focus on the comparative anatomy of animals. *Note: Open to students from all departments.*

Course #	Day	Time
FID-2120-E	Tu	9:00-11:50
FID-2120-F	Tu	12:10-3:00

AND-2167**Storyboarding for Animation**

One semester: 3 studio credits

Story is one of the most important aspects of a film. It is the backbone and structure that carry the entire flow of a film, as well as connecting all the characters into one plot. In this course students will create storyboards for animated films as they explore continuity, composition, camera placement and framing choices along with basic story structure and character delineation. In storyboard form, plots, situations and conflicts will be developed. The entire process, from rough sketches to a finished presentation, will be covered by using Toon Boom Storyboard Pro. *Note: Open to animation majors only.*

Course #	Day	Time	Semester	Instructor
AND-2167-A	W	9:00-11:50	fall	C. Fellmeth
AND-2167-B	F	9:00-11:50	fall	B. Rodriguez
AND-2167-C	W	9:00-11:50	spring	C. Fellmeth
AND-2167-D	F	9:00-11:50	spring	B. Rodriguez

AND-2168-A**Pitching Commercial Storyboards**

Thursday 9:00-11:50

Spring semester: 3 studio credits

Instructor: B. Rodriguez

Storyboarding your idea is one thing; professionally and competitively selling your concept through a pitch presentation is entirely different—and inevitable necessary to your future careers. In this course storyboard development is created through personally selling the story, rather than just storyboarding it. Workshop exercises will include presenting pitch boards for a range of industries, such as animation and TV advertising. In addition, students will get a thorough education in storyboarding methods, terms and patterns using Toon Boom Storyboard Pro. *Note: This course is cross-listed with AND-2168-B.*

AND-2169**Straight to Series: New Media and TV Writing**

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: D. Shepard

The foundations of writing serialized narrative scripts for new media and television will be examined in this course. Through ideation and peer-reviewed collaboration, students will explore how to develop complex characters, stories and compelling dialogue, as well as proper script formatting, the importance of deadlines, and the art of giving and receiving feedback. Each student will develop and write a short-form pilot (7 to 11 minutes in length), along with the first draft of a half-hour pilot for an original TV series. The course is specifically designed to teach students all the tools they'll need to write dynamic scripts. *Note: This course is held online. Open to animation majors only.*

Course #	Semester
AND-2169-OL	fall
AND-2169-OL1	spring

AND-2173**Experimental Animation**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: J. Bascara

In this course students will explore the concepts and techniques of experimental animation, as well as study its history. Visual techniques, image-capturing, compositing, editing, sound design and storytelling will be addressed through curated screenings, demos, studio work and critiques. Students are encouraged to engage in their own artistic exploration through independent research, process-focused experimentation, personal mythologies and topics of interest. Coursework will include short-term technical exercises in preparation for a self-directed final project. *Note: This course is cross-listed with AND-2173-C and AND-2173-D.*

Course #	Semester
AND-2173-A	fall
AND-2173-B	spring

AND-2177**Stop Motion**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: V. Arslani

The basic principles of stop-motion animation, timing techniques, lip syncing and acting for animation will be covered in this course. Students will create professional animation models from scratch using various materials, and practice stop-motion animation through assignments. *Note: This course is cross-listed with AND-2177-C and AND-2177-D.*

Course #	Semester
AND-2177-A	fall
AND-2177-B	spring

AND-2184-A**Animation with Comics**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: A. Krokus

Limited to 15 students

Every animator's craft can benefit from learning the principles of the comic arts. In this course students will produce a series of short-form comics that they will then adapt to animation. Our goal will be to develop a personal voice in storytelling, create original work tailored for social media and enhance static comic work with Adobe Animate, Photoshop and After Effects. *Note: This course is cross-listed with AND-2184-B.*

AND-2186**Background Design and Paint**

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: W. Yates

Limited to 15 students

Layout and design skills are essential for creating compelling images that will engage an audience. Through lectures, demonstrations and individual projects, students will examine the principles of composition, camera dynamics and staging guidelines, roughs and finished layouts, value arrangement and color fundamentals, and perspective. Most importantly, students will understand the role of a designer within the animation industry. Projects are designed to replicate actual job assignments and will include developing exterior and interior locations with character placement. *Note: Open to animation majors only.*

Course #	Semester
AND-2186-A	fall
AND-2186-B	spring

AND-2213**Color Theory**

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: N. Guardia

Limited to 15 students

Color theory is essential for creating compelling images that will engage the audience with the story. Through lectures, demonstrations and individual projects, this course will expand each student's ability to use color and light for animated projects. Topics include light describing form, color wheels, hue, saturation and value, local color, color relationships, lighting and dynamic color to enhance the narrative. Projects include developing color for characters and environments. *Note: Open to animation majors only.*

Course #	Semester
AND-2213-A	fall
AND-2213-B	spring

AND-2219**Toon Boom Animation**

Friday 9:00-11:50

One semester: 3 studio credits

Instructor: TBA

The basics of Toon Boom Harmony and Storyboard Pro will be introduced in this course. Students will begin with an exploration of Harmony's traditional, paperless animation tool kit and then dive into keyframe-based animation techniques to build simple puppets utilizing Harmony's parenting system and deformation effects. Midway through the course Storyboard Pro will be introduced where its UI and output options will be examined, and how best to use both applications in a production capacity. Finally, the last leg of the course will bring all of these parts together as students build more complex scenes using Harmony's 2D/2.5D compositing tools and visual effects. *Note: Open to animation majors only.*

Course #	Semester
AND-2219-A	fall
AND-2219-B	spring

AND-2247**Adobe Animate**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: C. Vonada

Limited to 12 students per section

In this course students will explore how to navigate and expertly use Adobe Animate as a tool to create digital 2D animated content. The tools and procedures utilized at the industry-standard level to produce beautiful digital media ready for various platforms will be covered. How to use the drawing tools, motion editing, effects, and export options that Adobe Animate has to offer will be addressed, as well as how these apply these techniques to the medium of animation. Film and television examples, actual studio test and tour, and handouts will be provided. *Note: Open to animation majors only.*

Course #	Semester
AND-2247-A	fall
AND-2247-B	spring

AND-2316**After Effects**

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: R. Borge

In this course students will gain a solid understanding of basic compositing and animation techniques with Adobe After Effects. The text animation tool, rendering and compression options, importing and compositing image sequences, color correction and basic image manipulation, masks and alpha channels, basic 3D cameras and lighting will all be explored. *Note: Open to animation majors only.*

Course #	Semester
AND-2316-A	fall
AND-2316-B	spring

AND-2321**Drawing Animals in Motion**

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: D. Ross

Many animated films center around characters drawn from the animal kingdom. This course will explore how to capture the intricacies of anatomy and the fluidity of movement. Using pencils, charcoal and watercolors, students will practice the art of drawing animals in motion and on location. Various strategies will be employed to assist the artist to stay within the immediacy of the field situation. Weather permitting, sessions will be held at various New York City zoos, museums and parks. *Note: Open to animation majors only.*

Course # Semester

AND-2321-A fall

AND-2321-B spring

AND-2333**Dimensional Storytelling in Blender**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Bascara

The potential for storytelling across multiple dimensions is limitless. In this course we'll explore this potential through Blender, an all-in-one, open-source 3D computer graphics tool kit. Coursework will cover the various features of Blender: building and animating three-dimensional models and environments; two-dimensional drawing, storyboarding, and animating in 3D; compositing and video editing. Fundamental concepts such as mise-en-scène, cinematography and editing will be emphasized throughout the course as students develop their skill sets and explore the possibilities where 2D and 3D imaging meet. *Note: Open to animation majors only. This course is cross-listed with SMD-2333.*

Course # Semester

AND-2333-A fall

AND-2333-B spring

AND-3010**Advanced Animation Workshop I**

Fall semester: 3 studio credits

In this course students will expand their horizons through collaboration. Students will continue to build upon their skills in animation and storytelling, and apply them to the process of filmmaking through group effort. The goal is to give students the opportunity to see where they best fit in the production pipeline and to think about a variety of specializations in future career paths. *Note: Student must register for the spring semester section of AND-3015 that corresponds to their fall semester section of AND-3010. Open to animation majors only.*

Course # Day Time Instructor

AND-3010-A Tu 9:00-12:50 F. Gresham

AND-3010-B Tu 3:20-7:10 F. Gresham

AND-3010-C Th 9:00-12:50 F. Gresham

AND-3010-D Th 3:20-7:10 F. Gresham

AND-3010-E Th 3:20-7:10 C. Vonada

AND-3010-F F 12:10-4:00 C. Vonada

AND-3015**Advanced Animation Workshop II**

Spring semester: 3 studio credits

This course is a continuation of AND-3010, Advanced Animation Workshop I. Each student will work on developing, producing and completing an animated short film. *Note: Student must register for the spring semester section of AND-3015 that corresponds to their fall semester section of AND-3010. Open to animation majors only.*

Course # Day Time Instructor

AND-3015-A Tu 9:00-12:50 F. Gresham

AND-3015-B Tu 3:20-7:10 F. Gresham

AND-3015-C Th 9:00-12:50 F. Gresham

AND-3015-D Th 3:20-7:10 F. Gresham

AND-3015-E Th 3:20-7:10 C. Vonada

AND-3015-F F 12:10-4:00 C. Vonada

AND-3040**Life Drawing: Figure, Form and Function**

One semester: 3 studio credits

Instructor: S. Gaffney

The ability to draw the figure and analogous ways to depict the body is essential to any artist. This course is rooted in an organically systematic way to draw, and is based on the anatomical forms and functions of the human body. Students will explore multidisciplinary concepts of structure, design and action through line drawing. A series of anatomically based lectures and demonstrations will be followed by succinct exercises and practices designed to improve observational, analytical and intuitive drawing skills in order to achieve clear 3D ideas in the 2D realm of pencil and paper. By gaining a comprehensive knowledge of the human form and its functions, students will strengthen their ability to invent forms in movement from memory. *Note: Open to animation majors only.*

Course # Day Time Semester

AND-3040-A Tu 9:00-1:50 fall

AND-3040-B W 3:20-8:10 fall

AND-3040-C F 12:10-5:00 fall

AND-3040-D Tu 9:00-1:50 spring

AND-3040-E W 3:20-8:10 spring

AND-3040-F F 12:10-5:00 spring

AND-3120**Visual Development**

One semester: 3 studio credits

Visual development skills are essential for creating compelling images that will engage an audience. Through lectures, demonstrations and individual projects, this course will expand students' visual vocabulary and sharpen their analytical skills. Topics will include principles of compositions; camera dynamics and staging guidelines for thumbnail sketching, storyboarding and finished concept art; understanding value arrangement and color fundamentals; perspective as an expressive tool; and character design analysis. Projects are designed to replicate professional assignments, such as developing exterior and interior environments with character placement. Works-in-progress will be shown throughout the semester for critique. *Note: This course is held online. Open to animation majors only.*

Course #	Day	Time	Semester	Instructor
AND-3120-OL	Tu	3:20-6:10	fall	J. Hazelroth
AND-3120-OL1	W	3:20-6:10	fall	J. Hazelroth
AND-3120-OL2	Sa	12:10-3:00	fall	A. Loftis
AND-3120-OL3	Tu	3:20-6:10	spring	J. Hazelroth
AND-3120-OL4	W	3:20-6:10	spring	J. Hazelroth
AND-3120-OL5	Sa	12:10-3:00	spring	A. Loftis

AND-3125**Career Strategies**

Fall semester: 3 studio credits

Limited to 20 students per section

This course is designed to help students identify career goals through discussions on contemporary studios, the production pipeline and reviewing the types of work currently being produced. An overview of the animation industry will be given to offer students practical methods of building an application package, including logo, business cards, portfolio, demo reels, résumé and cover letter. Guest lecturers from the industry will discuss the exciting opportunities in the field of animation. *Note: This course is held online. Open to junior animation majors only.*

Course #	Day	Time	Instructor
AND-3125-OL	M	6:30-9:20	C. Fellmeth
AND-3125-OL1	M	6:30-9:20	M. Javid
AND-3125-OL2	Tu	6:30-9:20	D. Musseb
AND-3125-OL3	Tu	6:30-9:20	D. Bedasse
AND-3125-OL4	W	6:30-9:20	TBA
AND-3125-OL5	W	6:30-9:20	A. Shih

AND-3137**Creating Unforgettable Characters**

One semester: 3 studio credits

Instructor: M. Nolan

Limited to 18 students per section

In all forms of entertainment, whether TV, video games, novels, or D&D, characters are created, destroyed and reborn from the wellspring of our imaginations. In this course students will study and design characters that can work in every kind of medium with a strong reliance on drawing skills. We will also be delving into the deep waters of why a character works, what makes them a “person,” and how we can find the root of what makes our favorite character so appealing. *Note: This course is cross-listed with AND-3137-E through AND-3137-H.*

Course #	Day	Time	Semester
AND-3137-A	M	6:30-9:20	fall
AND-3137-B	W	6:30-9:20	fall
AND-3137-C	M	6:30-9:20	spring
AND-3137-D	W	6:30-9:20	spring

AND-3143-A**Advanced Story Development and Design**

Friday 12:10-3:00

Spring semester: 3 studio credits

Instructor: E. Collins

This course is intended for students interested in expanding their command of visual language as it applies to cinematic storytelling through adapting material sourced in literature, comics, illustration and film. Students will look at the history of production design for animation, exploring how timing, design, color and camera angles can be used to enhance the narrative. Projects will include developing storyboards, creating palettes, designing characters, creating environments and building style frames as well as creating a thorough deck. The goal of the course is to broaden each student’s understanding of narrative traditions, as well as increase confidence and versatility in determining elements for effective storytelling. *Note: Open to animation majors only.*

AND-3172**Developing the Animated Series**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: J. Stebbins

The fundamentals of developing, pitching and producing an animated series will be the focus of this course, which will culminate in the creation of a complete, ready-to-pitch series bible. Students will develop their own original concept, building upon the lessons presented through weekly lectures. In addition to the creative development process, we will also address the media landscape, audiences and demographics, the art of pitching, digital and merchandising extensions, deal-making and the basics of series production management. The course will be a combination of lectures, discussions, guest speakers, and in-class critiques and exercises. *Note: Open to all majors.*

Course #	Semester
AND-3172-A	fall
AND-3172-B	spring

AND-3254-A**Effects Animation**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: P. Schmidt

Effects animators supply motion to things that are not characters. This course explores applying principles of force and motion to natural phenomena, such as fire, water and atmospheric conditions. The movement of props, vehicles, and other mechanical devices will also be discussed. Students will execute concepts using both traditional and digital techniques in cartoon and realistic designs. *Note: Open to animation majors only.*

AND-4013**Advanced Life Drawing**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: M. Archambault

This course is designed to strengthen and reinforce both basic and advanced life-drawing techniques. The art form of animation is based on strong drawing skills and this course strengthens our eye-hand coordination by keeping us sharp. Students will discover how to speed up the production of their projects and provide techniques that reinforce drawing from one’s imagination. An emphasis will be placed on short-duration gesture drawing. *Note: Open to senior animation majors only.*

Course #	Semester
AND-4013-A	fall
AND-4013-B	spring

AND-4940**Thesis I**

Fall semester: 3 studio credits

The thesis project is a demonstration of original creativity through each student’s own vision and artistic style. By examining their existing body of creative work and knowledge, students will be encouraged to further explore their personal interests in concepts, context, aesthetics and practices. Students will discuss, present and critique each other’s work. *Note: Students must register for the spring semester section of AND-4945 that corresponds to their fall semester section of AND-4940. Open to senior animation majors only.*

Course #	Day	Time	Instructor
AND-4940-A	Tu	9:00-11:50	M. Pisano
AND-4940-B	Tu	6:30-9:20	L. LaBracio
AND-4940-C	W	6:30-9:20	C. Fellmeth
AND-4940-D	Th	6:30-9:20	J. Howell
AND-4940-E	Th	6:30-9:20	S. Cook
AND-4940-F	F	6:30-9:20	K. Downs

AND-4945**Thesis II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See AND-4940 for course description. *Note: Students must register for the spring semester section of AND-4945 that corresponds to their fall semester section of AND-4940. Open to senior animation majors only.*

Course #	Day	Time	Instructor
AND-4945-A	Tu	9:00-11:50	M. Pisano
AND-4945-B	Tu	6:30-9:20	L. LaBracio
AND-4945-C	W	6:30-9:20	C. Fellmeth
AND-4945-D	Th	6:30-9:20	J. Howell
AND-4945-E	Th	6:30-9:20	S. Cook
AND-4945-F	F	6:30-9:20	K. Downs

AND-4950-A**Thesis Presentations I**

Fall semester: 3 studio credits

Instructor: H. Moe

Discussions on special topics and thesis requirements will be the focus of this course, and students will present their works-in-process to the department chair twice a semester. Visiting artists and technical workshops will complement our discussions throughout the senior year. *Note: Open to senior animation majors only.*

AND-4951-A**Thesis Presentations II**

Spring semester: 3 studio credits

Instructor: H. Moe

This is the second part of a two-semester course. See AND-4950 for course description. *Note: Open to senior animation majors only.*

Independent Study

One semester: 3 studio credits

Junior and senior students who wish to pursue a special project not covered by the parameters of their department's curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.00 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
AND-4996-A	summer
AND-4997-A	fall
AND-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

ANIMATION ELECTIVES OPEN TO ALL DEPARTMENTS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AND-1035 (previously AND-1103)**Introduction to Animation**

Friday 2:20-6:10

One semester: 3 studio credits

Lab fee: \$250

Instructor: S. Lee

This is a crash course in digitally hand-drawn 2D animation. It will focus on using Adobe Animate to cover the principles of animation with hands-on exercises that explore the process of animation creation from paper to pixel. Basic concepts will be examined, including keys, break down, in-betweening, squash and stretch, anticipation, character design and walk cycle—all of which are the building blocks of animation filmmaking.

Course #	Semester
AND-1035-A	fall
AND-1035-B	spring

AND-2168-B**Pitching Commercial Storyboards**

Thursday 9:00-11:50

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: B. Rodriguez

Storyboarding your idea is one thing; professionally and competitively selling your concept through a pitch presentation is entirely different—and inevitable necessary to your future careers. In this course storyboard development is created through personally selling the story, rather than just storyboarding it. Workshop exercises will include presenting pitch boards for a range of industries, such as animation and TV advertising. In addition, students will get a thorough education in storyboarding methods, terms and patterns using Toon Boom Storyboard Pro. *Note: This course is cross-listed with AND-2168-A.*

AND-2173**Experimental Animation**

Thursday 9:00-11:50

One semester: 3 studio credits

Lab fee: \$250

Instructor: J. Bascara

In this course students will explore the concepts and techniques of experimental animation, as well as study its history. Visual techniques, image-capturing, compositing, editing, sound design and storytelling will be addressed through curated screenings, demos, studio work and critiques. Students are encouraged to engage in their own artistic exploration through independent research, process-focused experimentation, personal mythologies and topics of interest. Coursework will include short-term technical exercises in preparation for a self-directed final project. *Note: This course is cross-listed with AND-2173-A and AND-2173-B.*

Course #	Semester
AND-2173-C	fall
AND-2173-D	spring

AND-2177

Stop Motion

Wednesday 6:30-9:20

One semester: 3 studio credits

Lab fee: \$250

Instructor: V. Arslani

The basic principles of stop-motion animation, timing techniques, lip syncing and acting for animation will be covered in this course. Students will create professional animation models from scratch using various materials, and practice stop-motion animation through assignments. *Note: This course is cross-listed with AND-2177-A and AND-2177-B.*

Course #	Semester
AND-2177-C	fall
AND-2177-D	spring

AND-2184-B

Animation with Comics

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: A. Krokus

Limited to 15 students

Every animator's craft can benefit from learning the principles of the comic arts. In this course students will produce a series of short-form comics that they will then adapt to animation. Our goal will be to develop a personal voice in storytelling, create original work tailored for social media and enhance static comic work with Adobe Animate, Photoshop and After Effects. *Note: This course is cross-listed with AND-2184-A.*

AND-3137

Creating Unforgettable Characters

One semester: 3 studio credits

Lab fee: \$250

Instructor: M. Nolan

Limited to 18 students per section

In all forms of entertainment, whether TV, video games, novels, or D&D, characters are created, destroyed and reborn from the wellspring of our imaginations. In this course students will study and design characters that can work in every kind of medium with a strong reliance on drawing skills. We will also be delving into the deep waters of why a character works, what makes them a "person," and how we can find the root of what makes our favorite character so appealing. *Note: This course is cross-listed with AND-3137-A through AND-3137-D.*

Course #	Day	Time	Semester
AND-3137-E	M	6:30-9:20	fall
AND-3137-F	W	6:30-9:20	fall
AND-3137-G	M	6:30-9:20	spring
AND-3137-H	W	6:30-9:20	spring

AND-3172

Developing the Animated Series

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: J. Stebbins

The fundamentals of developing, pitching and producing an animated series will be the focus of this course, which will culminate in the creation of a complete, ready-to-pitch series bible. Students will develop their own original concept, building upon the lessons presented through weekly lectures. In addition to the creative development process, we will also address the media landscape, audiences and demographics, the art of pitching, digital and merchandising extensions, deal-making and the basics of series production management. The course will be a combination of lectures, discussions, guest speakers, and in-class critiques and exercises.

Course #	Semester
AND-3172-A	fall
AND-3172-B	spring

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Sculpture Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

Printmaking Workshop Access: Undergraduate Students

One semester: no credit

Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

RISOLAB FACILITIES ACCESS

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

BFA PHOTOGRAPHY DARKROOM ACCESS

Darkroom Access: Undergraduate Students

One semester: no credit

Access fee: \$300

Undergraduate students who are not BFA Photography and Video majors and who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

Art History

ART HISTORY DEGREE REQUIREMENTS

• Successful completion of 15 art history credits (18 for fine arts majors), including all required art history courses. In addition to College-wide requirements, please refer to the specific art history departmental requirements for your degree major.

• It is suggested that, where possible, students take one art history course per semester until they have completed their art history requirements (15 credits with 18 for fine arts majors). Students entering senior year will be allowed to register only if they can complete any remaining art history credits and requirements within one academic year.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

Courses listed in alphanumerical order.

AHD-1010

European Painting: Late Gothic to Romanticism

One semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe. *Note: AHD-1010-A is open to students from all departments. All other sections are reserved for students in their foundation year of study. Foundation-year students must register for the section of this course that corresponds with their foundation-year program.*

Course #	Day	Time	Semester	Instructor
AHD-1010-A	W	9:00-11:50	fall	S. Paul
AHD-1010-1AD	Th	9:00-11:50	fall	S. Ginsburg
AHD-1010-1DS	Th	9:00-11:50	fall	T. O'Connor
AHD-1010-2DS	Th	9:00-11:50	fall	C. Haggarty
AHD-1010-3DS	Th	3:20-6:10	fall	J. Edwards
AHD-1010-4DS	Th	3:20-6:10	fall	L. Gamwell
AHD-1010-5DS	F	9:00-11:50	fall	S. Paul
AHD-1010-6DS	F	9:00-11:50	fall	K. Johansson
AHD-1010-7DS	Th	9:00-11:50	fall	L. Gamwell
AHD-1010-01G	F	9:00-11:50	fall	D. Dumbadze
AHD-1010-02G	Tu	3:20-6:10	fall	R. Arnold
AHD-1010-03G	F	9:00-11:50	fall	L. Gamwell
AHD-1010-04G	Th	3:20-6:10	fall	R. Sarkissian
AHD-1010-05G	Th	3:20-6:10	fall	J. Keesling
AHD-1010-06G	Tu	3:20-6:10	fall	J. Edwards
AHD-1010-07G	F	9:00-11:50	fall	D. Carvalho
AHD-1010-08G	Tu	3:20-6:10	fall	D. Dumbadze
AHD-1010-09G	Th	9:00-11:50	fall	S. Koo
AHD-1010-10G	Tu	3:20-6:10	fall	R. Sarkissian
AHD-1010-11G	Th	9:00-11:50	fall	D. Dumbadze
AHD-1010-12G*	Tu	3:20-6:10	fall	P. Kloehn
AHD-1010-13G*	Th	3:20-6:10	fall	S. Flach
AHD-1010-GS	Tu	9:00-11:50	spring	D. Carvalho
AHD-1010-11L	Th	3:20-6:10	fall	D. Carvalho
AHD-1010-21L	Tu	3:20-6:10	fall	J. Keesling

* *Note: AHD-1010-12G and AHD-1010-13G will be made available for registration only after all other sections have reached capacity.*

AHD-1015 through AHD-1017

One semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period.

AHD-1015

Modern Art: European (and American) Painting From Realism to Pop

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

AHD-1016

Non-European Art Histories

This course will survey various traditions of non-European art, and consider such topics as the ancient arts of East and South Asia, the Indus Valley and Indian subcontinent; African arts; and the indigenous arts of North and South America. The creation, function and meaning of religious and secular art in different types of arts will be addressed.

AHD-1017

Ancient and Classical Art

Art of the Western tradition from approximately 20,000 BCE to 400 CE will be explored in this course. It will include Aegean art of the ancient Mediterranean and Hellenistic societies. The course will conclude by considering classical art at the end of the Roman Empire and the art that appeared at the emergence of the Christian Empire.

AHD-1018

Introduction to Modern Art

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Beginning with the invention of photography in 1839, this course will reflect the visual expansion of practices involving painting, sculpture, film and architecture. Surveying the discourses surrounding the prominent "isms" (impressionism, symbolism, cubism, etc.) of the 19th century and finally arriving at the inception of pop art in the 20th century, radical shifts in iconography, material applications and the infusion of media into fine arts will be cited. Seminal texts and visits to museums will augment this course. *Note: Foundation-year students must register for the section of this course that corresponds with their foundation-year program. Open to fine arts freshmen only.*

Course

AHD-1018-1FA K. Johansson
AHD-1018-2FA TBA

AHD-1019

Global Perspectives

Wednesday 3:20-6:10

Spring semester: 3 art history credits

As much of the world is connected through the World Wide Web, a global perspective of the arts, crafts and architecture is relevant to contemporary understandings concerning non-Western art. Discussions of the indigenous, the colonized and the transcultural will be explored. From concepts such as memory, ceremony, domestic life, the body and beliefs about the natural and cosmic worlds will intersect with visual culture. The paintings, drawings, ceramics, architecture, textiles and food cultures from Africa, Asia, the Middle East, Latin America and Oceania will focus on how ideas are represented in objects and edifices reflecting cultural difference. *Note: Foundation-year students must register for the section of these courses that corresponds with their foundation-year program. Open to fine arts freshmen only.*

Course

AHD-1019-1FA S. Rodriguez
AHD-1019-2FA Y. Alipour

AHD-1070

Film History and Criticism

Fall semester: 3 art history credits

Instructor: P. Cronin

Through an interdisciplinary approach to contemporary theoretical discourses of cinema, the goal of this course is to familiarize students with the formal and stylistic features of film history and analysis. We will examine forms of interpretation and subjects of representation via the evolution of the cinema. Beginning with the Lumière brothers, Georges Méliès and the early works of D.W. Griffith, we will trace the historical development of film with an exploration of genres that include American silent comedies, German expressionism, surrealism and Soviet formalism. Classical Hollywood films and the establishment of the studio system will also be examined. The final segment of the course will be devoted to an analysis of postwar European masters such as Rossellini, Truffaut, Godard, Bergman, Fellini and Antonioni. *Note: Open to film majors only. Foundation-year students must register for the section that corresponds with their film foundation-year program.*

Course #	Day	Time
AHD-1070-01F	Th	3:20-7:10
AHD-1070-02F	M	3:20-7:10
AHD-1070-03F	M	3:20-7:10
AHD-1070-04F	Th	3:20-7:10
AHD-1070-05F	M	3:20-7:10
AHD-1070-06F*	M	3:20-7:10
AHD-1070-07F*	Th	3:20-7:10

* Note: AHD-1070-06F will be made available for registration after AHD-1070-01F through AHD-1070-05F have reached capacity. AHD-1070-07F will be made available for registration after all other sections have reached capacity.

AHD-1075

Film History: Analysis of Genre

Spring semester: 3 art history credits

Instructor: P. Cronin

This course will investigate a variety of cinematic genres, such as the Western, horror, experimental cinema, period drama, the musical and science fiction. Screening will be preceded by an overview of the genre in question, and a follow-up discussion of how each film represents and/or subverts conventions or traditions. *Note: Open to film majors only. Foundation-year students must register for the section that corresponds with their film foundation-year program.*

Course #	Day	Time
AHD-1075-01F	M	9:00-11:50
AHD-1075-02F	F	9:00-11:50
AHD-1075-03F	M	9:00-11:50
AHD-1075-04F	F	9:00-11:50
AHD-1075-05F	F	9:00-11:50
AHD-1075-06F*	M	9:00-11:50
AHD-1075-07F*	F	9:00-11:50

* Note: AHD-1075-06F will be made available for registration after AHD-1075-01F through AHD-1075-05F have reached capacity. AHD-1075-07F will be made available for registration after all other sections have reached capacity.

AHD-1090

History of Photography

One semester: 3 art history credits

Serving as an introduction to the history of photography, this course will examine the major photographic movements and technological advances of the medium from its invention through the first half of the 20th century. Prominent figures from these periods will be closely studied to provide a foundation for understanding not only the medium's history but also the limitations of canonical approach

to understanding photography's democratic reach. *Note: Open to photography and video majors only. Foundation-year students must register for the section that corresponds with their photography and video foundation-year program.*

Course #	Day	Time	Semester	Instructor
AHD-1090-01P	W	6:30-9:20	fall	K. Moscovitch
AHD-1090-02P	Tu	12:10-3:00	fall	K. Moscovitch
AHD-1090-03P	Tu	6:30-9:20	spring	K. Humphries
AHD-1090-04P	Tu	3:20-6:10	fall	K. Moscovitch
AHD-1090-05P*	Tu	6:30-9:20	fall	TBA
AHD-1090-06P*	M	12:10-3:00	fall	R. Leslie
AHD-1090-PS	M	9:00-11:50	spring	TBA

* Note: AHD-1090-05P will be made available for registration after AHD-1090-01P through AHD-1090-04P have reached capacity. AHD-1090-06P will be made available for registration after all other sections have reached capacity.

AHD-1170

Animation: From Paper to Pixels

One semester: 3 art history credits

Instructor: T. Stathes

Animation milestones will be screened and examined in this course. We will begin by studying the work of pioneer animators, such as Winsor McCay, Disney and Fleischer, then focus on special topics from later periods, eventually concluding with CG's impact on the art form and industry. Students will view both rare and significant animated films that have influenced the direction of animation for well over a century. *Note: Open to animation majors only. Students must register for the section that corresponds with their foundation-year program.*

Course #	Day	Time	Semester
AHD-1170-1AN	Th	12:10-3:00	fall
AHD-1170-2AN	Th	12:10-3:00	fall
AHD-1170-3AN	Tu	12:10-3:00	fall
AHD-1170-4AN	Tu	12:10-3:00	fall
AHD-1170-5AN	F	12:10-3:00	spring
AHD-1170-6AN*	F	12:10-3:00	spring

* Note: AHD-1170-6AN will be made available for registration after all other sections of AHD-1170 have reached capacity.

AHD-2003-A

Highlights of European Animation

Thursday 6:30-9:20

Fall semester: 3 art history credits

Instructor: R. Kosarin

The historical and artistic developments of European animation, from its 19th-century parlor toy origins to contemporary films, will be surveyed in this course. We will sample the earliest animation by silent-film pioneers Emile Cohl and Ladislav Starevich, and see how Lotte Reiniger produced the first known full-length animated feature in 1926. The immense artistic growth and diversification of animation since World War II and the emergence of many of animation's most brilliant and influential masters will be discussed.

AHD-2006

A World of Animation

Thursday 3:20-6:10

One semester: 3 art history credits

Instructor: T. Stathes

For more than a century animation has been used to depict concepts in motion that are difficult or impossible to convey by other means. As an incredibly versatile art form and dynamic commercial commodity, animation now surrounds us in all kinds of entertainment and technological mediums. In this course students will view films employing various animation techniques from a variety of periods and countries, and use critical analysis to discuss and write about their observations. Historical and anthropological approaches will be taken to explore how periods in history, global conflicts and cultural influences shape the production of animated films and how these artistic and commercial works, in turn, impact humanity.

Course #	Semester
AHD-2006-A	fall
AHD-2006-B	spring

AHD-2008**Women in Animation**

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: W. Lorenzo

This course will examine the many creative roles that women artists have contributed to the dynamic medium of animation, from its inception at the beginning of the 20th century to the present. The work of these artists includes not only animation and direction, but also concept, design, preproduction, and other areas in the fields of traditional animation, stop motion and experimental films, among others. The course will include lectures and screenings, as well as scholarly journals and animation-specific publications. Artists studied include Lillian Friedman, Mary Blair, Laverne Harding, Rhetta Scott, Lotte Reiniger, Olga Khodataeva, the Brumberg sisters, Hermina Týrlová, Faith Hubley, Joan Gratz, Kathy Rose, Jane Aaron and Emily Hubley.

AHD-2010**The Origins of Art**

One semester: 3 art history credits

The Arts serve as a record of the history of ideas and society. This course will explore the development of what we call art, by examining its emergence and development in the context of specific Western and non-Western societies and civilizations. To do so, the class traces the changing nature of representation in painting, sculpture and architecture from the Paleolithic to the early 19th century. Topics include art and ritual, iconoclasm and theories of God, the separation of art and craft, the social history of art and the rise of the individual, idealism and aesthetics. Discussion, slide presentations and museum visits are a part of the course. *Note: AHD-2010-A and AHD-2010-B are open to all students. All other sections are open to visual and critical studies majors and Honors Program students only. Successful completion of AHD-2010 will exempt Honors Program students from AHD-1010 and AHD-1015 through AHD-1017.*

Course #	Day	Time	Semester	Instructor
AHD-2010-A	M	9:00-11:50	fall	J. Edwards
AHD-2010-B	M	3:20-6:10	fall	T. O'Connor
AHD-2010-HP1	Tu	6:30-9:20	fall	K. Rooney
AHD-2010-HP2	M	12:10-3:00	spring	J. Keesling
AHD-2010-HP3	Th	9:00-11:50	spring	TBA

AHD-2020**Modern Art Through Pop I**

Fall semester: 3 art history credits

This course maps the major movements and tendencies in modern art beginning with the realism of Courbet in the 19th century and continuing into the 20th century, including impressionism, postimpressionism, symbolism, fauvism, cubism, futurism, expressionism, Dada and surrealism. The art will be discussed in terms of the individual artist's intent as well as in terms of historical events and cultural issues at the times in which they were created. Museum field trips are an important part of the course.

Course #	Day	Time	Instructor
AHD-2020-A	M	12:10-3:00	J. Avgikos
AHD-2020-B	Th	3:20-6:10	J. Harris

AHD-2025**Modern Art Through Pop II**

Spring semester: 3 art history credits

This course is a survey of art from the emergence of "modernism" through the radical transformations in established modes of art-making of the postwar period. Close attention will be paid to the social, political and economic contexts in which artistic styles and forms have materialized, grown or changed from mid-century to the present.

Course #	Day	Time	Instructor
AHD-2025-A	M	12:10-3:00	J. Avgikos
AHD-2025-B	Th	3:20-6:10	J. Harris

AHD-2068**The Language of Film**

Wednesday 3:20-6:10

One semester: 3 art history credits

Fee: \$50

Instructor: A. Sinha

Serving as an introduction to the basic terms and concepts of cinematic language, this course will explore the vocabulary, grammar, sign and syntax of film through screenings, lectures and discussion. Feature-length narratives as well as animated, experimental and documentary shorts will be addressed, with an emphasis on examining the function of the film as a formal construct—the basic principles of film form. We will also pay particular attention to the techniques of the film medium along with the questions of types and genres of films. The course is analytical but with a thoroughly pragmatic bent: to map the extraordinary diversity of contemporary cinematic practice in relation to editing, sound, cinematography, framing, genre, auteur and narration. *Note: This course is cross-listed with AHD-2068-A and AHD-2068-B.*

Course #	Semester
AHD-2068-C	fall
AHD-2068-D	spring

AHD-2070**International Cinema**

Friday 12:10-3:00

One semester: 3 art history credits

Fee: \$50

Instructor: A. Sinha

Designed to facilitate an understanding of classic and contemporary international cinema, this course is dedicated to the study of films that have adopted a different aesthetic framework from Hollywood. We will discuss themes, ideologies, forms, the impact of history—both political and social—and the background stories of the filmmakers. Screenings will be drawn from the cinema of Mira Nair (India), Jean-Luc Godard (France), Andrei Tarkovsky (Russia), Federico Fellini (Italy), Carl Dreyer (Denmark), Luis Buñuel (Spain/Mexico) and Peter Weir (Australia), among others. *Note: This course is cross-listed with AHD-2070-A and AHD-2070-B.*

Course #	Semester
AHD-2070-C	fall
AHD-2070-D	spring

AHD-2121**History of Advertising: From the 19th Century to the Present**

One semester: 3 art history credits

This course traces the history of advertising in the United States and how it increased from a \$200 million industry in the 1800s to a \$3 billion industry in the 1900s. Through field trips, guest lectures and documentaries, this course will survey the art directors, writers, photographers, agencies and campaigns that helped to shape American culture from the war raddled 1930s and '40s to the prosperous '50s to the *Mad Men* era that continued into the early 1970s and its impact on the '80s. In addition to exploring product and service campaigns, we will discuss several topics as they relate to advertising, such as political ideology, energy conservation, deforestation, public service and military recruitment. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
AHD-2121-A	M	9:00-11:50	fall	H. Saheed
AHD-2121-B	Th	9:00-11:50	fall	L. Singer
AHD-2121-C	M	9:00-11:50	spring	H. Saheed
AHD-2121-D	Th	9:00-11:50	spring	L. Singer

AHD-2127**History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present**

One semester: 3 art history credits

This course will focus on various graphic design movements from art nouveau and Jugendstil to De Stijl and Dada; from the impact of the Bauhaus to the fervor of the streamlined 1930s; from the Swiss International style of the '50s to the psychedelia of the '60s and on to the punk '70s and postmodern '80s. We will also examine the subjects, themes and relationship of the designer to the period. Using examples of the period as a focal point, the evolving design styles and their relationship to politics, commerce, social mores, technology and pop culture will

be explored. From the beautiful to the ridiculous, the ephemeral aspects of design will be studied. Guest speakers will feature individuals who have created important design work of the periods discussed. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
AHD-2127-A	M	9:00-11:50	fall	B. Smith
AHD-2127-B	Tu	9:00-11:50	fall	G. D'Onofrio
AHD-2127-C	Tu	6:30-9:20	fall	K. Mezhibovskaya
AHD-2127-D	W	9:00-11:50	fall	L. Singer
AHD-2127-E	M	9:00-11:50	spring	B. Smith
AHD-2127-F	Tu	9:00-11:50	spring	G. D'Onofrio
AHD-2127-G	Tu	6:30-9:20	spring	K. Mezhibovskaya
AHD-2127-H	W	9:00-11:50	spring	L. Singer

AHD-2128

The International Typographic Style

Thursday 9:00-11:50

One semester: 3 art history credits

Instructor: G. D'Onofrio

The course will explore the development of the International Typographic Style from its constructivist origins and postwar Swiss Style design roots of the 1950s to its rapid expansion across Europe, the United States, Canada, South America, Japan, and beyond. We will examine the evolving design style and the role of the pioneer designer in society, with an emphasis on notable works, subjects and themes, and their cultural, political and social connections. Together we'll investigate the international design pioneers who explored and expanded upon the movement until the mid-1970s (including many lesser-known and unrecognized figures), their evolving ideologies and principles, distinctive visual vocabularies, technological advancements, landmark exhibitions, publishing programs and institutional pedagogies, as well as the development of the emerging field of corporate identity and cultural communications. Slide lectures, primary readings, discussions will be complemented with research and writing assignments. *Note: Open to advertising and design majors only.*

Course #	Semester
AHD-2128-A	fall
AHD-2128-B	spring

AHD-2129

History of Type: Stories, Secrets, Experiments and Accidents

One semester: 3 art history credits

The history of type is a mix of stories, secrets, experiments and accidents. In this course students will explore why letters have thick-and-thin strokes, why the tail of the Q is on the right side, why some types are called "Fat Faces" and others are grotesque, why some people refuse to use Gill Sans, who Mrs. Eaves was, and much more. Everyone has a typeface they love (Helvetica)—and one they don't (Helvetica). This course will explain why people love certain typefaces and hate others—and why they should love the ones they hate and hate the ones they love. If you have a question about type, this is where you can find the answer. *Note: Open to advertising and design majors only. Sections AHD-2129-OL and AHD-2129-OL1 are held online.*

Course #	Day	Time	Semester	Instructor
AHD-2129-OL	Tu	9:00-11:50	fall	M. O'Connell
AHD-2129-A	Tu	12:10-3:00	fall	P. Shaw
AHD-2129-OL1	Tu	9:00-11:50	spring	M. O'Connell
AHD-2129-B	Tu	12:10-3:00	spring	P. Shaw

AHD-2136-A

What's Your Type?

Wednesday 6:30-9:20

Fall semester: 3 art history credits

Instructor: I. Lee

There's something magical about the alphabet—its capacity to change shape and style, to express purpose and suggest mood, to be formal and informal, elegant and ugly, classical and romantic, delicate and robust. Although we live in a digital age, with access to a wealth of fonts, there is a movement in typography to revert to the handwritten alphabet. We see it on the street, stenciled and sprayed. We see it in signage and labels, and on our grocery lists. This course begins with the history of typography and will examine its different movements to the present. Students will complete a series of digital and handwritten typographical assignments and develop their own alphabet. *Note: Open to students from all*

disciplines. No prior experience with type is required; students should possess an experimental attitude.

AHD-2147-A

Lighting the Sky: New York Architectural Signage and Outdoor Advertising Signs

Friday 12:10-3:00

Spring semester: 3 art history credits

Instructor: W. Lorenzo

New York City after dark is a magical show of color and light. The spectacular signs above and around us give the same sort of pleasure and awe as fireworks, and excite admiring crowds on the street. These signs take advertising off the printed page and into the physical space of everyday living on storefronts, buildings and roadsides, and even in the air with lighting on blimps. This course will follow the history of this exciting subject from the beginning of the 20th century through Prohibition, the Depression, the blackout of World War II, Times Square's low period in the 1970s and 1980s and the recovery in the 1990s. In addition, we will focus on the history and evolution of various forms of lighting, including incandescent, neon and animated installations. The many forms of roadside, outdoor signs and ads will be surveyed, from billboards that rely on words and images to three-dimensional signs made of metal and electrical lighting that rely on design and typography to attract travelers.

AHD-2154-OL

Gender, Sexuality and Visual Culture

Thursday 3:20-6:10

Fall semester: 3 art history credits

Instructor: C. Matlin

Visual culture makes arguments about gender, sexuality and the body. To see and be seen is to assume a gendered (and sexualized) position. In this course we will study how genders, sexualities and desires have been shaped through images, the built environment and the gaze. We will analyze artworks and architecture as well as commercial photography, film and music videos. Themes will include: the sexual politics of looking; movement, desire and space; the public and the private; homosexuality, drag and gender ambiguity; visual pleasure and the unconscious; in/visible sexualities and religion. *Note: This course is held online.*

AHD-2164-A

Inspired Innovators

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: L. Schiff

In this course students will examine the process of artistic influence and innovation through observation, analysis, discussion and hands-on assignments relating to the work of select influential masters. The following topics will be considered: homage vs. copying, inspired influence vs. theft, realized artistic identity vs. branding. Museum field trips will offer a close look at the artists' works under investigation. Students will relate to their own originality while at the same time embracing inspiration and identifying plagiarism.

AHD-2168**Drawing Art History at The Metropolitan Museum of Art**

Monday 2:00-4:50

One semester: 3 art history credits

Museum access fee: \$50

Instructors: P. Hristoff, A. Schwarz

Limited to 16 students

This course will combine drawing from observation with conversations about the people, artists, objects and periods we are examining. We will meet at The Metropolitan Museum of Art to engage in visual analysis, critical thinking and dialogue about works of art, which can only be done in the presence of these works, and students then draw from observation in a loose and uninhibited way. We will examine the interconnectedness of various cultures (and periods) and the common threads within the language of art history. Drawings are done quickly and energetically, the focus being on “note-taking” through drawing. Open to all majors, the course will ideally provide students with images (sketches) and information that can be employed in their studio practice.

Course # Semester

AHD-2168-A fall

AHD-2168-B spring

AHD-2171-A**The Art of Observation**

Monday 10:00-12:50

Fall semester: 3 art history credits

Museum access fee: \$60

Instructor: Alice Schwarz

This course is all about slowing down, looking closely and training one's eye to investigate, analyze and discuss original works of art. We will meet at The Metropolitan Museum of Art and explore three works of art each session, with the goal of developing each student's power of attention and critical thinking. Observations, opinions and open dialogue are encouraged. Creative writing and sketching as forms of note-taking will be components of our exploration.

AHD-2173-A**Gender Trouble**

Thursday 12:10-3:00

Fall semester: 3 art history credits

Instructor: K. Cercone

A radical collective inquiry into the 'aesthetics of resistance' that occur when the gendered non-conforming body speaks in the visual is the focus of this course. We will explore using the arts to engage in the queering of fixed social boundaries, a most *ancient* form of antiauthoritarian power and sensuous (spiritual) pleasure for use by bodies situated at the borderlands of gender, race, class, pleasure and power. Presentations of slide and video work by key contemporary and historical feminist figures will help students situate their creative practice in relationship to contemporary discourses around intersectional feminism—race, class, gender and sexuality. How do we make sense of feminist art of the past and present—its contradictions, slogans and symbols? What content is lost in translation during art's shift from private practice to public locus? Reading assignments by a range of provocative critical theorists will be given and students will bring in work in any medium for weekly critique. This course features a special focus on underground, pansexual and transnational networks we can define loosely as punk, queer, hip-hop, radical, sex-positive feminist culture. There will be guest lecturers. *Note: This course is cross-listed with VCD-2173.*

AHD-2180-A**History of Film I**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: P. Cronin

Serving as an introduction to theatrical motion pictures, this course will examine its nascence along with the silent era and early sound. While American narrative film will be emphasized, examples of world cinema will also be screened. Political, cultural and aesthetic history will form a background for viewing selected films—both important works and more transitory ones—to gain an understanding of how the medium developed and its cultural impact. *Note: Open to sophomore computer art majors only.*

AHD-2185-A**History of Film II**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: P. Cronin

A continuation of AHD-2180, History of Film I, this course will examine the history of motion pictures from the ascendancy of the studio system, through effects of World War II on the film industry to the subsequent collapse and re-emergence of prominent studios. The era of independent filmmaking will also be addressed. While American narrative film will be emphasized, examples of world cinema will also be screened, as well as examples from various film genres, including documentary, animation and experimental work. *Note: Open to sophomore computer art majors only.*

AHD-2190**History of Animation I**

Fall semester: 3 art history credits

Instructor: W. Lorenzo

This course explores milestones in animation, from pioneers like Walt Disney, Norman McLaren and Lotte Reiniger, to present-day digital innovators. Along the way we'll consider a range of techniques, including line-and-cel, glass painting, stop motion, clay animation, morphs and 3D characters. We'll also see why animation deserves to be seen as perhaps the most complex art form. *Note: Open to sophomore computer art majors only.*

Course #	Day	Time
AHD-2190-A	W	12:10-3:00
AHD-2190-B	F	3:20-6:10

AHD-2195**History of Animation II**

Spring semester: 3 art history credits

Instructor: W. Lorenzo

This is the second part of a two-semester course. Please see AHD-2190 for course description. *Note: Open to sophomore computer art majors only.*

Course #	Day	Time
AHD-2195-A	W	12:10-3:00
AHD-2195-B	F	3:20-6:10

AHD-2210-B**World Architecture: Art and Interior Design**

Monday 9:00-11:50

Fall semester: 3 art history credits

Instructor: M. Crilly

The different cultures and design theories of Asia, Africa, and Central and South America, and their influences on the West, will be presented in this course. The totality of space, materials, ornament and furnishings will be stressed. *Note: This course is cross-listed with AHD-2210-A.*

AHD-2220-B**Western Architecture: Art and Interior Design**

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Crilly

Significant contributions to Western design, both European and American, will be examined in this course. The relationships among social, technological and economic factors will be emphasized, as well as the interdependencies of space, materials, ornament and furnishings. *Note: This course is cross-listed with AHD-2220-A.*

AHD-2224-A**Historic Interiors at The Met**

Thursday 2:00-4:50

Spring semester: 3 art history credits

Museum access fee: \$60

Instructor: A. Schwarz

From an ancient Roman bedroom to a living room designed by Frank Lloyd Wright, students will explore the historic interiors and architectural structures at The Metropolitan Museum of Art. Meeting in the galleries, we will discuss the design, function and material culture of each room as well as how The Met acquires, displays and interprets the spaces.

AHD-2225-A**American Art: 1600-1915**

Friday 2:00-4:50

Spring semester: 3 art history credits

Museum access fee: \$60

Instructor: A. Schwarz

This course traces the history of art in North America from colonial times to World War I. Meeting in the galleries of the American Wing at The Metropolitan Museum of Art, students explore works by Native American, African American, Mexican American and European American artists. Class discussions focus on interior design, decorative objects and furniture, as well as paintings and sculpture. Music, fashion and literature are also woven into our discussions.

AHD-2226-A**American Art: The Rise of Pop Culture**

Monday 3:20-6:10

Fall semester: 3 art history credits

Instructor: D. Goldberg

Beginning in the 1920s through Neo-Dada of the 1950s, this course will examine the rise of American pop art and its focus on consumer culture. Discussions will include an exploration of pop art's European antecedents; the movement's zenith in the 1960s with artists such as Warhol, Lichtenstein and Oldenburg; pop manifestations in Europe; commodity art of the 1980s and pop art's lasting influence.

AHD-2227**Monument/Memorial: Sculpture in the American Landscape**

Monday 12:10-3:00

One semester: 3 art history credits

Instructor: K. Gibbons

This course examines the influence of man and nature on national memory, with attention paid to digressions from the dominant historical thread. Geological time and the sweeping path of wildfire are monumental events for our consideration beside Robert Smithson's "Spiral Jetty," Gutzon Borglum's "Mount Rushmore," and the ongoing removal of Confederate statues nationwide. Readings include: Lucy Lippard, Rebecca Solnit and Terry Tempest Williams with lectures from historians, anthropologists and artists. This course aims to question American historical preservation practices and encourages students to responsibly consider the future as they erect it. *Note: AHD-2227-OL is held online.*

Course # Semester

AHD-2227-A fall

AHD-2227-OL spring

AHD-2231-A**Avant-Gardening: Art, Food and Agriculture**

Thursday 12:10-3:00

Spring semester: 3 art history credits

Instructor: K. Gookin

Avant Gardening is premised on an egalitarian ideal proposed by a growing number of artists in postwar Europe and the Americas, which recognizes that the materials of everyday life—be it a sock, burlap sack or detritus found in the street—are as equally suitable ingredients of the artist's palette as a tube of paint. Since the 1960s, artists expanded this principle into the representation and material use of food and its relation to the garden, agriculture and the broader social environment in which it is produced. This course investigates the historical and theoretical backgrounds of art and artists who use gardening, agriculture and food as their medium. Lectures will provide the cultural, environmental and sociopolitical context in which these artists are working. Field trips and a final project (in research or the creation of an artwork) will be made in collaboration with Project Eats, an organization that works in communities around New York City to create

community-owned farms, farmers markets, and arts and cultural projects, among other initiatives.

AHD-2234-A**Monochromatic Arts: Creativity in Black and White**

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: T. Stathes

The exclusive use of black and white in the arts is a careful aesthetic choice, and it has been a past necessity born of technological limitations in historical media. In this seminar-style survey course a variety of monochromatic works will be examined—from illustration to painting, silhouette cutting to shadow puppetry and photography to photocopying. Considerable focus will be placed on animation and live-action films from the silent era to contemporary times, as well as early television productions. With an appreciative eye for this limited palette, practical and philosophical questions about the nature and effects of monochromatic art—such as the implication of choice versus necessity—will be approached through discussion and writing.

AHD-2236-A**Theories of Vision and Color**

Thursday 9:00-11:50

Fall semester: 3 art history credits

Instructor: A. Kwalter

In this course students will be asked to consider theories of vision and color through a variety of lenses: critical, cultural, scientific, (art) historical, philosophical, experiential and literary, to name a few. Such consideration will be facilitated by a corresponding diversity of methods, encompassing reading, discussion, screening, observation, experimentation and site visits. We will attempt to arrive at an understanding of both vision and color as multivalent and ever-evolving phenomena. Throughout, students will be encouraged to consider the role of vision and color in both historical and contemporary art practices and in relation to their own artistic development. *Note: This course is cross-listed with VCD-2236.*

AHD-2237-A**The History and Practices of Perspective**

Tuesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: TBA

This course challenges students to understand and to analyze the phenomenon of perspective as a cultural invention. Central topics will include infinite space and illusion, the fixed eye and the gaze, and the relationship between vision and power. The history of perspective will be encountered as it relates to scientific, religious, and philosophical movements by way of readings and visual presentations. Texts by Leon Batista Alberti, Erwin Panofsky, Jacques Lacan, Norman Bryson and Martin Jay, among others, will be discussed. *Note: This course is cross-listed with VCD-2237.*

AHD-2238-OL**History of Ornament: A Survey of Form and Pattern**

Thursday 9:00-11:50

Fall semester: 3 art history credits

Instructor: R. Arnold

Designed as a survey on ornament, form and pattern, this course examines themes such as geometry and nature that shape a unique visual language. We will explore the historical and cultural phenomena of ornament and pattern located on surfaces and objects. An interdisciplinary approach will be taken, focusing on material culture, architecture and design, beginning with the Renaissance and concluding in the early 20th century. Students will also be introduced to the work of theoreticians and design pioneers, such as Augustus Pugin, Owen Jones, Auguste Racinet, Émile Prisse d'Avennes and Adolf Loos, offering a comprehensive understanding of ornament and its theories. The aim of this course is to present students with a deeper understanding of pattern and ornament and to recognize an important part of art history. There will be compulsory readings each week and biweekly drawing assignments. *Note: This course is held online.*

AHD-2239-OL**Symbols in Art and Design**

Tuesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: F. Chwalkowski

A symbol has its own story to tell on how it finds its way into manmade objects. The beauty of nature becomes a living poem inserted into a piece of art, weaved into a textile or carved into a building. Symbols in Art and Design will focus on the meaning of symbols through different religions, cultures and geographical locations. Through readings, lectures and practice, students will explore how to use different types of symbols (geometric, vegetal and figural) in their art and designs.

Note: No previous experience in symbolism in art and design is necessary or expected. This course is held online.

AHD-2240-OL**Global Ornament: Transcultural Interactions Between East and West**

Wednesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: R. Arnold

Ornament and pattern are everywhere we look—on all surfaces—from the figure to architecture. They are a visual link between disciplines and cultures. This course emphasizes the global interactions of ornament and pattern development in a global framework. Weekly themes focus on the body, architecture and objects located in Asia, Europe, Africa and the Middle East. We will use local, national and international museum collections as a way to study how artists created ornament and developed a transcultural effect and network of artistic practice. There will be occasional guest lectures from artists, curators and art historians. The aim of this course is to examine the artistic development and creation of forms, facilitating an understanding of how ornament was and is transferred and created on an international scale. Weekly readings and occasional drawing assignments are included. It is recommended, but not required, that students take AHD-2238, History of Ornament: A Survey of Form and Pattern. *Note: This course is held online.*

AHD-2241**The Artist as Coder**

Tuesday 6:30-9:20

One semester: 3 art history credits

Instructor: J. Elm

Limited to 15 students

In the post-studio interdisciplinary art world, technology plays a critical role in an artist's practice. The ubiquity of the Internet, displays and computers demands a new kind of literacy today. By examining contemporary artists working on the periphery of traditional media, we'll explore the implications for art and artists. Readings and lectures will be supplemented by in-class exercises that introduce fundamental programming principles with HTML, CSS and JavaScript. To emulate the interdisciplinary art world mentioned, this course is a hybrid art history course with studio practice. *Note: This course is cross-listed with VCD-2241.*

Course # Semester

AHD-2241-A fall

AHD-2241-B spring

AHD-2252-OL**History of Astrology, Magic and Alchemy in Art and Design**

Wednesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: F. Chwalkowski

Since ancient times, astrology, magic and alchemy have been considered important tools to unravel the mysteries of nature, foretell human destiny and even cure illness. These occult traditions have become rich sources of inspiration for artists and decorate many religious institutions, illuminated manuscripts, cities, and other everyday art objects. Astrological, magical and alchemical symbols serve as inspiration to a wide range of artists and artistic movements, in particular Renaissance artists—such as Bosch, Bruegel, Dürer and Caravaggio—and in the artwork of 19th-century artists, including Fuseli, Blake and the surrealists. This course will investigate, discuss and analyze these symbols in many of the great masterpieces of art and design. We will study various astrological, magical and alchemical symbols as we explore their meaning in different cultures. No previous experience in symbolism in art and design is necessary. *Note: This course is held online.*

AHD-2254-A**The Arts of Ancient Egypt and the Near East**

Friday 12:10-3:00

Spring semester: 3 art history credits

Instructor: F. Chwalkowski

This course will survey the art of the peoples who inhabited the great cultural centers of Egypt, Mesopotamia and Iran from their earliest appearances in the fifth millennium BCE to the conquest by the Greeks under Alexander the Great in the fourth century BCE. We will focus on the stylistic and iconographic developments of the cultures and civilizations that flourished in the area and will emphasize the continuity across the millennia of artistic imagery, forms and techniques.

AHD-2256-OL**Medieval Art and Modernity**

Friday 12:10-3:00

Spring semester: 3 art history credits

Instructor: S. Paul

This course will focus on the transition from feudalism to capitalism, examining the social context that informs the art forms of the period. We will reframe the Middle Ages away from the stereotypical view of the backward Dark Ages and consider its artistic and intellectual innovations as precursors to modernity. Spending time understanding the ideologies and philosophies of the period, we will examine art and literature while also considering developments in music, dance and theater. Readings will be paired with discussions to understand how the social, political and economic systems of medieval Europe are reflected in art. *Note: This course is held online.*

AHD-2257-OL**Religion and Visual Arts**

Tuesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: F. Chwalkowski

Art has been a way to communicate beliefs and express ideas about the human experience throughout all stages of civilization and in every region of the world. Art and religion have been closely connected since the earliest works of art were created. As religious documents, works of art provide important insights into past and existing religions, helping us to understand how others have lived, and what they valued. The course will explore the connections between art and religion from early on through the contemporary period, and aims to provide students with information in relation to religion and visual and material arts/cultures. The course will look at the role of the arts in relation to religious traditions, as well as looking at some of the ways they change from culture to culture and religion to religion. *Note: This course is held online.*

AHD-2258**Let's Go: Modern Art in New York Museums**

Tuesday 12:10-3:00

One semester: 3 art history credits

Instructor: M. Berg

This survey course will involve an energetic, immersive, rigorous and truly active approach to the study of modern art history, while capitalizing on the city's world-renowned collections and seasonal exhibitions, including those at the Museum of Modern Art, The Metropolitan Museum of Art, Solomon R. Guggenheim Museum, Whitney Museum of American Art, Morgan Library and Museum, and Neue Galerie. Conversations during exhibition visits with curators, art historians, artists, and others will be organized around specific exhibitions, artworks and movements. Students will gain skills for responding—in real-time—to artworks in various mediums, their scale and subject matter. Further, students will develop an understanding of the art historical contexts and pivot points that have fostered significant advancements in modern art. This will be reinforced with engaging reading and writing assignments structured to examine the conditions and power structures that shaped the production, circulation and exhibition of artworks throughout the world during the 20th century.

Course # Semester

AHD-2258-A fall

AHD-2258-B spring

AHD-2261-A**Latin American and Latino Art**

Monday 12:10-3:00

Fall semester: 3 art history credits

Instructor: C. Stellweg

This course will introduce the concepts and ideas that are known as “art from Latin America,” and to interconnect them with samples of American Latino art as that branch has evolved since the WPA of the 1930s and 40s, with emphasis on the New York City area. After an overview of prominent pre-Columbian and Colonial artistic models, we will observe how today’s most relevant art practices continue to be animated by this heritage. We will explore various models of modernism that developed in Latin America from 1900 to 1945, with emphasis on location and context, by way of nations that include Mexico, Brazil, Argentina, Cuba and Uruguay. The latter part of the course will examine a broad spectrum of visual culture from Latin and North America, 1945 to present, to critically investigate the distinct social, political and historical contexts of art-making in the Americas.

AHD-2262-A**Contemporary Latin American Art**

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: C. Ferreyra

This course will delve into Latin American art from 1968 to the present, with a focus on independently run spaces and alternative art education. Throughout much of the 20th century, the relentless forces driving economic and political crises in Latin America shaped artistic creation and its language, forcing artists to risk their lives in order to express their ideas and communicate with a public living under dictatorship. The legacy of violence and fear continues to shape artistic production in Latin America, offering a reflection on the new realities and historical connections in contemporary work. Taking the political risks assumed by the artists behind the Tucumán Arde exhibition (1968) as a point of departure, we will investigate the influence of critics like Marta Traba and Luis Camnitzer, the 1975 Texas symposium, and the construction of a regional identity for art in Latin America, examining the impossibility of a unified aesthetic for the region. After reviewing the use of anthropophagy in the 24th São Paulo Biennial, we will examine how the focus has now shifted into curatorial concepts and artist-run spaces in Argentina, Chile and Colombia, and the recent prominence of Central American artists in the international milieu.

AHD-2263-A**Gender and Politics in Contemporary Latin American Art**

Thursday 12:10-3:00

Fall semester: 3 art history credits

Instructor: C. Ferreyra

Taking off with the ground-breaking exhibition “Radical Women: Latin American Art 1960-1985,” this course will explore the many ways that artists who live and work in Latin America, and who do not identify as cis-male, communicate, work and create. As the great American critic and activist Lucy Lippard has said “Art has no sex but artists do.” Today, there’s an urgent need to take a new look at the history of contemporary Latin American art largely because of the way that Latin American LGBTQI artists were rendered invisible for so long. The course will follow the “traditional path” of development in Latin American art from the 1960s to the 2010s, as well as artists who have been omitted or briefly mentioned in the footnotes of art history books. Artists will include emblematic figures (such as Lygia Clark, Ana Mendieta and Marta Minujín), as well as lesser-known contemporaries (including Cuban-born abstract artist Zilia Sánchez, Colombian multidisciplinary artist Carlos Motta and gender-neutral Argentine artist Ad Minoliti).

AHD-2277-A**Chinese, Japanese and Korean Art**

Tuesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: Q. Zhijian

This course will concentrate on major epochs of Chinese and Japanese art, from their beginnings to modern trends of the 20th century. The arts of Korea and other Asian countries will be touched on where relevant. Course activities include a museum trip and participation in a Japanese tea ceremony.

AHD-2284-A**Strategies of Contemporary Art: The Case of China**

Tuesday 12:10-3:00

Fall semester: 3 art history credit

Instructor: T. Deng

This course examines the multiple strategies employed by contemporary artists—readymade, abstraction, performance and conceptualism, among others—through case studies of contemporary Chinese artists. We will begin by examining texts that first theorized these artistic strategies, such as Burger’s Theory of the Avant-Garde. Studying Chinese artists of the 1980s and ’90s, we will then tackle the asymmetry of power between the West, where these strategies first occurred, and the non-West, where these strategies spread and mutated. Ultimately, we will explore the meaning of “transnationalism” in artistic pollination. Students in this course will gain familiarity with the language of artistic critique through close reading of texts, and a greater sensitivity to the issues involved in these artistic strategies, many of which persist in today’s art world.

AHD-2301-A**History of Collage and Assemblage—Two Dimensions, Three Dimensions and Four Dimensions in Space and Time**

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: S. Ginsburg

What was truly radical at the beginning of the 20th century remains ‘radical’ in the 21st century. What began as pasted paper applied to a flat surface with the cubists ‘papier collage’ became a graphic method to combine disparate visual elements and objects in film, advertising, graphic design, photography and the fine arts. Reaching into space and using time as a basic element, collage and assemblage have become installations, environments and other performative events, as well as a component of virtual reality. In this course we will examine the implications of this development as the philosophical basis of this pictorial invention.

AHD-2302-A**History of Video Art: 1965 to 1985**

Monday 9:00-11:50

Fall semester: 3 art history credits

Instructor: D. Ross

What is referred to as “video art” has become a ubiquitous feature of 21st-century art practice, yet it is an art form whose emergence is still a relatively fresh aspect of contemporary art history. This course will explore the origins of video art, examining its sources in film, photography and performance art. Through screenings of key works and discussion with artists, critics and curators as well as in directed readings, students will be exposed to important works and individuals associated with the first two decades of video. Special attention will be paid to an understanding of the cultural and social context that supported the emergence of video art. We will focus upon the evolution of video art from both a technological perspective as well as the development of a video’s critical and institutional framework. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeko Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Howard Fried, Terry Fox, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

AHD-2303-A**History of Video Art: 1985 to Present**

Monday 9:00-11:50

Spring semester: 3 art history credits

Instructor: D. Ross

As video art became more widely accepted and the tools became increasingly affordable and available, the medium quickly emerged as a primary site for the global dialogue that characterizes contemporary art practice. Among the topics to be addressed in this screening, lecture and discussion course will be the emergence of Asian, Latin American and European Video Art, the continued development of sculptural video installation work and the emergence of the market for video art. The blurring of the lines among video art digital art forms, digital cinema and art made for the Internet will also be addressed. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce

Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeo Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Terry Fox, Howard Fried, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

AHD-2309-A

Sound Art: Theory and Practice

Thursday 3:20-6:10

Fall semester: 3 art history credits

Instructor: N. Hallet

The boundaries of sound art stretch from experimental music practices to the fine arts, and its many possibilities and potential remain to be discovered. This course will provide a foundation in contemporary creative sound practices while offering students the opportunity to explore their own sound-based art projects. We will investigate the history of experimental music and arts practices that led to the development of sound art as an independent field, and we will also inquire into the technological, physical and psychological nature of sound. A survey of the current state of the field as practiced today will be included with the goal of developing our own creative relationship to sound.

AHD-2311-A

Visual Music

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: N. Hallet

The term “visual music” has been used to describe a wide variety of responses to sound within the plastic arts, most notably in film and video, as well as across painting, live performance, intermedia and music itself. At its core is the idea that concepts of tone, rhythm and musical form have corollaries in color, shape and texture, allowing for a creative process of abstraction that connects the senses. Focusing on experimental animation, this course surveys different approaches to the field within painting, film/video, sound art, dance, light and projection design. Students will make work in response to post-structuralist film, electronic art and graphic scores.

AHD-2321-A

Sound/Mind/Material

Monday 3:20-6:10

Fall semester: 3 art history credits

Instructor: J. Rowland

Sound is at once ephemeral in air, concrete in material and conceptualized in the mind. This unique transformation property makes sound ideal for examining the relationship of our internal experience to physicality; our body in relationship to a world increasingly more abstracted through digital media. In this course students will recon-sider sound as material, develop their own physical-based audio work and discover theories that aim to understand these relations. Studio projects exploring unexpected and novel material for music and audio—flexible embedded circuitry, building audio speakers and sound sculpture—will be supplemented by listening and viewing of related arts and artists. Students will also respond to readings in theories of sound, new media, perception and phenomenology. This course will offer a hybrid experience—studio practice along with readings and discussion about the many possibilities for considering our relationship to the body, physical material and sound embodied in the physical world.

AHD-2322-OL

Seen, Scene and Heard: Sound and Vision in Modern + Contemporary Art, Film and Video, 1900-Present

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: M. Berg

This survey course will examine how visual artists, photographers, filmmakers, and others have used sound for their artworks across and between disciplines. Combinations of art and sound mediums, including video and photography with audio narratives or music, installations with accompanying soundscapes, animation soundtracks, concerts with visuals, listening experiences, materials, scale and subject matter will all be covered in detail. In-class critical viewing and listening sessions will happen alongside visits with visual artists, sound artists,

performers, and others. By examining the artists, movements and styles responsible for significant pivot points in the visual arts during the modern period, students will gain a comprehensive understanding of how artworks across all media employ sonic elements, while simultaneously considering how to advance the use of sound within their own art practices. *Note: This course is held online.*

AHD-2331-A

Dance History and Theory

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: E. Wexler

Why, where, when and how do people dance? How does ideology, social construction, choreography and embodied cultural revelation make visible the significance of dance throughout history? This course looks through modes of questioning, research and a critically theoretical scope to learn about ways that dance as a practice and artistic field shapes and reflects our lives. This course will look to scholars, artists and thinkers to process the elliptical paths people have traveled to question material existence through the relational aspects of dancing. Students will develop research skills through exploring online libraries and film archives of dance and through demonstrating research methodologies to peers. Finally, students will create a thesis idea about dance history, culture and theory, and pursue this idea through research resulting in a final paper and presentation.

AHD-2332-A

Essential Dance Digressions for Artists

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: A. Scherr

In this course for artists, theorists and budding art historians, we will approach visual art by way of dance. Constituted in time and as time, dance has as potent a relationship to memory and haunted-ness as to presence and immanence. Inhabited not just by bodies but also by people, dance ignites questions of agency and its opposite, automatism. Rearranging space from inside the choreographic frame, dance turns negative space nearly positive. Its peculiarities abound. Our first task will be to gain some purchase on dance. We will attend live performances in both traditional and alternative spaces and watch screendances. We will read relevant poets, philosophers and conceptually inclined choreographers—for example, W. B. Yeats, Rainer Maria Rilke, Paul Valéry, Henri Bergson, Roland Barthes, Alain Badiou, Jacques Rancière, Gregory Bateson, Ishmael Houston-Jones, William Forsythe, Meg Stuart and Jérôme Bel. The end goal is not to absorb a poetics of dance, but to defamiliarize the art idiom to which you are primarily dedicated and thus to reorient you to its fundamental features. No prior knowledge of dance required.

AHD-2344-A

Art in/as Direct Action

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: S. Ortega

In this course we will consider the relationship between “art” and “direct action” by investigating the aesthetic and performative strategies of artists working in/ around/through political frameworks. Topics include the art strike, anti-art, ritual iconoclasm, art activism, détournement, participation, improvisation, public art and social practice art. How do such strategies support, intervene and/or complicate claims made for art’s critical capacities to effect real-world change? Through a series of close readings that draw heavily from political theory (Marx, Lenin, Hardt and Negri, David Harvey, Deleuze and Guattari), critical theory (Teresa Brennan, Fred Moten and Stefano Harney), and performance studies (Shannon Jackson, Claire Bishop) as well as engagements with a wide variety of aesthetic artifacts, we will examine the ways art and performance have worked to map and create acts of significant political resistance.

AHD-2374-0L**History and Theory of Drawing Since the 18th Century**

Tuesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: C. Haggarty

This course will cover the history of drawing from the 18th century to the present. Students will be introduced to major figures in the history of Western art during this period, and will investigate the nature of period and individual styles. Readings and discussions are designed to broaden critical perspectives and to enable students to learn how to articulate their understanding of drawing as a medium and form of artistic expression. We will begin by exploring questions on artistic preferences for materials and techniques. Required readings will address issues relating to the formal characteristics of period and individual styles, the historical context of art and its social and political meanings, and the relevance of other interpretive models, such as psychoanalysis, semiotics and deconstruction. We will read primary sources written by critics and artists and current art historical studies and criticism. *Note: This course is held online.*

AHD-2417-A**The Art of Death**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: N. Chuk

This course examines the history of art with respect to the subject of death and the range of allegorical, figurative, literal, religious and documentary approaches used to frame it. Though our discussions will allude to ancient and global frameworks around the subject, our study will focus on modern Western art and creations in which elements of the macabre, ornamentation, documentation, Romanticism, phantasmagoria, and other responses to mortality will be closely examined. In addition to tracing a particular visual language and recurring aesthetic of death among a broad range of artworks—representative of different media, conceptual approaches, time periods, etc.—we will discuss these works against relevant theoretical positions expressed by Roland Barthes, Jacques Derrida, Craig Dworkin, Sigmund Freud, Amy Herzog, Didier Maleuvre, and others, to identify the roles that art plays in articulating the indefinable, and the persistent importance of death as a subject of creative reflection and study. Readings and assignments, gallery and museum visits, will require several hours of time outside of class.

AHD-2429-A**Cinema and Revolution**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: H. Sunari

Cinema has been associated with politics and revolutionary movements since its early years. Lenin declared cinema the most important art form for its power to educate the masses. This course is a survey of the films that are particularly connected with the history of revolution in the 20th century. We will look at how political ideas are translated into the language of cinema and the role of cinema in various revolutionary movements. Screenings include films from the Soviet Union, the Cold War and the collapse of Berlin Wall, the Cuban Revolution, Italian neorealism, Cinema Novo (Brazil), the German film industry (Nazi and more), the Chinese Culture Revolution, the Japanese Red Army and North Korean propaganda today, as well as the recent prosperity of cinematic images in the wake of the Arab Spring.

AHD-2553-A**Experiencing Contemporary Art in New York City's Galleries and Museums**

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: T. Kahn

In this course students will be guided through Manhattan's gallery districts, including Chelsea, the Lower East Side and Madison Avenue. Students will learn to technically examine works from their artists' perspective. Throughout the semester we will meet artists, curators and gallery owners, and attend gallery openings. Students will be introduced to what is new and important in the art world today. The goal of the course is for students to view art critically. There will be two papers on exhibitions viewed and a project to create a PowerPoint exhibition that will be presented to the class.

AHD-2562-A**Exposed: Exhibitions That Made Art History**

Tuesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: TBA

Today's art calendar is overloaded with international biennials and blockbuster loan exhibitions. This course will show how the impulse to put art on public display has a long history. We will look at the locations, organization and contents of art exhibitions from Italy in the 14th century to the most recent edition of the Venice Biennale. How these exhibitions and the works of art exhibited were documented and received will be analyzed, as will the impact public displays have on the canon of art history. Current shows on view in New York will provide opportunities to chart developments in exhibition design and concepts.

AHD-2563-A**Art and Business in the 20th and 21st Centuries**

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: A. Wilson

Why do we know about certain works of art and not others? The answer lies not just with the quality of the work in question or the artist who created it, but also in the "auxiliary world" of the business of art—the dealers, curators, galleries, mentors and collectors of art, who preserve, exhibit, auction and seek out works and artists. By focusing on some of the most influential behind-the-scenes players in the international business of art, we will explore the economics and practicalities of bringing a work of art to market, as well as the aesthetics and styles of the 20th and 21st centuries.

AHD-2564**Professional Practices and the Art Industry**

Tuesday 3:20-6:10

One semester: 3 art history credits

Instructor: P. Hristoff

This course aims to give participants an understanding of the art world and its history, as well as how to navigate professional pitfalls. From the practical to the esoteric, we will address the complex—sometimes overlapping, other times conflicting—components and institutions of the art world. Professionals such as gilders, faux-finishers, gallerists, grant writers, photographers, art handlers and museum educators (to name a few) will be invited to lead discussions on their areas of expertise. Some sessions will be hands-on studio work, others will concentrate on strategies to support the artist and their studio practice. Students will review exhibitions throughout the semester. Finished artwork will be shared during the final class session. *Note: This course is cross-listed with VCD-2564.*

Course #**Semester**

AHD-2564-A

fall

AHD-2564-B

spring

AHD-2567-A**Museums in New York: Collecting in the Empire City**

Tuesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: TBA

From the encyclopedic collections of The Metropolitan Museum of Art and Brooklyn Museum to the donor-memorial museum of the Frick Collection to the museums that focus on a culture or period, such as the Rubin Museum of Art, this course will survey the landscape of displaying art in New York City. By looking at first attempts at establishing cultural venues, such as P.T. Barnum's American Museum, we will see how the city's museums chart the growth of the financial capital of the United States. An examination of the collectors, curators and critics who helped to shape these institutions will shed light on how collections are formed and which artists are valorized, opening a discussion for ways in which to expand the canon.

AHD-2582-A**From Chance to “Give Peace a Chance”: The Revolution that Took Us From Dada to Fluxus**

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: J. Sigler

Beginning with fin-de-siècle Europe and ending in New York City in the 1960s, this course investigates the history of modern and contemporary avant-garde thinking from Dada to Fluxus, from “chance operations” to the activist slogan, “Give Peace a Chance.” Sessions will combine lectures, screenings, discussions and critique to offer an immersive study of early- to mid-20th century revolutionary movements in art, music, literature, film, theater and science. There will be weekly assignments, such as to create a readymade (in the spirit of Marcel Duchamp), make a photocolage (in the spirit of Hannah Höch) or assemblage (in the spirit of Kurt Schwitters), compose a sound poem (in the spirit of Hugo Ball), or fabricate a “prepared” musical instrument (in the spirit of John Cage). The goal of the course is to strengthen each student’s critical awareness of “intermedia” practice and explore the devolution of “art” to “anti-art.”

AHD-2593**In and Out of Print: Modern and Contemporary Art Publications and Practices in the Expanded Field**

Wednesday 12:10-3:00

One semester: 3 art history credits

Instructor: M. Berg

In this course we will enthusiastically explore 20th- and 21st-century art and artist publications and related practices in the expanded field: art and artist books, chapbooks, posters, flyers, broadsheets, editions, multiples, and other printed ephemera. Historical contexts, artistic advancements and prevailing styles will be examined in-depth, across all mediums and print platforms. We will begin at the end of the 19th century with print and photography portfolios, and continue through Dada, surrealism, concrete poetry, up to Fluxus, minimalism and conceptual art, pop, pictures generation artists, underground publications (from the 1950s, '60s and '70s, including punk), and up through to contemporary artists’ engagements with published materials. Multiples and methods of reproduction will be thoroughly covered, while visiting artists, publishers, collectors and archivists will give presentations on their practical applications of—and engagements with—this subject matter. *Note: This course is held online.*

Course #	Semester
AHD-2593-OL	fall
AHD-2593-OL1	spring

AHD-2596**Museum Studies**

One semester: 3 art history credits

Instructor: L. Gamwell

How are art collections and museums formed? Who decides what a museum exhibits? Is a museum like a bank vault filled with precious objects, or is it more like a secular cathedral? This course will address these questions by surveying the history and philosophy of art collections and museums. Topics include: public, private and corporate art collections; the conservation and preservation of art; museum architecture; installation design; traveling exhibitions; museum education programs; exhibition catalogs; museum trustees; laws that impact museums; commercial galleries and non-profit artists’ spaces. *Note: This course is held online.*

Course #	Day	Time	Semester
AHD-2596-OL	Th	12:10-3:00	fall
AHD-2596-OL1	F	3:20-6:10	fall
AHD-2596-OL2	Th	12:10-3:00	spring
AHD-2596-OL3	F	3:20-6:10	spring

AHD-2712**The Art of Editing**

Tuesday 9:00-11:50

One semester: 3 art history credits

Instructor: K. Dobrowolski

Editing is the creative process by which visual and aural elements are rhythmically integrated to produce meaning in film. This historical survey investigates interrelations of storytelling and story-showing by screening classic and contemporary film scenes and sequences. Students explore cinema’s bonds to painting, photography, theater and literature, as well as its profound links to music and

dance, to discover how editing strategies developed—and continue to do so—inspiring one of the world’s most powerful art forms.

Course	Day	Time	Semester
AHD-2712-A	Tu	9:00-11:50	fall
AHD-2712-B	Th	9:00-11:50	spring

AHD-2713-A**Film Noir**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: G. Smith

This course is an examination of one of the most enduring pictorial and narrative styles of American sound films. Named by French film critics in the 1950s, its roots are found in American and German silent films. Influenced, too, by the French poetic realism of the 1930s, film noir reached its zenith in the postwar America of the 1940s and '50s. Films like *Body Heat*, *Blade Runner* and *Blue Velvet* pay homage to the noir style. An understanding of American film is not possible without a grounding in this mysterious, sinister, graphically vigorous movie style.

AHD-2714-A**Political Cinema**

Tuesday 6:30-9:20

Spring semester: 3 art history credits

Instructor: P. Cronin

A selection of fiction cinema representing a range of compelling filmmaking will be analyzed in this course. Each story deals with a historical era and corresponding political crisis, such as an early iteration of the 99%/1% struggle, the Cold War, the Spanish Civil War, the Algerian war of independence, the politics of race in modern America, the Greek military junta of 1967-74, the American public’s response to the Vietnam War, American policy in the Middle East, unionization in late 18th-century Italy, a coal miners’ strike in 1920s West Virginia and grassroots left-wing activity in 1930s America.

AHD-2717-A**Dramatic Construction**

Thursday 12:10-3:00

Fall semester: 3 art history credits

Instructor: P. Cronin

The apocalypse is coming. Cities will be laid waste. Billions will die. The miserable, unlucky survivors will be forced to walk through rotting fields and crumbling ruins begging for food. With assistance from a host of theorists and practitioners—including Aristotle, Alexander Mackendrick, Scott McCloud and David Mamet—we can choose to be one of the luckier ones, able to wander across the abyss while bartering our skills at telling stories, thus entertaining the pitiable hordes, hopefully in exchange for sustenance and shelter. In this course students will be required to make at least one storytelling presentation. The bottom line: there is not a story or idea that we cannot, collectively, in this workshop setting, improve upon.

AHD-2718-A**Cinema of Krzysztof Kieślowski**

Wednesday 6:30-9:20

Fall semester: 3 art history credits

Instructor: P. Cronin

One of the key European filmmakers of the 1980s and 1990s, Polish director Krzysztof Kieślowski’s feature films, including the Three Colours Trilogy and the multi-episode Dekalog, masterfully mix politics and metaphysics. All of Kieślowski’s major works will be screened, plus shorts and documentaries about his life and work.

AHD-2722-A**History of Comedy in Films**

Friday 3:20-6:10

Fall semester: 3 art history credits

Instructor: A. Alvarado-Diaz

This course seeks to identify and define the fundamentals of comedy in film history through an in-depth study of the comedians, directors and films that make up the body of this genre. The course will establish the two basic forms of comedy—physical and situational—and, by extension, their subsets in spoof, slapstick, satire and the one-liner, from Chaplin to Woody Allen. The utilization

of comedy as a method of commentary on and a release from geopolitical, social and cultural factors in the 20th century will provide the context and overview against which films as chronologically diverse as *City Lights*, *Dr. Strangelove* and *Annie Hall* are examined. Special attention will be given to those contemporary artists stretching the boundaries of and redefining traditional comedy (in SoHo's performance art scene, Chicago's Second City, *Monty Python* and *Saturday Night Live*) and their contribution through avant-garde theater techniques and improvisation to current film comedies.

AHD-2723-A

American Independent Film Milestones 1965-1990

Tuesday 6:30-9:20

Fall semester: 3 art history credits

Instructor: G. Smith

This course surveys a group of groundbreaking films that laid the foundation for the emergence of independent film movement as a major force in American cinema in the 1990s. These films represented models for a future generation of filmmakers who flew below Hollywood's radar by adopting a DIY approach. We will study films by Andy Warhol, George Romero, Melvin Van Peebles, Barbara Loden, John Waters, John Cassavetes, David Lynch, Charles Burnett, John Carpenter, Bette Gordon, John Sayles, Jim Jarmusch, Spike Lee and Steven Soderbergh.

AHD-2724-A

Vietnam War on Film

Wednesday 6:30-9:20

Spring semester: 3 art history credits

Instructor: P. Cronin

Representations of the Vietnam War and its offshoots will be explored in this course. Through a series of American fiction films, the anti-war movement will be viewed, including many films that were instrumental in helping shape Americans' memory and understanding of the conflict. Films to be screened include work by Oliver Stone, Hal Ashby, Julie Taymor and Brian De Palma.

AHD-2738-A

New York on Film: The 1890s to the 1990s

Tuesday 6:30-9:20

Fall semester: 3 art history credits

Instructor: T. Stathes

This seminar-style course surveys New York City as a geographic location, a culture, an image, and a concept in visual media. Screenings and class topics will include Edison's early film experiments, the first American public performances of motion picture films in 1890s Manhattan and the pre-Hollywood film industry. We will also view and discuss New York City on and behind the screen in noteworthy productions and film genres, including the silent film era, the Great Depression, mid-century urban film noir, the shifting postwar cultural landscape, the housing crises and its ensuing displacement, and urban decay in the 20th century.

AHD-2739-A

Latin American Cinema

Friday 3:20-6:10

Spring semester: 3 art history credits

Instructor: F. San Martin

In this course we will study Latin American cinema from the 1960s to the present, examining the relationships among cinema and art, politics and social change. We will begin with the Third Cinema movement that emerged in Latin America under military dictatorships in the 1960s and 1970s. In the second part of the course, we will examine films made in the 1980s and 1990s that address memory during and after these regimes. Finally, we will consider a series of critically acclaimed contemporary films on topics such as gender and race; drug and human trafficking; neoliberalism; and segregation, periphery and violence. The course will pose the following questions: How have Latin American filmmakers, from the 1960s onward, portrayed the idea of "Latin America"? How have they negotiated their colonial past and their social and political history in their films? Is Latin American film different than European and U.S.? And if so, what distinguishes Latin American from Western film?

AHD-2743-A

Jesus and Joan

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: P. Cronin

This course explores the stories of Jesus Christ and Joan of Arc, as seen in some of their many cinematic iterations, and shows how filmmakers have represented historical facts and religious traditions. Films to be screened include work by Martin Scorsese, Pier Paolo Pasolini, Carl Theodor Dreyer and Jacques Rivette.

AHD-2744-A

Student Protest on Film

Monday 12:10-3:00

Fall semester: 3 art history credits

Instructor: P. Cronin

In 1968, hundreds of students at Columbia University occupied five buildings on campus, protesting the university's policies in the local community and its support of the Vietnam War. After a week, they were violently removed by the New York Police Department. This class takes Columbia 1968 as a starting point to explore the historical and political context of the era. Subject areas under discussion include the rise of the New Left, civil disobedience and nonviolent protest, participatory democracy, Martin Luther King and the growth of the Black Power movement, the election of Richard Nixon, Second-wave Feminism, and contemporary activism and organizing. Also included is a collection of fictional cinematic representations of the student protest movement during the late 1960s, with an emphasis on the United States experience, that serves as vivid commentary on far-reaching major political and cultural strands of the era.

AHD-2756-A

New York Animation

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: T. Stathes

Mainstream animation is often coupled with Hollywood studios, yet many of the earliest examples of the art form were created in New York City where the production of animated films continues to thrive. In this course students will examine animation's New York City roots and the iconic animators who paved the way for today's artists. We will screen locally produced animation from many periods and explore how a variety of cultures thriving in New York City have impacted the evolution of animation. Sessions will include guest lectures from the animation community.

AHD-2761-A

Wandering in the Boneyard: The Horror Film Genre

Thursday 6:30-9:20

Spring semester: 3 art history credits

Instructor: A. Alvarado-Diaz

As they say in the film biz, "horror travels." It's one of the only genres left that makes money theatrically all over the world. That's because of its psychic link with the 12- to 29-year-old audience—the age group that comprises a large portion of the movie-going audience. Many of today's cinematic giants began their journeys in horror, including Francis Ford Coppola, Peter Bogdanovich, Roman Polanski and Oliver Stone. This course will explore the genesis of the horror genre and its evolution over the last hundred years, generously supported by features, clips and guest lecturers. We will examine Lon Chaney's groundbreaking work, modern masters such as George Romero, Tobe Hooper and Wes Craven, as well as European and Japanese horror films.

AHD-2774-A

Word & Image: Modernism to the Present

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: R. Wilson

This is an introductory course that will focus on image-text relationships in literature and the visual arts during the 20th and 21st centuries. We will explore these relationships in the context of various schools of art, coteries and movements, including: cubism, futurism, Dada, surrealism, Black Mountain College, The New York School, minimalism, conceptualism, concrete poetry and Fluxus.

Students will consider diverse modes of interaction between language arts and visual arts, including instances of artist-writer collaborations, writing as translation of image (ekphrasis), artists using language as a medium and visual poetry. Field trips and museum visits will augment the course as appropriate.

AHD-2808-A

Who's Looking? (The Function of Women in Film)

Monday 12:10-3:00

Fall semester: 3 art history credits

Instructor: A. Taubin

Film both reflects and generates ways in which women are seen and function in our culture. The development of feminist film criticism and theory has given women a perspective from which to challenge the male-dominated film industry. Women are fighting back as critics, scholars and filmmakers. This course examines, from a feminist position, films by such masters as Jean-Luc Godard, Alfred Hitchcock and Martin Scorsese and takes a look at some current box-office biggies. Critical readings by Laura Mulvey, Meaghan Morris and Angela Carter will ground discussions of such issues as the relationship of aesthetics and politics, and the construction of gendered positions both on the screen and in the audience.

AHD-2810

Freak(y) Theory

Monday 3:20-6:10

One semester: 3 art history credits

Instructor: S. Ortega

Queer. Crazy. Crip. Freak. Bodies that, by virtue of existing, call into question the very notion of normality and functionality. Freak(y) theory expands on the scope of traditional queer-artistic practice to propose full-scale economic, political, epistemological and cultural experiments that seek to produce difference and equality at the same time. Taking on the conceptual concerns of queer theory, crip theory and mad studies, this course will examine the historical and performative manifestations of the "freak." We will engage with critical literature, a wide variety of performance artifacts and our own performance practices to discover how "freaky" embodiment and aesthetics can disrupt normative social practices to generate, what Foucault once called, the "utopian body." From early 20th-century freak shows to contemporary transhumanist performance, we will explore ways in which individuals too weak, sick, out of control, deviant and sexual for dominate powers have learned to speak/act/exist without authorization.

Course	Semester
AHD-2810-A	fall
AHD-2810-B	spring

AHD-2811-A

Women Make Movies

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Taubin

During the 1970s, the feminist movement gave rise to a powerful wave of women filmmakers; they emerged on a worldwide scale, primarily in the independent sector. During the '80s, the number of women directors increased, and one or two even penetrated that patriarchal monolith—the Hollywood film industry. We will examine the past 40 years of women's filmmaking and also take a look at some of its antecedents. We will screen films by Chantal Akerman, Jane Campion, Julie Dash, Susan Seidelman, and others.

AHD-2812-A

Feminist Approaches to Media

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: F. Holland

This course will combine the art history and art practice of the 20th and 21st centuries in order to familiarize students with different feminist media strategies: collage (beginning in the early 20th-century), performance and video (1970s-'80s), zines (1990s), as well as net art and social media ('90s-2000s). Accompanied by relevant readings (including Linda Nochlin, bell hooks and Lisa Nakamura), we will examine this era of feminist practice while adapting these mediums for students to explore in their own creative work.

AHD-2813-OL

Modern Feminist Theory

Tuesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: C. Matlin

Feminism is not a static concept that one can point to for a concrete definition. As an idea and an orientation toward the world, it resides in a contested space between patriarchal male privilege and confusion about what feminism actually means. This course seeks to unpack the ideas behind feminism, understand their histories and the narrative of the thought, while also examining the influence feminism has had on art making, specifically art of the 20th and 21st centuries. Through reading and studying diverse thinkers and artists (such as Adrian Piper, Mary Wollstonecraft and Virginia Woolf) we will form a rigorous and nuanced understanding of what feminism is/was and, perhaps most crucially for this class, what the emancipatory struggle that defines feminism means for a new generation of artists. *Note: This course is held online.*

AHD-2814-OL

Transgender Visual Culture

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: T. Meraud

Taking the transgender experience as a point of departure, this interdisciplinary seminar course will cover the junctures between identity politics and theories of representation. We will draw from the visual arts, philosophy, psychology and anthropology, among other disciplines, to look at the central features and concerns of queer theory and transgender identity. The focus of the course will be on the 21st century, with reference and consideration to historical trajectories of the past. Ultimately, this course is a proposal toward recognizing the intersections of, and interfaces mediating, transgender discourse and theories of representation, toward an understanding—if not theory—of contemporary transgender visual culture. *Note: This course is held online.*

AHD-2815

A History of the Comics

Wednesday 3:20-6:10

One semester: 3 art history credits

Instructor: M. Newgarden

This course will familiarize students with the rich tradition of the comics medium as it developed in Europe and blossomed in America. It will present a concise overview of comics—primarily those of the 20th century—and will examine the medium's influential creators and established contemporary practitioners, as well as the unique demands of the numerous forms to which it has adapted (the daily and Sunday press, comic books, underground comics, graphic novels, etc.). Special attention will be paid to the influence of technological, social and economic forces (as well as rival contemporary visual media) on narrative approaches, genres and content.

Course # Semester

AHD-2815-A	fall
AHD-2815-B	spring

AHD-2816-A

History of the Cartoon Image: From Greece to Manga and Emojis: Caricature, Satire, Politics and Humor

Tuesday 3:20-6:30

Spring semester: 3 art history credits

Instructor: S. Ginsburg

Visual artists have used the cartoon image throughout history in formats such as animation, graphic novels, instruction booklets, comic strips, comic books, political editorials, manuals, graphic design, illustrations, storyboards, posters, T-shirts, books, advertisements, greeting cards, magazines, newspapers and video games. From the ancient Greeks who used satirical imagery through the Japanese manga and *Charlie Hebdo*, the cartoon artist has a vital role in communicating ideas to a receptive public. This history will be closely examined along with the political and social contexts that support it.

AHD-2817-A**Comics Criticism**

Friday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. English

This course will examine comics as an artistic medium and as a product of their social and historical context. Topics will include the superhero, horror, alternative and underground comics as well as newspaper strips. We will analyze comics using traditional techniques of literary criticism such as the study of symbolism, narrative structure, and character development, as well as visual analysis and recent innovations in literary theory such as semiotics, feminism, and post-colonialism. We will also discuss the influence of major historical events on the development of comics, shifts in audience base, and the relationship between comics as an art form and a mass medium.

AHD-2818-A**Beyond Genre: The Structure of Comics and Graphic Novels**

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Price

Comics is a medium that has been stereotyped by genre: the superhero, the cartoon, the funny animal. Beyond these tropes is a complex visual, storytelling medium that utilizes a fusion of fragmented parts to create a unified narrative. Action and time are divided; words and images are separated. Yet, the flow of the story, the style and the layout merge it all back together. This course will examine a range of both historical and contemporary comics and graphic novels from a formal and structural standpoint. Topics will include the emotional and narrative impact of style in comics, the symbolic nature of the comics character, the dichotomy between words and images, images in sequence, and the structure of the page and the panel. Readings will come from American and European comics as well as Japanese manga and we will discuss their similar and divergent approaches to visual storytelling.

AHD-2842-A**Understanding Kitsch**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Wilson

Although the etymology of the term is debatable, “kitsch” is generally understood to refer to the questionable aesthetic of mass-produced items created to appeal to crass, unrefined tastes. Since its emergence in the mid-1800s, artists have borrowed from and been inspired by this aesthetic; by the twentieth century, kitsch and high culture seemed at times to be so intertwined as to be indistinguishable. Championed by some as the “democratization” of taste and decried by others as catering to the lowest common denominator, kitsch embraces notions eschewed by arbiters of high culture, such as sentimentality, melodrama and cuteness. This course will discuss the culture and environment that gave birth to kitsch and its continued development. We will use kitsch as a vehicle for examining concepts that may shed light on how we view fine art objects, including an introduction to political, historical and psychoanalytical models of interpreting art; the origins of suburbia; and the difference between kitsch and propaganda. All of these topics are considered as we try to get to the root of the question: What makes fine art “art” and kitsch “kitsch”?

AHD-2843-A**Postmodernism and Contemporary Photography**

Thursday 12:10-3:00

Spring semester: 3 art history credits

Instructor: P. Kloehn

This course covers contemporary photography from 1955 to the present. Much like the modernist avant-garde period of the 1920s and 1930s that contributed to the development of the photographic image as fine art practice, this course will look at the influences of postmodern art and theories in photography. We will learn about the photograph in relation to the pluralism of the 1970s, conceptual art (idea-art) and performance art, all of which are contributors to the ideology and theoretical schematics of today’s image-systems.

AHD-2847-A**Conceptual Art**

Thursday 12:10-3:00

Fall semester: 3 art history credits

Instructor: R. Morgan

Conceptual art emerged in the late 1960s as one of the earlier international art world phenomenon. In 1966, New York was still the center of burgeoning art movements in the post-World War II cultural environment. However, with the advent of conceptual art, the international focus on artists’ activities outside the United States quickly became apparent. Conceptual art emphasizes the transmission of ideas by way of language. The influence of Marcel Duchamp, particularly his readymades, played a key role in its evolution of “art as idea.” By the late 1960s, American avant-garde artists were involved in various reductive strategies, including minimal, Earth, and performance art as a means to express non-object-oriented art. The course will focus on the work of such artists as Sol LeWitt, Lawrence Weiner, Bruce Nauman, Marina Abramović, Gina Pane, Robert Barry, Douglas Huebler, John Baldessari, Art & Language (Baldwin and Atkinson), On Kawara and Daniel Buren. An eight-page research paper, a presentation and class participation are required.

AHD-2947**Game Culture**

Wednesday 6:30-9:20

One semester: 3 art history credits

Instructor: N. Chuk

Entering the mainstream in the 1970s and gaining popularity shortly thereafter, video games are cultural artifacts that warrant close examination and appreciation for their developing technologies, social and political critiques, entertainment value, creative expression, and more. Despite this, they have a negative reputation among some for being addictive and destructive, fueling an ongoing debate over their general worthiness. This course will focus on the complexity of video games by examining their history, changes in technologies, and general growth as a sophisticated and intricate storytelling medium. In addition to studying their formal elements, we will evaluate how developments in video games are informed by cultural, economic, social and creative influences, as well as the role that video games studies have played in addressing social concerns over the dominance and potential harm of games. We will draw on game theorists, historians, cultural critics, game designers, anthropologists, philosophers, and others to pose questions about games and their surrounding culture. *Note: AHD-2947-OL is held online.*

Course #

AHD-2947-A

Semester

fall

AHD-2947-OL

spring

AHD-2951**Global Science and Art Today**

Friday 12:10-3:00

One semester: 3 art history credits

Instructor: L. Gamwell

Science and art combine naturally—like solutes in a solvent—because both aim to capture essences, discover underlying principles and express truth. This course covers the most recent discoveries in astronomy, biology, physics and psychology, as well as creations of contemporary art. The artists, many of whom have had significant training in science, have an approach that is at the core of the international art world today: the combination of the abstract, minimalist aesthetic with science in research-based studio practices to create powerful, artistic metaphors for the natural world and the human condition that incorporate insights from laboratories and telescopes around the world. *Note: This course is held online.*

Course #

AHD-2951-OL

Semester

fall

AHD-2951-OL1

spring

AHD-2953-A**Art and the Machine**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: N. Chuk

This course will introduce students to the role that advancements in technology play in shaping the social, political, economic and creative environments in which art is made, and will be especially focused on the logistics, aesthetics and conceptual bases of machine-assisted creativity. We will study the rise of modernity and its effects on creativity and the exchange of ideas, and consider the theoretical frameworks of these influences and how they apply to today's creative, performative and data-driven landscape. Readings and discussions will provide historical and theoretical backgrounds for our examinations, drawing on work by Roland Barthes, Walter Benjamin, Henri Bergson, Jean Baudrillard, David Campany, Gilles Deleuze, Oliver Grau, David Harvey, Friedrich Kittler, Henri Lefebvre, Margot Lovejoy, Hito Steyerl, Amie Thomasson, Katherine Thomson-Jones, among others; and we will study these ideas against the work of numerous artists across disciplines, schools and media. Readings and assignments, gallery and museum visits require several hours of time outside of class.

AHD-3049-A**Modernism to Post-Postmodernism**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: R. Leslie

You have heard of modernism and perhaps postmodernism. They present important issues in the arts but they embody ideas now 50 to 80 years old. Has nothing arisen to challenge them? Yes! But there is no one word for the critical developments across arts and culture these past 40 years. "Post-postmodernism" is one among many (and perhaps silly) terms, but it does embody the messy confusion in our times and shows an attempt to stuff it all back into some linear development. This course will outline the linear but concentrate on the messy parts, which means that art is one aspect of larger issues. First, the modern and modernism will be explored through well-known art forms of the first half of the 20th century. The same is done for a postmodernist period that emerges in the 1960s but takes hold more fully later in the century. During that time there also emerged impulses that commingle and counter the postmodernist reliance on irony and post-humanism in favor of issues more related to our contested 21st century. In the last part of this course, we will survey our attempt to reconcile the legacies of objectivity from post-humanist technology, digitization, sciences and engineering, into values shared between humans and the newly empowered object-world where visual art, technology and activist cultural forms function as "disobedient objects" in the age of the Anthropocene.

AHD-3051-A**Art in Theory: 1648-1900**

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: C. Matlin

This course will focus on what became the central ideas that informed the European tradition of art theory and criticism. The goal is to acquaint students with the writings and ideas of these times, which were considered to be the foundation of what constitutes art and the art experience. *Note: This course is cross-listed with VCD-3051.*

AHD-3052-A**Art in Theory: 1900-1990**

Thursday 6:30-9:20

Fall semester: 3 art history credits

Instructor: A. Wilson

Important articles, manifestoes, and artists' statements of the 20th century will be examined in this course. Lectures will connect the artwork produced during that time to these texts and offer a comprehensive understanding of both images and ideas. *Note: This course is cross-listed with VCD-3052.*

AHD-3053-A**Art and Emotion in 17th and 18th Centuries**

Monday 12:10-3:00

Fall semester: 3 art history credits

Instructor: D. Carvahlo

This course will focus on the art of the 17th and 18th centuries while addressing influential theoretical and philosophical writings about emotion, the senses, affection, the sublime, pleasure, the pursuit of happiness and humor. We will investigate a series of seminal writings by Descartes, Hobbes, Malebranche, Spinoza, Shaftesbury, Hutcheson, Hume, Mandeville and Wollstonecraft. In terms of art historical styles, our class will focus mainly on paintings and sculptures from the baroque and rococo through Romanticism, neoclassicism and impressionism. Among the artists discussed are Antoine Watteau, François Boucher, Charles Le Brun, Nicolas Poussin, Jean-Baptiste Greuze, Élisabeth Louise Vigée Le Brun, Marie Victoire Lemoine, Adélaïde Labille-Guiard, Artemisia Gentileschi, Louise Moillon, Caspar David Friedrich, J.M.W. Turner, Marguerite Gérard, John William Waterhouse, Eugène Delacroix, Angelica Kauffman, Edmonia Lewis, Henry Fuseli, Berthe Morisot, Mary Cassatt, Rosa Bonheur and Suzanne Valadon.

AHD-3054-A**Art and Perception**

Tuesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: W. Laforge

This course will cover recent trends in the philosophy of art and aesthetics pertaining to the topic of perception. It comprises a general survey of the literature spanning the fields of the philosophy of art and aesthetics, cognitive psychology, philosophy, the philosophy of art and aesthetics, and educational pedagogy. We will begin outlining a definition of perception, then models of aesthetic perception, followed by debates about the cognitive and affective value of art, some ideas in developmental psychology pertaining to thereof, and finally studies about emotion and intentionality as they pertain to both artistic production and reception.

AHD-3055-A**Art and the Intimate**

Thursday 3:20-6:10

Fall semester: 3 art history credits

Instructor: K. Moscovitch

We engage the intimate through family relationships, gender and sexuality, and even the natural and architectural spaces we inhabit. Artists have played an important role in imagining intimacy as personal, sociopolitical and ecological practice. How do we express love and belonging? What can we learn through the intimate gaze? How does our intimacy reflect our identities? When does viewership become voyeurism, and what are the ethical considerations in relation to surveillance? From documentary photographic practices to experiential performative works, art invites us to consider intimacy as a rich ground for inter-relating and investigating the human condition. We will explore the intimate in visual and performance art, as it intersects with human narratives, ethics, technology and politics. In community, we will investigate intimacy as both a personal journey into one's private and interior world, and a research practice grounded in friendship, solidarity and collaboration.

AHD-3056-A**Art and Psychoanalysis in the Work of Modern and Contemporary Artists**

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: D. Carvahlo

Various psychoanalytic perspectives will be explored in this course through seminal artworks since the late 19th century to contemporary art. We will read significant writings in psychoanalysis, including those by Sigmund Freud, René Girard, Jacques Lacan, Laura Mulvey, Carl Jung, Melanie Klein, Julia Kristeva, Michel Foucault, Luce Irigaray, Hélène Cixous and Judith Butler. Modern and contemporary artists to be examined will include Edgar Degas, Pierre Bonnard, Henri Matisse, Max Ernst, Remedios Varo, John Stezaker, Marcel Duchamp, Joseph Cornell, Jackson Pollock, the architecture of Frank Lloyd Wright, Andy Warhol, Louise Bourgeois, Rachel Whiteread, Hans Bellmer, Cindy Sherman, Claude Cahun, Mary Kelly, Kiki Smith, Mike Kelley, Paul McCarthy, Rona Pondick, Helen Chadwick, Pipilotti Rist, Lyle Ashton Harris, Eva Hesse, Carrie Mae Weems, Marina Abramovic and Lygia Clark.

AHD-3067-A**American Maverick Filmmakers**

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: G. Smith

This course will study the work of a dozen trailblazing American filmmakers from the last 50 years who worked outside the established aesthetic and narrative conventions of mainstream Hollywood cinema. These outsiders, risk-takers, and misfits adopted their own unique stylistic approaches and subject matter, and in the process influenced subsequent generations of American directors. We will examine the innovative film grammar and storytelling approaches of such filmmakers as Samuel Fuller, Sam Peckinpah, Robert Altman, John Cassavetes, Francis Ford Coppola, Oliver Stone, Melvin van Peebles, Katherine Bigelow, Spike Lee and Todd Haynes. Through lecture and class discussion we will explore the idiosyncratic formal techniques and expressive properties of each film. Films to be studied include *Shock Corridor*, *The Wild Bunch*, *Sweet Sweetback's Badass Song*, *Two-Lane Blacktop*, *The Long Goodbye*, *A Woman Under the Influence*, *Mikey and Nicky*, *Apocalypse Now*, *The Loveless*, *Salvador*, *Mala Noche*, *Do the Right Thing* and *Poison*.

AHD-3078-OL**The Sublime and Transcendence**

Tuesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: C. Matlin

The sublime is a little-understood idea; it has become a term of approval for those things we cannot do. Yet if we really examine the sublime, it is an experience of transcendence and moral connectedness; it is the aesthetic experience that most forcefully requires us to make contact with life. In this course we will investigate the sublime (chronologically and in the context of each theorist's era) from Longinus to Albert Camus, and will examine how the concept of the experience of sublimity has been linked to the philosophical idea of the tragic—that both require a sort of moral re-attunement to life in the wake of such overwhelming experiences. Our explorations into past notions of the sublime will be used to try to answer the question of whether the sublime can be depicted in contemporary art and, most importantly, if the sublime has the capacity to speak to the modern world. *Note: This course is held online.*

AHD-3081-A**Critical Media Studies**

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: R. Leslie

Mediation has become an acknowledged and celebrated condition during a time when the visualized nature of a globalized world reconfigures our spheres of communication, values and evaluations in ways that require us to reconsider our relations to art-making. This course looks at the history of modern media as a change in tools and technology and at the media cultures they generate, with a decided stress on contemporary and emerging situations. The goal is to characterize and critically examine accepted and developing theories used to understand the real and hypothetical changes in local and global functions of media cultures. Students will participate in assigned exercises and develop and produce independent projects that combine research with textual and visual resources. A global perspective and some experience in Internet practices, web design and social media is a plus, but not required. *Note: This course is cross-listed with VCD-3081.*

AHD-3083-A**Art and the Colonial Experience**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: Y. Alipour

Designed for artists to explore the history of the colonial experience and introduce postcolonial theory, this course offers case studies on a variety of artists who work with the subject to examine and challenge the universalist narratives of art history. As such, the class will aim to offer students a space to reconsider their historical context in its complexity and explore the potentiality of the contemporary moment despite all its problematics.

AHD-3086-A**Diversity in Practice**

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: K. Moscovitch

Contemporary art can be defined by diversity in medium, methodology and style. Many artists feel confined by media-specific approaches to studio practice and have learned to expand their repertoire to include any material that helps their ideas and identities come to life. Such an approach has also supported artists from diverse backgrounds who wish to integrate their particular set of cultural contexts into their art-making process. From textiles to technology, painting to cooking, science to literature, we can use the diverse fields of knowledge we have acquired both in and out of the studio to produce art that is meaningful, personal and entirely our own. This seminar-style course will be enhanced by regular investigations into art history and theory, poetry, music, science, history, and other areas of human expression that support a spirit of inquiry and curiosity.

AHD-3087-A**The Diasporas Emerge: Filling in the Gaps**

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: S. Rodriguez

In this course we will comb through the Western European canon of art and history to trace the roots of important black, Latino and indigenous thinkers, artists, poets and musicians who have shaped the politics, culture and representations of modern and contemporary art. We will delve into an array of historical, decolonial and philosophical texts and source materials to expand our knowledge and understanding of the canon by unearthing the contradictions inherent in the legacy of Western European Enlightenment and imperialism. Students will be presented with two case studies. The first will be surrealism, its relationship to the Négritude movement and the influence of the Blues. We will read and unpack thinkers such as Aimé Césaire, Frantz Fanon, Sylvia Wynter and Franklin Rosemont. For the second, we will look at New York City in the late 1970s and '80s to unpack the cross-pollination of the arts in the city, through the lens of Martha Rosler, Jeff Chang and the poetry of Pedro Pietri to expand our knowledge of the canon to include those influential poets, musicians and artists from Chinatown, Loisaida and the South Bronx that were left behind. *Note: This course is cross-listed with VCD-3087.*

AHD-3088-A**Counternarratives: The Art and Visual Culture of Racial Justice**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: A. Schriber

Drawing on critical race theory as method, this course investigates the notion of "counternarratives" in Black visual culture, or the idea that witnessing, and looking or speaking back through images, has been crucial to the pursuit of racial justice in the United States, in particular, since at least the late 19th century. While much of the course emphasizes photography as a key medium for notions of evidence, truth and witness, the failure of photographs to engender justice will also be explored. We will ask: What role can art and aesthetics play in changing dominant narratives in media and politics? How have African-American artists drawn upon art in these ways to do so, and have they been effective?

AHD-3089-A**The Interdisciplinary Black Arts**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Whitfield

This course will introduce students to the art and ideas of the Black Arts Movement (BAM). During the 1960s, BAM artists created aesthetic counterparts to Black self-determination and community solidarity, from Los Angeles to Chicago to New York. Creating new relations to Black publics on a local, grass-roots level and to diasporic politics and the African continent on a transnational level, artists broke with the limitations of painting and sculpture by blending mediums and fostering awareness of the physical and social environment. Starting from art history as our home discipline, the course will ask how BAM artists extended visual art in poetic, performative and musical directions. What were the expressions of freedom and celebration of Black social life that emerged out of this moment and how do they correlate to the present? How were they conveyed through different aesthetic strategies that can inform artists today?

AHD-3111-A**Art and Politics**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: J. Cohan

In this course we examine perennial and contemporary issues in art and politics by a close reading of the remarkable oeuvre of Jean-Jacques Rousseau and an inquiry into the manifold influence of his thought. We read together his important works on aesthetics (*Discourse on the Arts and Sciences*, *Letter to D'Alembert on the Theatre*), politics (*Discourse on the Origin of Inequality*, *On the Social Contract*), and education (*Emile*). We also examine his *Confessions*, and how it helped shape our ideas of the value of the individual, of self-examination and of authenticity. We will make use of occasional secondary sources to illuminate these works, but will mostly rely on careful attention to the texts themselves. Finally, we examine some of the manifold legacy of this extraordinary thinker in the art of Romanticism, as well as in history, ethics and politics. Throughout, we will examine the values of equality, individuality and self-examination that underlay the work of this remarkable figure and continue to influence and challenge us today. *Note: This course is cross-listed with VCD-3111.*

AHD-3137**Irony and Beauty**

Wednesday 3:20-6:10

One semester: 3 art history credits

Irony is a puzzling concept, far deeper than the dictionary definition: "Irony is the act of using words to convey a meaning that is the opposite of its literal meaning." If this were the case, all sarcasm would be irony and the truly ironic act would be nothing more than a cheap theatrical. Thankfully, real irony is hard to come by. It is rooted in something more than cleverness, just as beauty is more than simply being pretty. The idea of beauty is, at its core, a moment of transcendence, an experience of something greater than the tangible world has to offer. When done well, irony is a concentrated disaffection with what has been presented as truth; it is a mode of rebellion. Can beauty and irony co-exist or are they mutually exclusive? Is there any irony in the paintings of Barnett Newman or is it all deadly serious? Has irony become too easy? And has beauty ceased to answer any real questions? These are the issues we will address as we try to reconcile these seeming opposites. *Note: AHD-3137-OL is held online.*

Course #	Semester	Instructor
AHD-3137-OL	fall	K. Rooney
AHD-3137-B	spring	C. Matlin

AHD-3140-HP**Memory and History in Film**

Tuesday 6:30-10:00

Fall semester: 3 art history credits

Instructor: A. Sinha

A range of issues will be addressed in this course, all intended to explore the relationship between history and memory in the films of Alain Resnais, Chris Marker, Andrei Tarkovsky and Alexander Kluge. How do the modernist and postmodernist discourses of memory and history take shape in these filmmakers' works? Questions crucial to the understanding of how cinema (re)works the ideas of history and memory through representation will be raised. What is the nature of this relationship? How do individual and social memories intersect? We will attempt to answer these and other questions as we trace the trajectories of two forces—memory and history—always at odds with each other in the films of these directors.

AHD-3145-HP**Issues in Contemporary Art****Globalism—New Patterns of Practice, Shifting Grounds of Discourse**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: J. Avgikos

We will focus our attention this semester on the impact/influence of globalism on visual culture and contemporary art. On one hand, we will frame the idea of "globalism" by rifling through the bones of history, including post-World War II distribution networks and postcolonial legacies that begin to manifest in art in the 1960s and '70s. On the other hand, we will investigate various exhibition formats, artists, audiences, narratives, circumstances and more (emphasis on the 1980s to the present), all of which contributed to the thrilling complexity of

"worldwide visual culture" and the "global communication continuum." As Guy Davenport stated, "Art is the attention we pay to the wholeness of the world." This idea will be our starting point.

AHD-3147-A**Contemporary Painting**

Tuesday 6:30-9:20

Fall semester: 3 art history credits

Instructor: TBA

Interesting things have been happening in the medium of painting. It has died, come back as a zombie, imitated computer screens, looked lazy; it has indulged in narrative, it has emerged, it has been resurrected and died a few more times along the way. This course will provide an account of painting's recent history—the major trends, theories and conversations that have defined the medium from the 1980s to the present. It will be our task to chart these developments and understand the strategies, arguments and narratives at play. We will explore this question from a variety of angles, including an account of defining artists and exhibitions, an engagement with theory and criticism, and in the act of looking—all toward the goal of understanding the situation of painting in the present.

AHD-3152-A**Painting and Culture**

Wednesday 9:00-12:10

Fall semester: 3 art history credits

Instructor: C. Haggarty

At any given time, the temperature of a culture's consumerism, politics, sexuality and even fashion affect painting's trajectory. What are the stylistic and cultural differences between contemporary artists Chris Ofili and Dana Schutz? How do these shifts occur? This seminar-style course focuses on the history, relevance and pulse of contemporary art as a conduit for culture. We will research and discuss artists who have contributed and reacted to culture within their work. The goal is not only to better understand the history of modern and contemporary painting, but also to learn about how culture affects, and is affected by, painting. Topics such as gender equality, race and identity, wealth and consumerism envelop the artists discussed as we comprehensively research their work. Field trips to artists' studios, discussions of working artists and visits by guest lecturers will make this course a hands-on and interactive experience.

AHD-3163-A**The Hall of Mirrors: Painting in Space and Time**

Tuesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: P. Mesa

This course will explore painting as a condenser of cultural acts, tensions and contradictions leading up to the beginning of the 21st century. We will identify global semiotics that do not necessarily depend on the picture plane to manifest themselves. By assimilating multi-mediatic signs in our cultural environment as part of constellations that constitute image-making, our discussion will invite various artistic and scientific dis-courses ranging from late-modern ontotheologies, BLM, materialist psychiatry and Tijuana Bibles to culture jamming, the Talking Heads, Beyoncé and Childish Gambino. These "pictorial textures" will centrifuge painting as an ever-shifting (none) center affected by historical, economic and sociological genealogies. This course attempts a historical revision of the artistic renaissances and their transformation into academicism, passing through at least three different modernities and focusing on the possibilities of escaping late-modernity. We will understand our subjects as a partial cultural progression of the renaissances, examining them across a capitalist economy that starts in mercantilism, passes through capitalism and is currently located in a kind of neo-feudalist space. Our objective is emergence from the cave of late-modernity: to prevent our existence from turning dangerously nihilistic too fast, making painting a meaningful basis of being in a seemingly desolate contemporary landscape.

AHD-3200-A**Ideas in Art: 1960 to the Present**

Monday 6:30-9:20

Spring semester: 3 art history credits

Instructor: S. Paul

This course will investigate contemporary art, from pop art to postmodernism. Beginning with the 1960s, which witnessed the birth of pop art, minimalism, postminimalism and conceptual art, we will study how these movements continue to be relevant today. Readings include primary texts and critical works. There will be visits to museums and gallery exhibitions.

AHD-3200-B**Ideas in Art: 1960 to the Present**

Wednesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: M. Gal

A thorough survey of the visual arts will be provided in this course, as well as the philosophies of art, of the last four decades. The goal is to thoroughly familiarize students with the visual arts, and attendant ideas, beginning with the American art of the 1960s and concluding with contemporary art.

AHD-3200-C**Ideas in Art: 1960 to the Present**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: J. Jacobson

This course will examine art since the late 1960s with an emphasis on the ideas of canonical artists, as well as those who are beginning to receive recognition. Minimal, postminimal, conceptual, pop, and other genres will be thoroughly surveyed and considered in relation to current artistic practices. We will also examine thematic issues such as myth-making, do-it-yourself, self-criticism, withdrawal and, particularly, what artists, historians and critics mean by “contemporary art.” Throughout the semester, we will discuss and read critical texts and artists’ writings appropriate to each subject; students will make regular visits to museums, galleries, studios and other art spaces.

AHD-3200-D**Ideas in Art: 1960 to the Present**

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: R. Morgan

As the title for the course suggests, “ideas” are an intrinsic aspect of art and the aesthetic process. The focus will be given to ideas, both as intentional ingredients within works of art and as critical responses given to various works by artists, critics, art historians and theorists—primarily through an examination of the art and writing of the past four decades.

AHD-3200-OL**Ideas in Art: 1960 to the Present**

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: J. Keesling

This course will focus on the social and political nature of postmodern art, from the tumultuous 1960s to the present. Issues of race, class, gender and sexuality will be considered alongside more philosophical considerations such as the notion of what constitutes “art,” the meaning of originality and authorship and the changing role of popular culture in art. We will study various styles, conceptual approaches and subcultures that have had significant influence, such as pop and performance-based art to postminimalism and the East Village scene. Emphasis will be placed on American artists. *Note: This course is held online.*

AHD-3212-A**15 Weeks/15 Artists**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: A. Wilson

This course will examine the influences of 15 notable post-World War II artists, one per class session. The study will include the art they created and readings of critical responses to their work, as well as their own writings. We will consider the legacies they inherited and what they have left behind in order to develop an understanding of what makes these artists some of the most important creative

contributors of this era. Artists include Andy Warhol, Jackson Pollock, Joseph Beuys, Robert Smithson, Donald Judd, George Maciunas, Cindy Sherman, Richard Tuttle, Bernd and Hilla Becher, Vito Acconci, Eva Hesse and John Baldessari. Readings and research papers will be assigned.

AHD-3247-A**Radical Interventions**

Tuesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: M. Gal

The global financial meltdown has precipitated major economic and political processes. The collapse can also be seen as caused by social and ethical failure. Deleuze, Baudrillard and Gergen, among others, have already articulated this acute and deteriorating situation. If society is what they claim it is (personal saturation and fragmentation, cultural schizophrenia and multi-phrenia), a radical intervention by artists is required. We will study, strategize and create ways to work with the prevailing social saturation and the phenomena of “distracted-from-distraction-by-distraction” in the age of postproduction. We will follow radical art actions, non-art resistance practices and counterculture groups to find possible ways to work effectively with the public through sculpture, video/performance, photography, painting, object/text-based work and indoor/outdoor actions.

AHD-3261-A**Public Art and Social Activism: Foundations**

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: M. Martegani

This course is dedicated to the study of public art, activism and social practice. Its goal is to build a theoretical platform for understanding the intersection of public art and socially engaged practice, by examining the history and conceptual framework of public art in New York City and beyond. Students will study examples of prominent artists in the field and, together, we will seek to define public art, exploring such questions as how, when and why art addresses and amplifies the causes and goals of social justice. Visiting artists involved in public art will discuss their work and advise students on their projects. Past guests to the class have included Pablo Helguera, Krzysztof Wodiczko, Dread Scott, William Powhida, Shimon Attie, Ernesto Pujol and Mary Mattingly. This course presents students with the opportunity to discover the mechanisms of the nonprofit world and work on their own socially engaged art intervention.

AHD-3262-A**Public Art and Social Activism: Practicum**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: M. Martegani

Building on the conceptual framework provided in AHD-3261, Public Art and Social Activism: Foundations, this course will focus on planning, creating and activating socially engaged/public art interventions. We will look at theoretical texts that will help clarify the goals, ethics and complexities of the field. Then in small groups, students will create a public art project that is both artistically relevant and socially engaged. The necessary steps of logistical planning to support such work (the basics of cultural production, proposal writing, budgeting and documentation) will be addressed. Students will have opportunities to observe and assist in socially engaged art fieldwork around the city for their own research purposes, and to gain experience engaging communities directly.

AHD-3274-A**Art and Activism**

Tuesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: K. Gookin

This course addresses the cultural responses to social crises in the 20th century. Focusing on the international movements in art since the 1960s, artists to be discussed include Joseph Beuys, Guerrilla Art Action Group, Group Material and the public art projects of Gran Fury, the Guerrilla Girls and Act Up. Topics covered range from artists’ involvement in the protests against the Vietnam War, Artists Call Against U.S. Intervention in Central America and the civil rights movement, as well as artistic responses to the AIDS crisis, domestic violence, etc. The course covers the historical background behind these unconventional art practices in

lectures and through student research. The semester culminates in the development of a final project that will take the form of an activist work (i.e., an exhibition, event, artwork) to be designed by the class. Guest speakers will be featured.

AHD-3360-B

Modern and Contemporary Interiors

Monday 3:20-6:10

Fall semester: 3 art history credits

Instructor: L. Smith

Tracing the history of modern architecture, interior design and furniture during the 20th century, this course covers significant transformations in architectural form and ideology from the Victorian era and art nouveau to early modernism and the international style until today. We will concentrate on particular historical moments and create a detailed portrait of the critical buildings, interiors, movements and ideas that have had a lasting influence on architectural and interior design practice. The course will give students both historical and philosophical knowledge and critical tools to position their work in the field of contemporary interior design. *Note: This course is cross-listed with AHD-3360-A.*

AHD-3370-B

Influences in Contemporary Interiors

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: L. Smith

This course will address and clarify the influences contributing to today's interiors and the theoretical and practical sources of inspiration that have formed contemporary dynamic design structure. The work of significant interior designers, trends and contributions, and related developments in architecture, furniture, industrial design, technology and art is discussed. Attention is paid to what influences and inspires interior design today, including environment, structure, sustainability, function, technology, materials, resources, changing of values, international influence, social and cultural issues, economic developments, reverberations of the past, globalization, and vernacular presences, aesthetical trends, and cultural and psychological identities. Through an interdisciplinary approach, topics are presented through lectures, digital images, discussions, field trips, guest speakers, student presentations, videos and film clips. *Note: This course is cross-listed with AHD-3370-A.*

AHD-3404-A

Experimental Movies: 1918 to 1980

Thursday 3:20-6:10

Fall semester: 3 art history credits

Instructor: A. Taubin

The history of experimental movies within the century of modernism is the focus of this course. Within the context of constructivism, surrealism and Dada we will examine the first avant-garde cinema—films produced in Europe and the Soviet Union between 1920 and 1930. Then we will look at experimental film in the U.S. between 1944 and 1980 in relation to abstract expressionist, minimalist and conceptual art. Filmmakers to be studied include: Vertov, Buñuel, Dulac, Man Ray, Deren, Brakhage, Snow, Lynch, Van Sant. Students are required to attend five screenings or exhibitions outside of class (chosen from a list of 30) and to keep a written journal about them.

AHD-3821-OL

Vernacular Video

Wednesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: F. Holland

This course will look at how the Internet has changed video production, in terms of new genres (unboxing videos, watching video games, surveillance, tutorials, fan edits), formats (Vines, Stories, YouTube, Twitch, livestreaming) and audiences. We will address questions of authorship such as the dissolution of the author/viewer dichotomy, genre as author, changing production and power structures, and new distribution methods. Though the course will focus on web- and app-based video, and consider these questions in regard to important precursors such as photography, home movies and television along with the vernacular's impact on contemporary mainstream media. Throughout the course, artists' approaches will be emphasized and students will learn to make their own video work for digital platforms with these ideas in mind. *Note: This course is held online.*

AHD-3824-A

Video Art as Avant-Garde Practice

Thursday 3:20-6:10

Fall semester: 3 art history credits

Instructor: I. Barrio

Early pioneers of independent film—such as Maya Deren and John Cassavetes—were deeply critical of the big-budget Hollywood films of their day. They responded by making low-budget films that thoughtfully used film media in new and unique ways, and by distancing them from cinematographic standards. Students will be encouraged to deconstruct conventional forms of narrative. We will approach video in ways that look beyond the technical, highlighting hidden mechanisms and methodologies. New technologies ultimately affect our reality and contemporary culture; that proximity enables us to have a basic understanding and use of the moving image beginning as early stages of childhood. We will analyze different format references, including video installation, web projects and film, among other media, exploring cinema in its expanded form. The course will draw on a rich body of readings.

AHD-3826-A

Rewriting the Hit: Video Art and Music Videos

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: I. Barrio

In the entertainment industry, a hit is a song that peaks in popularity and often quickly fades away. That hit resonates in many people's lives and experiences, becoming a powerful signifier with potential for creating narratives. As such, the hit has come to be one of the most important myths and myth-makers of our times. French philosopher Roland Barthes said that myth is, in its most basic form, a special type of speech. Barthes used the term "myth" while analyzing the popular. This course will have a specific focus on how celebrity culture, media and the self are attached to the hit, and its potential for creating subjectivities. We will analyze different hits through the history of popular music, and study its representations and effects in the collective consciousness. Students will create critical responses to the hit while developing an understanding of cinematic tropes and techniques. The course will draw on a rich body of readings and moving images references.

AHD-3827-A

Recording Through Modernity and Beyond

Wednesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: W. Laforge

Based on the analysis of specific artworks—from music, painting and video to installation and video games, this course proposes a thematic approach aimed at analyzing how recording has been a way for the artist to capture, encode and render reality. From painting as a reduced model or schema of the physical and cosmic world (Robert Delaunay, Piet Mondrian) to "object-oriented" exhibitions (Pierre Huyghe, Jon Rafman, Pamela Rosenkranz), as well as the desire to capture the phenomena of nature in the art of installation (Hans Haacke, James Turrell) or music (Russell Haswell, Christian Marclay) up to the practice of field recording in the sonorous arts (Francisco Lopez, Pauline Oliveros, Chris Watson), we will analyze how the notion of recording allows us to conceive art history from a different perspective. Recording constitutes a pattern that brings out a gesture, and ways to access and represent objects (imprint, capture, translation and transposition). It engages the notion of grapheme (inscription) rather than the notion of mimesis (imitation or representation).

AHD-3832-A

Radical Aesthetics of Political Video Art

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Grullon

This course serves as an introduction in learning to critically decipher the semiotic construction of the moving image within the larger discourse of video art. With a brief overview of the history of cinema and non-object-based fine art, we will closely study the history, theory and practice of video art. The work of video artists from the 1960s and '70s and into the present will be examined, and we will spend considerable time looking at alternative narratives within video art, such as feminist and transnational voices as they connect to post/de-colonialization or current social justice dialogues. Lectures, screenings and

discussion of assigned readings are complemented with visits to galleries and museums. In the second half of the course, students will facilitate class discussions through short presentations.

AHD-3899-A

The Experimental, Electronic Moving Image: 1965 to the Present

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: A. Taubin

The development of what has been called video art will be examined, from the "TV" installations of Nam June Paik to the current proliferation of video in galleries and museums. This course will consider video as a medium struggling to define itself as an art form, and the contradictions in doing so in the postmodern era. In addition, we will look at electronic and digital technology, not only in terms of representation, but also as delivery systems. How have the web, YouTube and video games redefined the moving image? Included are screenings of pioneering video makers such as Wegman, Acconci, Viola and web-based work by such artists as David Lynch and Marina Zurkow. Outside of class viewing of recommended installations is required.

AHD-3901

The Art of Telling a Lie

Wednesday 12:10-3:00

One semester: 3 art history credits

Instructor: M. Gal

"Lie, manipulate, cheat, falsify, conceal, mythologize..." We are living in a time when language and images are manipulated more than ever before. Democratic and totalitarian regimes around the world strategically utilize words and images to enlist the support of the public in order to implement national policies. In an era of incessant, invasive production of messages, there has been a radical shift in the way images and words are used and perceived. Doublespeak has become the norm—wars are presented as an attempt to create peace. Under this predicament, why should someone tell the truth? And if not, is it in order to tell a truth? Who benefits from the current anti-intellectual climate and how can one work with a public that is resistant to alternative sources of information? Are the terms "truth" and "lies" interchangeable in certain situations? Through readings, films, alternative radio programs and student projects, we will explore the advantages and hazards involved in cultural production and each student's future role.

Course #	Semester
AHD-3901-A	fall
AHD-3901-B	spring

AHD-3903-A

It's Not Your Fault: Art in the Age of the Corporate State, Whistleblowers, Money & Porn

Tuesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Gal

In the early 1980s theorists stated that in the future, people, objects, music, images and texts will be reduced to piles of unrecognizable debris, chaotically stored without hierarchy, within a new type of a warehouse: the postmodern self. These theorists predicted that in this new environment, people will experience multiple realities simultaneously, and spend most of their lives on handheld devices, shifting endlessly and involuntarily between extremely important issues, online shopping and the totally mundane. Thirty years later, we are witnessing the stunning accuracy of such predictions. The constant consumption of reality, the merging of online and actual lives, has resulted in what has come to be known as "distraction from distraction by distraction," the current mode of living in the postmodern condition. It's not your fault. As artists who wish to critically participate in contemporary culture, in this course students will examine how to work with the deterioration in the status of texts and images. This course takes the position that artists must be aware of the power of Snapchat/Facebook/Twitter as self-inflicted forms of censorship/surveillance, Google/Amazon/Apple as incessant forms of consumption/porn, resulting in absent/present people frantically producing billions of selfies without actually representing a self.

AHD-3909-A

Surrealism

Tuesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: J. Sigler

This course will examine the social, artistic and political background out of which (and often against which) the surrealist movement began in the 1920s in Paris and surrealism's particular relationships to the modernist art movements that preceded it, particularly its immediate ancestor, Dada. The course will survey the various sources of surrealist inspiration and ideas in the areas of literature, psychology, art and philosophy. It will cover surrealist drawing and painting, sculpture, photography and film as well as surrealism's invention and cultivation of multimedia techniques, games and exercises that aimed to free image, object, language and experience from the constraints of traditional form and practice. We will explore surrealism's many paradoxes, including its highly problematic relationship to Woman (as fantastical object of its unrelenting passion) and women (as real members and associates of the movement), and its ambivalent position regarding popular culture.

AHD-3916-A

Being and Seeing

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: S. Wolf

Images shape, alter and transform what we see and what we think: Where do they stand in our experiential path to ascribe meaning to our idea of reality? How do they condition our way of seeing and thinking and how we all see not quite the same, and all of what is perceived is still real? As we live immersed in a bulimic state of overexposure to a multitude of often no longer discernible information, this course intends to provide new insights to reflect upon the perception we have toward ourselves as individuals, as human beings, and our physical and cultural environment, and to question who we are through what we see. Being and Seeing will explore visually and verbally the conceptual and the experiential in the realm of the lens-based arts, and will integrate theory, criticism and art practice in a multifaceted cultural environment open to other fields of inquiry: science, literature and philosophy. The goal is to achieve an integrated knowledge and develop a personal vision along a path of creative expression. Students can expect to learn not only about the visual and the verbal language at the core of this course, but also reflect on their respective practices and fields of investigation. The main topics addressed from a conceptual and experiential standpoint will be: reality, language and limit; time, space and light; point of view, interpretation and truth.

AHD-3921-A

Altered States: Under the Influence

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: A. Wilson

Experiences of spontaneous visions and altered perceptions are common in the telling of art history. Countless artists have had experiences that go beyond those that are granted by the "ordinary" five senses. Some artists have dabbled in drugs to bring about these visions; others are haunted by illness that can impose hallucinations or a sense of otherworldliness. This course will examine the role of intoxicants (with particular attention to psychedelics) and other induced states as creative inspiration for works of art from 1850 to today. Topics will include: why these altered states are fascinating to artists, the kinds of inspiration that can be gained from going beyond the physical world, the creative dangers of toying with altered states of consciousness.

AHD-3922-A

Altered States: Ritual, Magic and Meditation

Tuesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: J. Edwards

Events like Burning Man draw hundreds of people into the desert to commune with one another and experience a state that exists beyond the limits of ordinary existence. It is a ritual that seems at once to be both a throwback to a more primitive era and a quest for contemporary answers to age-old questions. But what does this resurgence of interest in the visionary realm mean? By examining the cultural lineage of these events—Eastern and Western religious traditions, occultism, spiritualism and channeling, meditative practices, the concepts of

primitivism and the “native mind,” we will trace how they have influenced the history of art and culture. Artworks from the cave paintings at Lascaux to the present will be considered in light of these belief systems, with particular emphasis placed upon the 19th and 20th centuries.

AHD-3994-A

Introduction to Visual Culture

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: R. Leslie

We have entered an imagistic culture in which images from a wide range of sources communicate and shape values more forcefully than the written texts, museums and art market. This tends to lessen emphasis on the word “art” as usually understood but increases the power of your creations for use in the “society of the spectacle” as you become a shaper of cultures and subcultures. We examine the elements of that power in visual culture(s). Topics range across many media, often selected from your own majors, for their consequences in the meaning and understanding of “culture.” We analyze contemporary myth, the hero and heroine, the use of stereotypes and icons, and attitudes toward gender, race and ethnicity conveyed, consciously and unconsciously, in visual forms. Critical approaches are introduced to explore how cultural norms are established and to develop your own position for use in representing your own profession. Readings are from the German Frankfurt and British Birmingham schools of social thought, film and visual theory, applied design and graphics, fashion and advertising, popular culture, and gender studies.

AHD-4140

Senior Seminar

Thursday 3:20-6:10

One semester: 3 art history credits

Instructor: J. Avgikos

Unlike the historical avant-garde that situated itself outside of mass culture, today’s emerging avant-garde art seems to anticipate ways of working from within and in relation to mass culture. Art is steadily moving out from the “white cube” to participate in a global continuum that’s hosted by satellite TV and cable, the Internet, all forms of wireless communication and international biennials. The fractious history of art and mass culture has grown exponentially within the past two decades in direct proportion to the invention of new imaging technologies and the development of global economies. This course proposes to examine the scant, but rich, history of relations between art and mass culture, and to chart the rise of media-related art. We will immerse ourselves in screenings of contemporary video/multimedia work of the past two decades and seek out as many pertinent exhibitions as we can throughout the semester. We will also read interviews with artists and curators, as well as texts on media theory, globalism and the like.

Note: Open to students from all departments.

Course #	Semester
AHD-4140-A	fall
AHD-4140-B	spring

AHD-4140-C

Senior Seminar

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: C. Matlin

This course is about the ideas and thinkers you might have missed while in art school. Some texts may be familiar, many will not. The aim of the course is to fill in the gaps in your reading knowledge. To this end, we will read some of the major texts in 19th- and 20th-century aesthetic and art historical thought: Alexis de Tocqueville, Ralph Waldo Emerson, John Dewey, Clement Greenberg, Raymond Williams, Judith Butler, Griselda Pollock, and more. We will try to refrain from reading ourselves backward into the text, as anachronism has no place here. Instead, we will use the texts as a guidepost for our understanding of our current world, whether art-related or not. As such, the inclusion of art and artists into the discussion is encouraged. *Note: Open to students from all departments.*

AHD-4140-D

Senior Seminar

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Hawley

This course will examine the evolution of painting practice and theory since the advent of pluralism and postmodernism in the early 1970s. During this period, the medium was confronted with challenges from almost every faction within critical discourse. Rather than disappearing under this onslaught, as was widely predicted through much of the 20th century, the medium adapted to its new context, found ways to absorb many of the critical arguments directed against it and, in the process, reimagined its potential for confronting contemporary experience. We will consider this history up to the present in assigned texts and exhibitions as well as in studio discussion of student work. *Note: Open to students from all departments.*

AHD-4140-E

Senior Seminar

Wednesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Gal

The purpose of this course is to reflect upon the relationships among art, information and politics. While art is often perceived by both artists and audiences as unrelated to and independent of politics and social history, we will examine how social contexts can impact aesthetics. Through your own projects and other artists’ work we will explore the current realities within which your images are made. We will specifically discuss the following questions: Is art history merely the history of the affluent taste? During war can we afford having merely iconographic interests? What aesthetic outlets are available, or could be made available, for contemporary artists? Is explicitly political art necessarily propaganda and is apolitical art free of ideology? How much fiction is there in documentary and vice versa? We will look at artworks produced by Felix Gonzalez-Torres and others; we will watch international documentaries such as *The Battle of Algiers* and *Hairpiece: A Film for Nappy-Headed People*, and readings will range from *Ways of Seeing* to *Fast Food Nation*. *Note: Open to students from all departments.*

AHD-4140-F

Senior Seminar

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: C. Kotik

In the 1960s, installation art became a prominent tool for many artists to convey their ideas about the changing structure of society, the art market and, above all, art itself. The temporal and site-specific aspects of installation work corresponded well to the flux of artists’ ideas. The practice of creating installations or environments has roots in history that can be traced back to the Counter-Reformation. This course will review the history of this medium, concentrating above all on the renewed interest in installations in the 1980s and emphasizing current work of both well- and lesser-known installation artists. Lectures, museum trips and gallery visits will be included. *Note: Open to students from all departments.*

AHD-4140-G

Senior Seminar: Printmaking

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: G. Prande

This seminar will look at how new technologies affected what artists made and how artists adopted those new ways of printing to create prints, multiples and books throughout history. Various methods of printmaking have developed over hundreds of years and are constantly being updated, incorporating photography and digital methods of production. We will see how print editions are financed, produced and distributed and how artists and publishers deal with questions of materials, scale and cost of production in developing print editions. We will also explore ideas concerning “the original” and “the copy” and how the advent of digital reproduction and photography blur those lines. There will be weekly readings by artists, critics and curators concerning art in multiple as well as several visual projects and written assignments. *Note: Open to students from all departments.*

BFA Cartooning

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:

- 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.

- 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

- 15 credits in art history courses that carry a prefix of AHD or VCD.

- 3 elective credits from among the undergraduate course offerings.

2. Students must meet all requirements of the BFA Cartooning Department and complete a portfolio review at the end of each year.

3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year cartooning majors must take all the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Freshmen who begin their studies in the spring 2023 semester should refer to Cartooning Foundation program GS.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1010

European Painting: Late Gothic to Romanticism

One semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHD-1015 through AHD-1017

One semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period. *Note: Please refer to the art history listing for course descriptions.*

FID-1130

Drawing I

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135

Drawing II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220

Painting I

One semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting.

FID-1225

Painting II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description.

FID-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

CARTOONING FOUNDATION COURSE SCHEDULES FALL 2022 / SPRING 2023

Cartooning Foundation Block 01G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-01G European Painting 9:00-11:50 D. Dumbadze
10					
11	FID-1220-01G Painting I 9:00-2:50 L. Behnke		FID-1130-01G Drawing I 9:00-2:50 I. Lang	FID-1430-01G Sculpture 9:00-2:50 D. Wapner	
12					
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
5					
6					

Cartooning Foundation Block 01G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-01G Modern Art 9:00-11:50 Instructor: TBA
10		SMD-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett			
11	FID-1225-01G Painting II 9:00-2:50 L. Behnke		FID-1135-01G Drawing II 9:00-2:50 I. Lang		
12					
1					
2					
3					
4					HCD-1025 Writing and Literature 3:20-6:10
5					
6					

Cartooning Foundation Block 02G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1220-02G Painting I 9:00-2:50 D. Chow				
12		HCD-1020 Writing and Thinking 12:10-3:00			
1			FID-1130-02G Drawing I 12:10-6:00 S. Etkin		
2					
3		AHD-1010-02G European Painting 3:20-6:10 R. Arnold		SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4					
5					
6					

Cartooning Foundation Block 02G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1225-02G Painting II 9:00-2:50 D. Chow				FID-1430-02G Sculpture 9:00-2:50 P. Dudek
12		HCD-1025 Writing and Literature 12:10-3:00			
1			FID-1135-02G Drawing II 12:10-6:00 S. Etkin		
2					
3		AHD-1015-02G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Cartooning Foundation Block 03G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-03G European Painting 9:00-11:50 L. Gamwell
10			FID-1130-03G Drawing I 9:00-2:50 M. Gacek		
11					
12		HCD-1020 Writing and Thinking 12:10-3:00			
1				FID-1430-03G Sculpture 12:10-6:00 J. Cohen	FID-1220-03G Painting I 12:10-6:00 M. Mattelson
2					
3					
4					
5					
6					
7					
8					
9					

Cartooning Foundation Block 03G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-03G Modern Art 9:00-11:50 Instructor: TBA
10					
11			FID-1135-03G Drawing II 9:00-2:50 M. Gacek		
12		HCD-1025 Writing and Literature 12:10-3:00			
1					FID-1225-03G Painting II 12:10-6:00 M. Mattelson
2					
3					
4					
5					
6				SMD-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
7					
8					
9					

Cartooning Foundation Block 04G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10				SMD-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	
11			FID-1220-04G Painting I 9:00-2:50 T. Kahn		
12		HCD-1020 Writing and Thinking 12:10-3:00			
1	FID-1130-04G Drawing I 12:10-6:00 B. Larsen				
2					
3				AHD-1010-04G European Painting 3:20-6:10 R. Sarkissian	
4					
5					
6					

Cartooning Foundation Block 04G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11			FID-1225-04G Painting II 9:00-2:50 T. Kahn		FID-1430-04G Sculpture 9:00-2:50 D. Wapner
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2	FID-1135-04G Drawing II 12:10-6:00 B. Larsen				
3				AHD-1017-04G Ancient and Classical Art 3:20-6:10 Instructor: TBA	
4					
5					
6					

Cartooning Foundation Block 05G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11			FID-1130-05G Drawing I 9:00-2:50 T. Roniger	FID-1220-05G Painting I 9:00-2:50 N. Chunn	
12					
1					
2		SMD-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3				AHD-1010-05G European Painting 3:20-6:10 J. Keesling	
4					
5					
6					

Cartooning Foundation Block 05G / SPRING					
	MON	TUES	WED	THURS	FRI
9					HCD-1025 Writing and Literature 9:00-11:50
10					
11			FID-1135-05G Drawing II 9:00-2:50 T. Roniger	FID-1225-05G Painting II 9:00-2:50 N. Chunn	
12					
1					
2		FID-1430-05G Sculpture 12:10-6:00 J. Silverthorne			
3				AHD-1015-05G Modern Art 3:20-6:10 Instructor: TBA	
4					
5					
6					

Cartooning Foundation Block 06G / FALL					
	MON	TUES	WED	THURS	FRI
9		HCD-1020 Writing and Thinking 9:00-11:50			
10					
11					
12					
1					
2	SMD-1020-06G Foundations of Visual Comp. 1:10-5:00 T. Fong			FID-1130-06G Drawing I 12:10-6:00 T. Suzuki	FID-1220-06G Painting I 12:10-6:00 K. Raina
3		AHD-1010-06G European Painting 3:20-6:10 J. Edwards			
4					
5					
6					

Cartooning Foundation Block 06G / SPRING					
	MON	TUES	WED	THURS	FRI
9		HCD-1025 Writing and Literature 9:00-11:50			
10					
11	FID-1430-06G Sculpture 9:00-2:50 J. Perlman				
12					
1					
2				FID-1135-06G Drawing II 12:10-6:00 T. Suzuki	FID-1225-06G Painting II 12:10-6:00 K. Raina
3		AHD-1015-06G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Cartooning Foundation Block 07G / FALL						
	MON	TUES	WED	THURS	FRI	
9					AHD-1010-07G European Painting 9:00-11:50 D. Carvalho	
10	FID-1130-07G Drawing I 9:00-2:50 S. DeFrank		FID-1220-07G Painting I 9:00-2:50 M. Sheehan	SMD-1020-07G Foundations of Visual Comp. 9:00-12:50 T. Fong		
11						
12						
1						
2						
3				HCD-1020 Writing and Thinking 3:20-6:10		
4						
5						
6						

Cartooning Foundation Block 07G / SPRING						
	MON	TUES	WED	THURS	FRI	
9					AHD-1017-07G Ancient and Classical Art 9:00-11:50 Instructor: TBA	
10	FID-1135-07G Drawing II 9:00-2:50 S. DeFrank		FID-1225-07G Painting II 9:00-2:50 M. Sheehan	FID-1430-07G Sculpture 9:00-2:50 A. Cziraki		
11						
12						
1						
2						
3				HCD-1025 Writing and Literature 3:20-6:10		
4						
5						
6						

Cartooning Foundation Block 08G / FALL						
	MON	TUES	WED	THURS	FRI	
9						
10	FID-1220-08G Painting I 9:00-2:50 G. Boorujy	FID-1130-08G Drawing I 9:00-2:50 N. Tournon		HCD-1020 Writing and Thinking 9:00-11:50	FID-1430-08G Sculpture 9:00-2:50 P. Dudek	
11						
12						
1						
2						
3		AHD-1010-08G European Painting 3:20-6:10 D. Dumbadze				
4						
5						
6						

Cartooning Foundation Block 08G / SPRING						
	MON	TUES	WED	THURS	FRI	
9						
10	FID-1225-08G Painting II 9:00-2:50 G. Boorujy	FID-1135-08G Drawing II 9:00-2:50 N. Tournon		HCD-1025 Writing and Literature 9:00-11:50	SMD-1020-08G Foundations of Visual Comp. 9:00-12:50 M. Kovacevic	
11						
12						
1						
2						
3		AHD-1015-08G Modern Art 3:20-6:10 Instructor: TBA				
4						
5						
6						

Cartooning Foundation Block 09G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10	FID-1430-09G Sculpture 9:00-2:50 J. Perlman	HCD-1020 Writing and Thinking 9:00-11:50		AHD-1010-09G European Painting 9:00-11:50 S. Koo	FID-1130-09G Drawing I 9:00-2:50 I. Burnley
11					
12					
1					
2				FID-1220-09G Painting I 12:10-6:00 B. Komoski	
3					
4					
5					
6					

Cartooning Foundation Block 09G / SPRING						
	MON	TUES	WED	THURS	FRI	
9						
10	SMD-1020-09G Foundations of Visual Comp. 9:00-12:50 T. Fong	HCD-1025 Writing and Literature 9:00-11:50		AHD-1017-09G Ancient and Classical Art 9:00-11:50 Instructor: TBA	FID-1135-09G Drawing II 9:00-2:50 I. Burnley	
11						
12						
1						
2				FID-1225-09G Painting II 12:10-6:00 B. Komoski		
3						
4						
5						
6						

Cartooning Foundation Block 10G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					HCD-1020 Writing and Thinking 9:00-11:50
11					
12					
1					
2					
3		AHD-1010-10G European Painting 3:20-6:10 R. Sarkissian			
4	FID-1130-10G Drawing I 3:20-9:10 M. Jones		FID-1220-10G Painting I 3:20-9:10 T.M. Davy		
5					
6					
7				SMD-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
8					
9					

Cartooning Foundation Block 10G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					HCD-1025 Writing and Literature 9:00-11:50
11				FID-1430-10G Sculpture 9:00-2:50 R. Baron	
12					
1					
2					
3		AHD-1017-10G Ancient and Classical Art 3:20-6:10 Instructor: TBA			
4	FID-1135-10G Drawing II 3:20-9:10 M. Jones		FID-1225-10G Painting II 3:20-9:10 T.M. Davy		
5					
6					
7					
8					
9					

Cartooning Foundation Block 11G / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-11G European Painting 9:00-11:50 D. Dumbadze	
10			FID-1430-11G Sculpture 9:00-2:50 R. Baron		FID-1220-11G Painting I 9:00-2:50 J. Jurayj
11					
12					
1					
2	FID-1130-11G Drawing I 12:10-6:00 L. Scott				
3				HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6					

Cartooning Foundation Block 11G / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1016-11G Non-European Art Histories 9:00-11:50 Instructor: TBA	
10					FID-1225-11G Painting II 9:00-2:50 J. Jurayj
11					
12					
1					
2	FID-1135-11G Drawing II 12:10-6:00 L. Scott	SMD-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					

Cartooning Foundation Block 12G / FALL					
	MON	TUES	WED	THURS	SAT
9			HCD-1020 Writing and Thinking 9:00-11:50		
10					
11					
12	SMD-1020-12G Foundations of Visual Comp. 12:30-4:20 J. Rosman				FID-1220-12G Painting I 12:10-6:00 Z. Wu
1					
2		AHD-1010-12G European Painting 3:20-6:10 P. Kloehn			
3				FID-1130-12G Drawing I 3:20-9:10 A. Hawley	
4					
5					
6					
7					
8					
9					

Cartooning Foundation Block 12G / SPRING					
	MON	TUES	WED	THURS	SAT
9			HCD-1025 Writing and Literature 9:00-11:50		
10					
11					
12					
1					
2			FID-1430-12G Sculpture 12:10-6:00 E. Scott		FID-1225-12G Painting II 12:10-6:00 Z. Wu
3		AHD-1016-12G Non-European Art Histories 3:20-6:10 Instructor: TBA			
4				FID-1135-12G Drawing II 3:20-9:10 A. Hawley	
5					
6					
7					
8					
9					

Note: Cartooning Foundation 12G will be made available after Cartooning Foundation programs 01G through 11G have reached capacity. Cartooning Foundation 12G courses are held Monday through Thursday and on Saturday.

Note: Cartooning Foundation 12G will be made available after Cartooning Foundation programs 01G through 11G have reached capacity. Cartooning Foundation 12G courses are held Monday through Thursday and on Saturday.

Cartooning Foundation Block 13G / FALL					
	MON	TUES	WED	THURS	FRI
9		SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic			SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic
10	FID-1130-13G Drawing I 9:00-2:50 J. Cohen				
11					
12					
1					
2					
3				AHD-1010-13G European Painting 3:20-6:10 S. Flach	HCD-1020 Writing and Thinking 3:20-6:10
4					
5			FID-1220-13G Painting I 3:20-9:10 P. Lievano		
6					
7					
8					
9					

Cartooning Foundation Block 13G / SPRING					
	MON	WED	THURS	FRI	SAT
9					
10	FID-1135-13G Drawing II 9:00-2:50 J. Cohen				FID-1430-13G Sculpture 9:00-2:50 J. Pastor
11					
12					
1					
2					
3				AHD-1015-13G Modern Art 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10
4					
5		FID-1225-13G Painting II 3:20-9:10 P. Lievano			
6					
7					
8					
9					

Note: Cartooning Foundation 13G will be made available after all other fall/spring Cartooning Foundation programs have reached capacity.

Note: Cartooning Foundation 13G will be made available after all other fall/spring Cartooning Foundation programs have reached capacity. Cartooning Foundation 13G spring semester courses are held on Monday, Wednesday, Thursday, Friday and Saturday.

CARTOONING FOUNDATION COURSES FOR STUDENTS ENTERING SPRING 2023

Cartooning majors who begin their studies in the spring semester must register for spring 2023 and summer 2023 Cartooning Foundation GS.

Cartooning Foundation GS / SPRING 2023					
	MON	TUES	WED	THURS	FRI
9		AHD-1010-GS European Painting 9:00-11:50 D. Carvalho	SMD-1020-GS Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1220-GS Painting I 9:00-2:50 Instructor: TBA	
10					
11					
12					
1					
2					
3	FID-1130-GS Drawing I 3:20-9:10 Instructor: TBA	HCD-1020 Writing and Thinking 3:20-6:10			
4					
5					
6					
7					
8					
9					

Cartooning Foundation GS / SUMMER 2023					
	5/8 - 5/26	5/9 - 6/27	5/10 - 6/28	5/30 - 6/20	6/21 - 7/13
9	FID-1135-GS Drawing II 9:00-1:10 M-F A. Gerndt			FID-1430-GS Sculpture 9:00-1:10 M-F R. Hu	FID-1225-GS Painting II 9:00-1:10 M-F R. Hu
10					
11					
12					
1					
2					
3		HCD-1025 Writing and Literature 3:20-6:10 Tu/Th	AHD-1015-GS Modern Art 3:20-6:10 W/F		
4			Instructor: TBA		
5					
6					

Note: Summer foundation schedules are subject to change.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Second-year cartooning majors must take:

REQUIREMENT A

One semester of:

CID-2000	Principles of Cartooning I
CID-2005	Principles of Cartooning II
CID-2020	Drawing for Cartoonists I
CID-2025	Drawing for Cartoonists II
CID-2040	History of Cartooning
CID-2050	Storytelling I
CID-2055	Storytelling II

REQUIREMENT B

Choose one of the following digital technique courses:

CID-2142	Lettering Comics
CID-2148	Digital Coloring for Cartoonists
ILD-2146	Digital Workshop: Music to Your Eyes
ILD-2149	Realistic and Fantastical Digital Painting
ILD-2161	Still and Moving: Low-Tech Animation
ILD-2162	Illustration in Motion

REQUIREMENT C

Choose one of the following non-digital technique courses:

ILD-2106	Graphic Design Solutions for Illustrators and Cartoonists
CID-2108	Drawing with Ink for Cartoonists
ILD-2116	Perspective
ILD-2118	Perspective for Concept Art Illustration
ILD-2122	Watercolor Techniques
ILD-2124	Watercolor/Gouache
ILD-2126	The Gouache Experience
ILD-2151	Acrylic Painting
ILD-2163	Photocopy Zines
ILD-2166	Cool Books

REQUIREMENT D

Second-year students must take 6 humanities and sciences credits, including at least one HHD (history) or HWD (writing) course. Below is a list of suggested courses. Please refer to the humanities and sciences listing for course details.

HHD-2111	World History: Classical to Renaissance
HHD-2112	World History: Renaissance to the 21st Century
HHD-2144	Revolutions: From America 1776 to The Arab Spring 2011
HHD-3186	Global Crisis and Conflict from 1500 to the Present
HHD-3328	The World Since 1945
HHD-3334	Postcolonial Africa
HHD-3451	Creative and Destructive Personalities in History
HHD-3567	Comic Book Superheroes and American Society
HHD-3669	Modern Russian History
HHD-3788	China: Past and Present
HHD-3883	From Books to Blogs: A Cultural History of Communication
HHD-3895	Latin American History
HHD-4118	World Geography
HHD-4288	Nature and Society: A Global Perspective
HHD-4333	African-American History I
HHD-4348	The Wealth and Poverty of Nations
HWD-2323	How to Think and Write about Comics
HWD-3014	Storytelling and Narrative Art
HWD-3112	Reading and Writing Young Adult Books Across Genre
HWD-3116	Writing the Short Story
HWD-3223	Artists Write the Fantastic
HWD-3354	The Digital Experience

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Third-year cartooning majors must take one semester of:

CID-3010	Pictorial Projects I: Cartooning
CID-3015	Pictorial Projects II: Cartooning
HMD-3050	Culture Survey I
HMD-3055	Culture Survey II

Note: Pictorial Projects I and II: Cartooning and Culture Survey I and II are courses that cover related theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year.

Recommended elective studio courses offered through other departments: Please refer to the listings in these departments for course details.

AND-2177	Stop Motion (BFA Animation)
AND-2167	Storyboarding for Animation (BFA Animation)
AND-2173	Experimental Animation (BFA Animation)
AND-3137	Creating Unforgettable Characters (BFA Animation)
FID-2120	Anatomy I (BFA Fine Arts)
FID-2127	Fur, Feathers and Scales: Animal Anatomy (BFA Fine Arts)
FID-3223/ 3224	Representational Painting (BFA Fine Arts)
SMD-3263	Motion Graphics Techniques I (BFA Computer Art)
SMD-3265	Motion Graphics Techniques II (BFA Computer Art)
SMD-3341	Digital Matte Painting with Photoshop (BFA Computer Art)
SMD-3429	Introduction to Website Design (BFA Computer Art)

FOURTH-YEAR REQUIREMENTS

All fourth-year students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, within the fourth year to be eligible to graduate. In addition to the requirements that follow, students may take other supplemental portfolio courses for credit.

Fourth-year cartooning majors must take one semester of:

CID-4040	Professional Practice: Cartooning
ILD-4055	Senior Lecture Symposium
CID-4900	Senior Thesis Cartooning I
CID-4905	Senior Thesis Cartooning II

Recommended elective studio courses offered through other departments: Please refer to the listings in these departments for course details.

AND-2177	Stop Motion (BFA Animation)
AND-2167	Storyboarding for Animation (BFA Animation)
AND-2173	Experimental Animation (BFA Animation)
AND-3137	Creating Unforgettable Characters (BFA Animation)
FID-2120	Anatomy I (BFA Fine Arts)
FID-2127	Fur, Feathers and Scales: Animal Anatomy (BFA Fine Arts)
FID-3223/ 3224	Representational Painting (BFA Fine Arts)
SMD-3263	Motion Graphics Techniques I (BFA Computer Art)
SMD-3265	Motion Graphics Techniques II (BFA Computer Art)
SMD-3341	Digital Matte Painting with Photoshop (BFA Computer Art)
SMD-3429	Introduction to Website Design (BFA Computer Art)

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

To view faculty work, go to the website address listed after the instructor(s) name(s) in the course information.

CID-2000 / CID-2005

Principles of Cartooning I and II

Cartooning tools, materials and methods will be introduced in these courses. Instructors will demonstrate techniques for each stage of process—layout, penciling, inking and lettering—and will provide lessons in composing panels with dialogue, drawing characters and backgrounds, and arranging panels into well-composed pages and well-structured scenes. At the end of the year, students will compile their work in an edition of printed comic books. Each instructor has particular areas of focus as indicated in the following course descriptions; choose the section that best aligns with your areas of interest. *Note: CID-2000, Principles of Cartooning I, is the first part of a two-semester course; students must register for the corresponding spring section. Open to sophomore cartooning majors only.*

CID-2000

Principles of Cartooning I

Fall semester: 3 studio credits

Note: Open to sophomore cartooning majors only.

Course #	Day	Time	Instructor
CID-2000-A	M	12:10-3:00	K. Janson
CID-2000-B	Tu	6:30-9:20	TBA
CID-2000-C	W	3:20-6:10	J. Igle
CID-2000-D	F	9:00-11:50	J. Little

CID-2000-A

Principles of Cartooning I

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: K. Janson

This course is designed to introduce students to the essential components of visual communication—the ability to tell a story through images. Emphasis will be on both storytelling problems and solutions that are appropriate for comics, storyboarding and film. We will examine visual narrative through composition, design, image, juxtaposition of elements, storytelling theory, distortion, panels, continuity and more. Assignments are due every two weeks in the fall semester; a final project (approximately 20 pages) will be completed in the spring. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2000-B

Principles of Cartooning I

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

How can we translate ideas into sequential art forms, and seamlessly guide readers' experience through panel to panel and page to page? This course will cover cartooning fundamentals with special attention to basic thumbnails and page layout. It will also explore the differences and similarities of Western and manga-style comic work, with lectures and assignments that are geared to expand your knowledge of both disciplines. The fall semester will address the first step in comics making: building blueprints for coherent story and training in basic comics draft techniques. In the spring semester students will use their craft to establish a personal style in storytelling, and guide the readers' experience to reach an emotional depth. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2000-C

Principles of Cartooning I

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: J. Igle (jamaligle.com)

In this course we will examine the fundamental understandings and principles of the professional field of cartooning from a formal analysis of how the aesthetics of a comics' construction can help to promote its content. Students will explore the basics of cartooning as well as investigate the wealth of options available in this field. Among the questions students will be able to answer by the end of the course are: What methods and media can I employ toward creating? What is the story I wish to create and how will basic design, composition and functionality come together in my imagery? What are practical business aspects will I need to become a professional cartoonist? How do I employ critical thinking and problem-solving skills in both my artwork and my business? All areas of cartooning craft and writing will be covered, from page and panel layout and composition to inking and drawing skills to your thoughts and ideas in constructing a narrative and how they relate to the outside cartooning and cultural universes. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2000-D

Principles of Cartooning I

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Little (beecomix.com)

This section of Principles of Cartooning introduces valuable skills for both the cartoonist-author and freelance comics artist, with a focus on the use of professional tools and techniques for drawing comics. We will break down the comics page into component parts in order to focus on one skill at a time. You will learn to structure scenes and design pages by creating good layouts. You will learn to use figure construction, posing and acting as tools to bring characters to life. I will give you support for drawing convincing backgrounds. You will discover the power of expressive lettering. And you will learn to ink confidently. Your work will culminate in the production of a short-run comic. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2005

Principles of Cartooning II

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-2000 for course description.

Course #	Day	Time	Instructor
CID-2005-A	M	12:10-3:00	K. Janson
CID-2005-B	Tu	6:30-9:20	TBA
CID-2005-C	W	3:20-6:10	J. Igle
CID-2005-D	F	9:00-11:50	J. Little

CID-2020 / CID-2025

Drawing for Cartoonists I and II

These courses provide instruction in basic drawing skills necessary to draw characters and backgrounds in comics panels. Students will learn to draw the human head and body, both nude and clothed, and will create architectural environments using linear perspective. Strategies for depicting light and shadow will also be explored. Each instructor will demonstrate additional skills and topics according to their specialties; please refer to the individual course descriptions that follow. *CID-2020, Drawing for Cartoonists I, is the first part of a two-semester course. Students must register for the corresponding spring section. Open to sophomore cartooning majors only.*

CID-2020

Drawing for Cartoonists I

Fall semester: 2 studio credits

Note: Open to sophomore cartooning majors only.

Course #	Day	Time	Instructor
CID-2020-A	M	3:20-6:10	G. Kendall
CID-2020-B	Tu	12:10-3:00	N. DeCastro
CID-2020-C	W	9:00-11:50	A. Martinez
CID-2020-D	F	3:20-6:10	J. Little

CID-2020-A

Drawing for Cartoonists I

Monday 3:20-6:10

Fall semester: 2 studio credits

Instructor: G. Kendall (gideonkendall.com)

Whether you are drawing Japanese *manga*, alternative comics or superheroes, drawing skills are the fundamental necessity for every cartoonist. It will take you everywhere. This course will focus on your draftsmanship and visual memory to help you make your comics even stronger. Sessions will include drawing from models, different cartooning drawing materials, and professional cartoonist/illustrator guest lectures and discussions. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2020-B

Drawing for Cartoonists I: Practical Perspective

Tuesday 12:10-3:00

Fall semester: 2 studio credits

Instructor: N. DeCastro (spiderwebart.com)

Designed to teach formulas that offer an understanding of various common forms drawn by the working cartoonist, this course will begin by introducing students to basic drawing conventions for depicting people and objects such as the male and female figure, heads, hands, feet, and clothing and drapery without any reference. Students can incorporate this system into their personal styles and, more importantly, use this system to self-diagnose any errors in their work. Placing figures and objects into complex and realistic three-dimensional scenarios will be covered. Formula models will gradually evolve into more complex formulas that demonstrate many nuances of the human form and how it moves. The second semester will address page layout, lighting the figure, inking techniques and adapting formulas to different styles and cartooning formats. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2020-C

Drawing for Cartoonists I

Wednesday 9:00-11:50

Fall semester: 2 studio credits

Instructor: A. Martinez (ariotstorm.deviantart.com)

World building is an essential part of the storytelling process. This course will explore the principles of character design—how to apply dynamics such as heroic proportions, body types and basic anatomy. Students will use the forensics of fashion to dress a character by gender and personality, and examine how to set the stage with appropriate decoration, topography and street furniture. Along the way we will assemble a guidebook with reference material that can be used to build comprehensive worlds in future projects. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2020-D

Drawing for Cartoonists I

Friday 3:20-6:10

Fall semester: 2 studio credits

Instructor: J. Little (beecomix.com)

Drawing for Cartoonists provides strategies for drawing practically anything found in a comics panel. You will specifically use cartoonist materials, beginning with traditional life drawing from the model. Next you'll do an anatomical study of bones and muscles. Then you will discover the power of form for constructing character bodies. You will then clothe your characters to study the behavior of wrinkles in fabric, applying light and shadow to your costumed characters. You will learn strategies for drawing animals. Expanding your focus outside your characters, you will draw backgrounds using linear perspective to create architectural environments. Finally, we will surround that architecture with elements of landscape, to create complete panel compositions. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning majors only.*

CID-2025

Drawing for Cartoonists II

Spring semester: 2 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-2020 for course description.

Course #	Day	Time	Instructor
CID-2025-A	M	3:20-6:10	G. Kendall
CID-2025-B	Tu	12:10-3:00	N. DeCastro
CID-2025-C	W	9:00-11:50	A. Martinez
CID-2025-D	F	3:20-6:10	J. Little

CID-2040

History of Cartooning

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: J. Cavaliere (blogalieri.blogspot.com)

The focus of this course will be a historical overview of cartooning and visual storytelling. The major movements and developments (political, strip and book formats) will be explored, as well as the changing role of the cartoonist and their effect on culture. *Note: Open to sophomore cartooning majors only.*

Course #	Semester
CID-2040-A	fall
CID-2040-B	spring

CID-2050 / CID-2055**Storytelling I and II**

Students create their own comics stories, featuring their original characters. Instructors will break down “story” into component parts, including character, setting, plot, dialogue and narration, and will provide specific lessons for each component. In addition to drawing, students will learn scripting as a way to organize their ideas in preparation for making great comics. At the end of the year, students will compile their work in an edition of printed comic books. Each instructor has particular areas of focus as indicated in the following course descriptions; choose the section that best aligns with your areas of interest.

Note: CID-2050, Storytelling I, is the first part of a two-semester course; students must register for the corresponding spring section. Open to sophomore cartooning and illustration majors only.

CID-2050**Storytelling I**

Fall semester: 2 studio credits

Note: Open to sophomore cartooning and illustration majors only.

Course #	Day	Time	Instructor
CID-2050-A	M	3:20-6:10	C. Forgues
CID-2050-B	M	6:30-9:20	T. Motley
CID-2050-C	Tu	12:10-3:00	B. Griffith
CID-2050-D	Tu	3:20-6:10	F. Jetter
CID-2050-E	Tu	3:20-6:10	B. Som
CID-2050-F	Th	9:00-11:50	J. Little
CID-2050-G	Th	3:20-6:10	S. Tobocman
CID-2050-H	Th	6:30-9:20	J. Cavalieri
CID-2050-J	F	12:10-3:00	L. Berke
CID-2050-K	F	12:10-3:00	M. Lasko-Gross

CID-2050-A**Storytelling I**

Monday 3:20-6:10

Fall semester: 2 studio credits

Instructor: C. Forgues ([instagram.com/Outdoors](https://www.instagram.com/Outdoors))

In this course we will focus on a wide variety of devices to reveal how they create the stories we love and the stories we tell. Strategies for generating plot, characters and setting from traditional to experimental will be introduced and developed. Interplay of panel composition, flow, timing and rhythm will be explored. Isolated story-making elements will be practiced in weekly assignments. Examples of storytelling methods from literature, film, fashion, fine art and architecture will be discussed, as well as comics and illustration. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-B**Storytelling I: Comics Authors**

Monday 6:30-9:20

Fall semester: 2 studio credits

Instructor: T. Motley ([tmotley.com](https://www.tmotley.com))

Though we'll work hard at our drawings, it must be understood that a cartoonist is a type of writer; we write using images. In this course students will create a small cast of characters to feature in a series of thematic and formal narrative challenges designed to illuminate key aspects of sequential art. Support with technical principles will be included, and the emphasis will be on developing the students' personal vision, in whatever style or genre, to discover and convey stories they are passionate about telling. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-C**Storytelling I: Comic Storytelling**

Tuesday 12:10-3:00

Fall semester: 2 studio credits

Instructor: B. Griffith ([zippythehead.com](https://www.zippythehead.com))

This course will explore different storytelling strategies in cartoon form. One-row, half-page, full-page and multi-page formats will be utilized. Writing, pacing and dialogue will be emphasized, as well as traditional drawing technique and character development. Whether creating humorous, satirical, literary or personal narratives, communications skills will be stressed. Assignments will guide students through the various formats, using elements of written and graphic narrative, as they learn the vocabulary of the comics medium and find their personal voice within it. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-D**Storytelling I: Artists' Books**

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: F. Jetter ([fj.net](https://www.fj.net))

In this course stories will be told in pictures, with or without words. One project will be developed into an artist's book. The aim will be to produce an object with drama, individuality and intelligence. You will be involved in making each image function as a separate piece of art, as well as part of a cohesive whole. Work will consist of development of characters, mood, color, texture, materials, overall design and layout—including pacing—to propel the story forward. The book's cover should set the stage for the entire book, but still hold some mystery, and may be dimensional or incorporate type. There will be guest speakers and demonstrations of basic bookbinding. Both traditional and experimental approaches will be welcome. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-E**Storytelling I: Comics Narrative**

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: B. Som ([bishakh.com](https://www.bishakh.com))

This course will explore primary and complex strategies of storytelling in cartoon form. Assignments will require students to move from stream-of-consciousness and free association narrative exercises to controlled, coherent storytelling using the formal elements of cartooning and illustration. Increasing knowledge and comfort with traditional tools and techniques for getting ideas onto paper will be emphasized. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-F**Storytelling I: Writing and Drawing Comics**

Thursday 9:00-11:50

Fall semester: 2 studio credits

Instructor: J. Little ([beecomix.com](https://www.beecomix.com))

Storytelling is the course that will support your development as a cartoonist-author. Our agenda is to create new and original material. You'll begin with exercises to jump-start creativity by drawing spontaneously improvised comics. Next you'll develop new characters with a complex internal life, individuated appearances and expressive voices. You will create convincing settings to contain and support your characters. You will learn traditional story structure to create shapely plots for your characters' adventures. Our primary format will be the short comic-book story, but we will also explore other formats that incorporate serial stories. This yearlong work will culminate in the production of a short-run, comic-book collection of your work. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-G**Storytelling I: Possibilities**

Thursday 3:20-6:10

Fall semester: 2 studio credits

Instructor: S. Tobocman (sethtobocman.com)

The great comics writer Harvey Pekar once said, "Comics are words and pictures, any kind of words, any kind of pictures." Comics, indeed, can be approached in many ways. The comic strip is also one of the most direct and accessible ways to tell a story or convey an idea. This course will familiarize the student with a wide variety of communication strategies. What ideas can we get from literature, film, or painting? What is the role of plot, character, dialog, close ups, establishing shots, realism, exaggeration, journalism and myth? What ideas are unique to comics? How do we use page layout, panel boarders, balloons, closure, and eye movement to heighten the effect of a narrative? Students will explore the possibilities of the medium through a series of exercises designed to help each artist find their own voice. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-H**Storytelling I**

Thursday 6:30-9:20

Fall semester: 2 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Comic-book artists must learn to defy the constraints of the page and of the imagination to get the greatest possible effect with the greatest economy: to use a series of images to tell a story clearly and effectively. These principles of storytelling are the solid foundation of the comics medium and can be employed no matter what style or approach is chosen. Contemporary and past examples of bravura storytelling, as well as many personalized methods, will be explored to unlock the story in your head and get it onto paper. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-J**Storytelling I: Comics Storytelling**

Friday 12:10-3:00

Fall semester: 2 studio credits

Instructor: L. Berke (simkinberke.com)

The basics of illustrating comic books will be covered in this course. We will initially work in black and white as we focus on form, diving into disciplines such as layout, inking and composition, as well as other drawing and storytelling fundamentals. In the second half of the course we will apply what we've explored to a longer-form comics project of your creation, incorporating color/grey tones if you so choose. Throughout the course we will study the greats, both historical and the many contemporary masters. This will be a mostly workshop environment mixed with group critiques and individual consultation. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-K**Storytelling I: Comics Narrative**

Friday 12:10-3:00

Fall semester: 2 studio credits

Instructor: M. Lasko-Gross

See CID-2050-E for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2055**Storytelling II**

Spring semester: 2 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-2050 for course description. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor
CID-2055-A	M	3:20-6:10	C. Forgues
CID-2055-B	M	6:30-9:20	T. Motley
CID-2055-C	Tu	12:10-3:00	B. Griffith
CID-2055-D	Tu	3:20-6:10	F. Jetter
CID-2055-E	Tu	3:20-6:10	B. Som
CID-2055-F	Th	9:00-11:50	J. Little
CID-2055-G	Th	3:20-6:10	S. Tobocman
CID-2055-H	Th	6:30-9:20	J. Cavalieri
CID-2055-J	F	12:10-3:00	L. Berke
CID-2055-K	F	12:10-3:00	M. Lasko-Gross

SECOND-YEAR TECHNIQUE COURSES**ILD-2106****Graphic Design Solutions for Illustrators and Cartoonists**

Wednesday 6:30-9:20

One semester: 2 studio credits

Instructor: R. Durinick

This course will give the cartoonist and illustrator better insight on how to combine type and images. There will be a focus on how to create hand-drawn type to incorporate into your projects, as well as how to adapt and customize pre-existing typefaces to enhance your visual projects. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2106-A	fall
ILD-2106-B	spring

CID-2108**Drawing with Ink for Cartoonists**

Monday 3:20-6:10

One semester: 2 studio credits

Instructor: N. DeCastro (spiderwebart.com)

This course will introduce students to the powerful, expressive possibilities of ink drawing. While it is geared toward working for comics, it is not strictly a "how to ink for the big leagues" course. Rather, students will study and experiment with a variety of materials, techniques and approaches to drawing with ink. Demonstrations in the use of dip/quill pens, and the uses of pen and brush together will be given. Techniques such as the modulation of line weight to create depth and the uses of crosshatching to achieve lighting effects will be shown and discussed. An analysis and critique of pen-and-ink drawings of past masters of fine arts, comics and illustration, as well as weekly critiques of student work is included. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
CID-2108-A	fall
CID-2108-B	spring

ILD-2116**Perspective**

Thursday 3:20-6:10

One semester: 2 studio credits

Instructor: TBA

This course will cover all the necessary mechanical aspects of one-, two- and three-point perspective. We will explore compound forms (i.e., extensions to houses, chimneys, attics), inclined planes (hills and valleys, steps), placing windows, non-parallel forms, interiors and exteriors, station point/field of vision and environmental scale, reflections, shadows and shading, and atmospheric perspective. Exercises will incorporate the use of the human figure. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2116-A	fall
ILD-2116-B	spring

ILD-2118**Perspective for Concept Art Illustration**

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

The technical and artistic aspects of creating perspective rendering for concept art illustrations will be examined in this course. Students will learn how to draw and create perspective visions for background environments, using the study of different vanishing points. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2118-A	fall
ILD-2118-B	spring

ILD-2122**Watercolor Techniques**

Thursday 9:00-11:50

One semester: 2 studio credits

Instructor: D. Soman

Watercolor is a beautiful, versatile and demanding medium. This course will focus on learning its technique and applying it to a semester-long assignment. The majority of class time will be spent painting from the model in order to master traditional, realistic, tonal painting. Attention will be paid not just to the differing techniques of watercolors, but also to basics such as composition, drawing and color. The works of past and present master artists will be examined through weekly discussion. Students may work in any style they choose to develop and execute the semester-long project. Particular focus will be placed on the conceptual and interpretive nature of the work. *Note: Please bring a drawing pad and pencils to the first session. Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2122-A	fall
ILD-2122-B	spring

ILD-2122**Watercolor Techniques**

Thursday 9:00-11:50

One semester: 2 studio credits

Instructor: TBA

Using water-based media, this course will help each student think outside of their comfort level and explore ambitions and exciting projects beyond the safe "watercolor picture." Invention, manipulation and placing our artworks in the world will be stressed in this course, and stretching your imagination will be the key. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2122-C	fall
ILD-2122-D	spring

ILD-2124**Watercolor/Gouache Painting**

Wednesday 3:20-6:10

One semester: 2 studio credits

Instructor: C. Fabricatore (carolfabricatore.com)

Exploring various techniques using watercolor, gouache and Acryla gouache is the focus of this course. From basic to more advanced approaches, students will experiment with using traditional and nontraditional ways to find their personal approach. Attention will be paid to creating vibrant, rich colors and applying it to projects. The class will work from models for the first half of the semester, learning to respond in an expressive, individual way. Working from direct observation will challenge and strengthen drawing abilities. There will be demonstrations and individual instruction to help students find their specific way of working with the mediums. For the second half of the semester we will work on assignments and in sketchbooks. While several techniques will be explored, the course will concentrate on using gouache and watercolor to enhance each student's work. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2124-A	fall
ILD-2124-B	spring

ILD-2126**The Gouache Experience**

Tuesday 3:20-6:10

One semester: 2 studio credits

Instructor: J. Ruliffson (jessruliffson.com)

An intensive course devoted to the use of gouache for illustration. Gouache is, in many respects, the ideal illustration medium—fast drying and giving brilliant, rich matte color. The course will be a workshop and seminar in which students undertake a variety of projects. Several techniques will be explored, but the course will concentrate on using gouache to enhance the work of the individual student. Some seminar time will be devoted to taking a close look at the uses of gouache in the professional work of many artists and illustrators. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2126-A	fall
ILD-2126-B	spring

CID-2142**Lettering Comics**

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: TBA

This course will be an introduction to cartoon lettering, and all that it can add to an artist's comic. Cover designs, special effects lettering and the appropriate choices of fonts, balloons, spacing and design options will all be explored. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

CID-2142-A	fall
CID-2142-B	spring

ILD-2145**Digital Collage Illustration: Telling Stories in Layers**

Tuesday 9:00-11:50

One semester: 2 studio credits

Instructor: E. Weinstein (ellenweinstein.com)

Collage is a dynamic medium that lends itself to create stories with layers of color, texture and meaning. This course will explore various approaches to collage and basic Adobe Photoshop techniques with an emphasis on personal expression and communication of ideas. Students will combine painting, mixed media and digital assets to create images that are seamlessly woven together. *Note: Open to sophomore cartooning and illustration majors only.*

Course # Semester

ILD-2145-A	fall
ILD-2145-B	spring

ILD-2146**Digital Workshop: Music to Your Eyes**

Monday 12:10-3:00

One semester: 2 studio credits

Instructor: S. Ewalt (ewaltimaging.com)

This course will use digital methods to combine photography, drawing and digital painting to explore various aspects of creating images suitable for music/band posters, album/cd packages, T-shirt and button designs. We will look back at the history of rock and roll/band graphics from the past and discuss ways to adapt older visual strategies into fresh, hip, contemporary solutions. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2146-A	fall
ILD-2146-B	spring

ILD-2147**Realistic Digital Painting Techniques Using Photoshop**

Monday 3:20-6:10

One semester: 2 studio credits

Instructor: J. Godin (joshgodin.net)

Learn the essential tools and techniques for drawing and painting in Adobe Photoshop. We will go through the many functions of the design tools of Photoshop as they are applied to digital painting. Learn to search out, use, modify and create Photoshop brushes. Learn to use layers, masking and adjustment layers to edit paintings and create depth. Develop a sophisticated knowledge of color and lighting to be applied to traditional and digital painting. Learn to create finished work efficiently. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2147-A	fall
ILD-2147-B	spring

CID-2148**Digital Coloring for Cartoonists**

Wednesday 12:10-3:00

One semester: 2 studio credits

Instructor: A. Pearlman (andypearlman.info)

With the changeover to digital prepress, most cartoon publications are now colored on the computer. This course is an introduction to the Macintosh for cartoonists. After learning the basic operation of the machine, students will scan their artwork into the computer where it will be digitally colored and printed. In addition to these techniques, students will also learn image processing and digital manipulation. Demonstrations of the capabilities of digital design will give cartoonists an insight into the potential of the computer as a creative tool. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
CID-2148-A	fall
CID-2148-B	spring

ILD-2149**Realistic and Fantastical Digital Painting**

Friday 3:20-6:10

One semester: 2 studio credits

Instructor: C. McGrath (christianmcgrath.com)

This course will cover the basics of digital science fiction or fantasy illustration using Adobe Photoshop. Science fiction and fantasy can be daunting at times and overwhelming with possibilities for design. The course is designed to give you confidence through properly researching your idea and then proceeding to the next phase of solidifying a concept sketch and gathering reference for your idea. Themes of composition and lighting will be covered as well as how to take photo references for your work. The basic rules of painting digitally will be explored through that application of traditional rules and photomontage. Achieving atmosphere with tonal values and how they sit in space in relation to one another will also be examined and will make your pieces much more convincing and unified.

Human anatomy will also be covered. If you are planning a career in concept art, or any sci-fi or fantasy-related illustration field, this course is a solid introduction. Prerequisite: Intermediate to advanced Adobe Photoshop skills. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2149-A	fall
ILD-2149-B	spring

ILD-2151**Acrylic Painting**

Wednesday 12:10-3:00

One semester: 2 studio credits

Instructor: K. Alder (kelynnalder.com)

In this introductory course students will become familiar with the material and techniques of acrylic painting through hands-on painting, demonstrations, home assignments and in-class critiques. Materials will include the use of acrylic paint and mediums on paper, canvas, fabric and wood. In addition to the technical aspect, this course will explore and emphasize developing a strong visual vocabulary as students become fluid with acrylic painting in the context their work and ideas. Each student can expect to complete a series of paintings during the semester. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2151-A	fall
ILD-2151-B	spring

ILD-2161**Still and Moving: Low-Tech Animation**

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: J. Rosen (jrosen.org)

In this course students will animate their illustration and comic art by making short, smart, animated films and GIFs. Experimental projects using diverse analog mediums will be encouraged, including drawing, collage, paper dolls, puppets and miniature sets in conjunction with Adobe Photoshop timeline drawing, Dragonframe for stop motion, Apple iMovie for editing, Adobe After Effects for layering and compositing, and other software. Storyboarding, character design, sound design and currents in historical and contemporary animation will be covered as well as many examples of time-based editorial art. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2161-A	fall
ILD-2161-B	spring

ILD-2162**Illustration in Motion**

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: V. Kerlow (victorkerlow.com)

How to animate your static illustration and cartoon images in a variety of digital means is the focus of this course. We will discuss how movement can enhance meaning and deepen the picture's content to create more than just visual tricks. A final project will be sequential digital work, combining sound with moving images. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2162-A	fall
ILD-2162-B	spring

ILD-2163**Photocopy Zines**

Friday 9:00-11:50

One semester: 2 studio credits

Materials fee: \$300

Instructor: G. Newland (gfnewland.com)

In this course students will create zines and mini-comics. The class will primarily use a Risograph, which is similar to a photocopier machine but prints in multiple colors. Students will learn how to use a limited palette to make their images and will explore various ways of making color separations. Various bookbinding techniques will be demonstrated. Several small zine projects will be assigned during the class for students to experiment with different formats, materials, and techniques. For the final project, students will make a zine or mini-comic in an edition of 25, using any of the techniques covered in class. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2163-A	fall
ILD-2163-B	spring

ILD-2166**Cool Books**

Wednesday 9:00-11:50

One semester: 2 studio credits

Materials fee: \$175

Instructor: S. Maku (sakuramaku.com)

In this course each student will create a book of original color linocut prints that illustrates a fantastical visual narrative. If you love to draw pictures that create worlds of their own and are searching for ways to go graphic and colorful, this course emphasizes the potential of storytelling, drawing, design and print working together as choreographed dance. Students will be guided and encouraged to plan and produce a stunning one-of-a-kind handmade book. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2166-A	fall
ILD-2166-B	spring

THIRD-YEAR COURSES**CID-3010 / CID-3015****Pictorial Projects I and II: Cartooning**

Students will develop a series of portfolio assignments that will increase in depth and complexity to intensely explore personal vision, and to bring about work in a voice that is uniquely their own. Open to various approaches— independent comics, samples of comic-derived illustrations, compound artwork, or any combination of these that will challenge your abilities, talents and work ethic. Ongoing critiques and discussions will be conducted to assist in creating a body of work that fulfills your artistic aspirations. In the second semester, students will have the opportunity to conceptualize, adapt, sketch and execute a series of related works based on a specific theme. Developing a personal research methodology will be important to successfully completing this cohesive body of work. A selected number of pages produced by the end of the spring semester will be showcased in an online exhibition. Choose an instructor that best fits your aesthetic goals to guide you through this inspiring process. A completed four-to-six-page comic and cover is required by the end of the spring semester. Please refer to the individual course descriptions that follow. *Note: CID-3010/CID-3015, Pictorial Projects I and II, and HMD-3050/HMD-3015, Culture Survey I and II, are courses that cover related, theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year. Open to junior cartooning majors only.*

CID-3010**Pictorial Projects I: Cartooning**

Fall semester: 3 studio credits

Note: Open to junior cartooning majors only.

Course #	Day	Time	Instructor(s)
CID-3010-A	M	12:10-3:00	J. Ruliffson
CID-3010-B	Tu	6:30-9:20	J. Cavaliere, C. Potts
CID-3010-C	Th	9:00-11:50	N. Bertozzi, J. Neufeld

CID-3010-A**Pictorial Projects I: Cartooning**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Ruliffson (jessruliffson.com)

Students will design a cohesive series of works based on a theme, starting with specific assignments and progressing to more elaborate, self-determined explorations. Each student will be asked to devise their own complex research systems and to develop an important, cohesive body of work. A graphic novella will be produced by the end of the spring semester. *Note: Please bring examples of your work and your favorite comics to the first session. Open to junior cartooning majors only.*

CID-3010-B**Pictorial Projects I: Cartooning**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructors: J. Cavaliere (blogalieri.blogspot.com), C. Potts (carlpotts.com)

Storytelling is a series of choices, of problems posed and solved. These choices reflect the voice of the author/artist and affect the reader's experience with the work. This course is a rigorous, formal investigation into comic-book storytelling for the advanced student. We will explore the ways decisions are made, and how structure, chance and limitations can be important factors in these decisions. Students will experiment with style, interaction between text and image, and different ways of telling the same story. Exercises will be individual as well as collaborative. *Note: Recommended for serious students who like to work hard. Open to junior cartooning majors only.*

CID-3010-C**Pictorial Projects I: Cartooning**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: N. Bertozzi (nickbertozzi.com), J. Neufeld (joshcomix.com)

Making a readable comic requires that you master a host of skills—perspective, lettering, page layout and mood, to name a few. It can be overwhelming for someone who just wants to make a simple comic. The goal of this course is to break down the processes, the effects and the language of comics into manageable, learnable chunks. By the end of the course, students will be ready to take on any genre, to tackle any type of scene and to articulate what it is they want to do with comics. *Note: Please bring three examples of work from your own portfolio as well as an example of your favorite comic to the first session. Open to junior cartooning majors only.*

CID-3015**Pictorial Projects II: Cartooning**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-3010 for course description. *Note: Open to junior cartooning majors only.*

Course #	Day	Time	Instructor(s)
CID-3015-A	M	12:10-3:00	J. Ruliffson
CID-3015-B	Tu	6:30-9:20	J. Cavaliere, C. Potts
CID-3015-C	Th	9:00-11:50	N. Bertozzi, J. Neufeld

HMD-3050

Culture Survey I

Fall semester: 3 humanities and sciences credits

Designed to help students clarify and develop their art projects and articulate their own art in writing, this course uses readings, films, a diverse range of multi-media and student writing to explore a theme that changes each year. Students will examine how the chosen theme has been adapted and readapted in different times, places and media, while also considering the connections between content and form in storytelling. Through reading, seeing and research, students will hone their ability to analyze art, visual and written, and the cultural background of the works discussed in class. *Note: This course must be taken simultaneously with CID-3010, Pictorial Projects I: Cartooning, or ILD-3010, Pictorial Projects I: Illustration. It covers related theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year. Open to junior cartooning and illustration majors only.*

Course #	Day	Time	Instructor
HMD-3050-A	M	12:10-3:00	V. Benedetto
HMD-3050-B	M	12:10-3:00	C. Matlin
HMD-3050-C	M	6:30-9:20	TBA
HMD-3050-OL*	M	6:30-9:20	M. Palmeri
HMD-3050-E	Tu	12:10-3:00	S. Pandit
HMD-3050-F	Tu	3:20-6:10	E. Spackman
HMD-3050-G	Th	9:00-11:50	D. Sweet
HMD-3050-H	Th	3:20-6:10	D. Sweet
HMD-3050-J	F	9:00-11:50	D. King
HMD-3050-K	F	9:00-11:50	E. Spackman
HMD-3050-L	F	9:00-11:50	D. Sweet
HMD-3050-M	F	12:10-3:00	A. Cooks
HMD-3050-OL1*	F	12:10-3:00	S. Pandit
HMD-3050-OL2*	F	3:20-6:10	S. Pandit
HMD-3050-R	F	3:20-6:10	TBA

* Note: These sections are held online.

HMD-3055

Culture Survey II

Spring semester: 3 humanities and sciences credits

The second part of this two-semester course introduces students to different types of narratives in a variety of media, including literature, drama, film and music, to help them further understand the connection between content and form in storytelling. Through reading and engaging with primary works as well as researching criticisms about these works, students will learn how to generate an independent interpretation to help them produce their visual narrative. *Note: This course must be taken simultaneously with CID-3015, Pictorial Projects II: Cartooning, or ILD-3015, Pictorial Projects II: Illustration (depending on your major). It covers related theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year. Open to junior cartooning and illustration majors only.*

Course #	Day	Time	Instructor
HMD-3055-A	M	12:10-3:00	V. Benedetto
HMD-3055-B	M	12:10-3:00	C. Matlin
HMD-3055-C	M	6:30-9:20	TBA
HMD-3055-OL*	M	6:30-9:20	M. Palmeri
HMD-3055-E	Tu	12:10-3:00	S. Pandit
HMD-3055-F	Tu	3:20-6:10	E. Spackman
HMD-3055-G	Th	9:00-11:50	D. Sweet
HMD-3055-H	Th	3:20-6:10	D. Sweet
HMD-3055-J	F	9:00-11:50	D. King
HMD-3055-K	F	9:00-11:50	E. Spackman
HMD-3055-L	F	9:00-11:50	D. Sweet
HMD-3055-M	F	12:10-3:00	A. Cooks
HMD-3055-OL1*	F	12:10-3:00	S. Pandit
HMD-3055-OL2*	F	3:20-6:10	S. Pandit
HMD-3055-R	F	3:20-6:10	TBA

* Note: These sections are held online.

FOURTH-YEAR COURSES

CID-4040

Professional Practice: Cartooning

Friday 9:00-11:50

One semester: no credit

Instructor: J. Hilty (joanhilty.net)

The creative landscape and marketplace for this storytelling art have evolved rapidly in the last decade, accompanied by new business practices—good and bad. After graduation, the craft you've known as 'cartooning' becomes a profession with many different facets: graphic novels, periodical comics, illustrative cartooning, sequential art, journalism, just to name a few. This course will teach you the basics of getting started in that profession, and of understanding how to employ those facets in combination and collaboration. *Note: Open to senior cartooning majors only.*

Course # Semester

CID-4040-A fall

CID-4040-B spring

ILD-4055-OL

Senior Lecture Symposium

Friday 6:30-9:20

Spring semester: no credit

This symposium for seniors will be a series of conversations with renowned cartoonists and illustrators, and a variety of our faculty members. Guests will speak about their work, career and process, and answer questions. *Note: This course is held online. Open to senior cartooning and illustration majors only.*

CID-4900 / CID-4905

Senior Thesis: Cartooning I and II

In the senior year, cartooning students will focus on a thesis project of their own conception, interest and design. This personal yet industry-minded body of work will represent a substantial part of their portfolio and showcase capabilities in concept and visual language. Project formats and techniques from traditional to digital are open, as long as the ideas behind them are well-defined, structured and professionally executed. Comics, graphic novels, zines, cartoon series, character development, children's books, concept art, poster series or comic-book covers, a set of storyboards, analog and digital games, are some of the shapes a senior thesis can take. Choose an instructor that best fits your aesthetic and professional goals to guide you through this inspiring process. Early in the spring semester there will be a departmental progress review before the Senior Thesis Show, and works for the exhibition will be selected by a panel of industry judges. For graduation clearance, 10 finished works are required by the end of the spring semester. Please refer to the individual course descriptions that follow. *Note: Open to senior cartooning majors only.*

CID-4900

Senior Thesis: Cartooning I

Fall semester: 3 studio credits

Note: Open to senior cartooning majors only.

Course #	Day	Time	Instructor
CID-4900-A	W	3:20-6:10	J. Smith
CID-4900-B	Th	12:10-3:00	N. Bertozzi
CID-4900-C	Th	3:20-6:10	D. Roman

CID-4900-A

Senior Thesis: Cartooning I

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: J. Smith (behance.net/jamesmith)

Storytelling is a series of choices that reflect the voice of the author/artist and can affect the reader's experience. This course is a rigorous exploration of comic-book storytelling that will help you better understand the inherent strengths of the medium, as well as allow you to test its limits. You will create a personal body of work while honing your interests and direction. *Note: Open to senior cartooning majors only.*

CID-4900-B**Senior Thesis: Cartooning I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: N. Bertozzi (nickbertozzi.com)

Great art is often a reflection of the spirit of the times, reading between the lines of contemporary culture to come up with something new, fresh, inviting and invigorating. It reflects who, what and where you are as an artist and as a human being. In this course we will intensely explore personal vision to bring about work in a voice that is uniquely your own. Various approaches are acceptable—an independent comic, samples of comic-derived illustrations, compound artwork, or any combination of these—if you are hardworking and challenge your abilities and talents. Ongoing critiques and discussions will be conducted to assist in creating a body of work that fulfills your artistic aspirations. *Note: Open to senior cartooning majors only.*

CID-4900-C**Senior Thesis: Cartooning I**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: D. Roman

The goal of this course is to help you become a cartoonist that people want to work with, by creating a dynamic portfolio that will showcase your best art and your best self. You'll be challenged to develop your personal voice and solidify your interests and goals as a cartoonist, and create personal work that can serve as a webcomic or book pitch to publishers. This is the time to figure out what you want to say as a storyteller and what you want to put out into the world. We will also explore avenues of self-publishing, being a business, and creating your own success beyond the traditional publishing models. *Note: Open to senior cartooning majors only.*

CID-4905**Senior Thesis: Cartooning II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-4900 for course description.

Course #	Day	Time	Instructor
CID-4905-A	W	3:20-6:10	J. Smith
CID-4905-B	Th	12:10-3:00	N. Bertozzi
CID-4905-C	Th	3:20-6:10	D. Roman

ADVANCED CARTOONING AND ILLUSTRATION ELECTIVES

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed in alphanumeric order.

CID-3608**Drawing Boot Camp for Cartoonists**

Monday 6:20-9:20

Fall semester: 3 studio credits

Instructors: N. DeCastro, A. Martinez

Drawing Boot Camp for Cartoonists is geared toward students who want additional help developing confidence and mastery in their drawing. Many different topics will be addressed, including (but not limited to) life drawing, constructed bodies, anatomy, costume and drapery, light and shadow, and linear perspective. In-class drawing practice will be supplemented with weekly home assignments. Projects vary each semester. *Note: Open to junior and senior cartooning majors only.*

Course #	Semester
CID-3608-A	fall
CID-3608-B	spring

CID-3633**How to Storyboard**

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: B. Richardson

A storyboard artist needs rough sketches, in continuity form, to assist the film director in planning their shots. A strong sense of storytelling is essential to this endeavor, as is an understanding of film terms like zooming, trucking and dollying. This course will teach students what they need to become storyboard artists, showing how to accomplish this in simple sketches, all through the "imagined" eye of the camera. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3633-A	fall
CID-3633-B	spring

CID-3634-A**Comics without Fear**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Comics revolve around stories, around narrative. Writing and drawing sequences of five or more pages can seem intimidating. This course takes the sting out of the creative process, with methods that can help you get your story out of your head and down on paper and refine it to become a real page-turner. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3639-A**Self-Publishing / Life Underground**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Driven cartoonists took the comic book medium back from the mainstream to cover topics and states of mind that it otherwise wouldn't or couldn't express. This course explores the constantly evolving, exciting developments in alternative comics publishing. More "underground" work is seeing the light of day than ever before, and students will be exposed to some of the most innovative work being produced. Students will pursue their own goals in a personal comics project in an atmosphere of freedom. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3642**Comics Writing**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Chu (amychu.com)

How to write scripts in various genres for comic books is the focus of this course. We will examine narrative traditions in both the self-contained short story and graphic novel formats, as well as the ongoing serial narrative. The semester will begin with writing exercises that will help students develop understanding of character, setting, voice and plot. Deeper into the semester we will transition to a workshop format in which students read and critique one another's longer projects. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3642-A	fall
CID-3642-B	spring

CID-3643**Comic-Book Storytelling Workshop**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: N. Bertozzi (nickbertozzi.com)

Stories have a basic, clear format. Within that structure is an exponentially expanding set of narrative choices that the author can make. Add to that the myriad devices used in constructing works using words and pictures and it's often difficult to know where to begin telling a story. This workshop will examine

the theories behind storytelling using practical exercises to help students recognize and use the components of a good story. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3643-A	fall
CID-3643-B	spring

CID-3644-A Reality Comics

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Neufeld (joshcomix.com)

Graphic nonfiction is a huge publishing growth area, so come explore the dynamic world of reality-based comics. In this course you will craft short pieces on current events, history, memoir, education, instructional comics and various types of essays, culminating in a five-page final project on a nonfiction topic of your choice. The course's emphasis will be on good research, strong content and compelling narrative storytelling. Equally important is a sense of curiosity about the world around you. Students will regularly read and comment on one another's work as in a writing workshop. *Note: Open to juniors and seniors from all departments.*

CID-3646-A Short-Form Comics

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: T. Motley (tmotley.com)

Any story, however sprawling it may seem, can be told in six or fewer comic panels. In this course students will employ a full bag of tricks—expressive figure drawing, dynamic composition, stagecraft, verbal concision and narrative condensation—to create comic short stories of maximum impact. Challenges will include: adaptations and deformations of poetry and literature, developing visual metaphors, writing from logic and structure, and other techniques for coaxing personal truth from the back of your head onto the paper. Projects will be useful for comic strips, minicomics and anthologies. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3647

Joke in a Box: The Art of Single-Panel and Short-Form Cartooning

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: E. Flake (emilyflake.com)

This hands-on studio and critique course will focus on the writing, drawing, composition and style of New Yorker-type, single-panel comics, and short, visual narratives. Through a combination of writing and drawing, the course will encompass everything from idea generation to joke-craft to finding your personal visual vocabulary in service of a joke or narrative. Aesthetic choices based on conceptual expression of humorous (and sometimes deeper symbolic and philosophical conceits) will be discussed and critiqued. By the end of the course, students will have created a portfolio of several finished cartoons and developed a deeper relationship to their own sense of humor and artistic hand. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3647-A	fall
CID-3647-B	spring

CID-3648 Web Comics

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: S. Moon (shinyeon-moon.com)

This course will focus on the mechanics, as well as the most common obstacles, in producing a consistent web comic. The goal is to have your works online in a professional format. For many, this is the future of promotion and presence in the cartooning world. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3648-A	fall
CID-3648-B	spring

CID-3654

Comic Book Covers

Tuesday 6:30-9:20

One semester: 3 studio credits

Instructor: T. Clarke (taurinclarke.com)

Illustrating and designing effective comic book covers is a prestigious and sought after specialty. It is an essential skill for the cartooning industry in order to get published in print or online. From personal to commercial projects, covers are instrumental to a project's success by packaging, promoting, attracting and selling. This course is dedicated to developing the skills to make a strong and effective first impression by creating singular masterpieces of sequential significance.

Note: Open to junior and senior cartooning and illustration majors only.

Course #	Semester
CID-3654-A	fall
CID-3654-B	spring

CID-3659

Personal Comics

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: D. Noomin (dianenoomin.com)

Personal comics can trace their roots to the first wave of alternative comic books in the 1970s. From there, later waves of cartoonists sought to deal with personal content and literary themes and created an entire comics industry, which is still flourishing today. This course will include “turning yourself into a cartoon character” (the comic alter ego) dealing with personal issues, personal history and personal narrative—looking for truth through comic storytelling. Comics can be viewed as a literary form—as serious or as funny as any other kind of fiction or nonfiction. The personal approach to comics in this course is similar in intent to the creation of a short story, but with the added dimension of drawing in a personal, expressive style. Comics are ideal for dealing with emotional content and personal issues. Biography, social satire, painful and happy memories—they're all material for personal comics. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3659-A	fall
CID-3659-B	spring

CID-3663

Advanced Digital Coloring and Rendering

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: M. Cavallaro (mikecavallaro.com)

Coloring is a key narrative and graphic component of modern comics, on par with penciling and inking in terms of importance. Skilled colorists are in high demand in the comics and animation industries. This course will seek to acquaint students with the Photoshop tools and techniques employed by working professionals to develop their instincts for color, and to apply those in support of narrative sequences, as well as to focus and direct attention, reinforce the composition, and suggest atmosphere and emotion, among other considerations. Class sessions are a mix of lecture, demonstration, student work time and critique, with guest speakers from the publishing and animation industries. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3663-A	fall
CID-3663-B	spring

CID-3664**Building Fictional Worlds: Creating a Bible**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: C. Potts (carlpotts.com)

This course will introduce the creative information needed to build an intellectual property and impart the basics of classic story structure while improving story-telling skills. Students will create a draft of an entertainment intellectual property “bible,” including a pilot script, ideas for extending the story into a series (or for sequels, historical, main character profiles) and the “rules” of the fictional reality. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3664-A	fall
CID-3664-B	spring

CID-3667**ZBrush for Illustrators**

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: C. McGrath (christianmcgrath.com)

Pixologic ZBrush has gained a reputation over the past several years as the go to 3D software for non-3D artists because of its natural feel for sculpting. It is a powerful tool for traditional artists, allowing them to create reference for their paintings, drawings, Photoshop work and even physical sculptures. This introductory course into the world of ZBrush is specifically tailored for illustration and how 3D models can be incorporated into 2D work, bypassing some of the more complex aspects of 3D. Students will learn the basics of the program by sculpting out a model, painting it, lighting it, rendering it out and sending it into Adobe Photoshop to create a finished digital illustration. Learning this program will open many possibilities to each student’s creativity. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3667-A	fall
CID-3667-B	spring

CID-3668-A**Digital Comics**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: TBA

This course will explore the ease and pleasure of creating comics entirely digitally, with applications in both print and web media. We will use a variety of digital tools to recreate the look of physical media for all stages of the process, including specialized processes and brushes for layouts, pencils and inks. Students will create personal fonts for lettering, and explore limited color palettes, as well as the unfettered range of full-spectrum color. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3672**Digital Inking and Lettering**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: G. Kendall (gideonkendall.com)

In this course students will discover digital processes that connect with the inking and lettering work they’ve done on paper, with an emphasis on exploring a diverse range of techniques. Skills learned in this course will be directly applicable to freelance comic-book work and will also be highly useful to the auteur cartoonist. Emphasis will be on finding a balance of precision and expressiveness. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3672-A	fall
CID-3672-B	spring

CID-3673**Design and Production for Comics**

Friday 9:00-11:50

One semester: 3 studio credits

Instructor: B. Gold (pyritepress.com)

This course will explore common territory between comics and graphic design. Students will receive training in digital tools used primarily for print production, and will also be taught the difference between print media and projects for distribution via the Internet. How to design a cover, logo, front and back matter of a book, and how to composite color art, line art and lettering will all be covered. An explanation of offset lithography will provide context for the skills learned. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3673-A	fall
CID-3673-B	spring

ILD-3211**Drawing on Location**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Ruggeri

Class sessions will be spent at various New York City locations, learning to challenge the practical difficulties that arise while drawing on the spot. The main goal of the course is to encourage students to observe their environment, the particular details of each situation, and to draw spontaneously. We will put together three stories from drawings done on location. On-the-spot drawing experience is not necessary, but you should have some drawing skills. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3211-A	fall
ILD-3211-B	spring

ILD-3216**Advanced Drawing: Drawing Our Moment**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: J. Twingley

Advanced Drawing will be an immersive exploration of both the model and the space the model occupies, with an emphasis on utilizing traditional tools in nontraditional ways. In this course, through a series of weekly sessions drawing live from the model and related home assignments, we will closely examine the figure as a subject in and of itself as well as the figure in relation to its surroundings. *Note: Open to juniors and seniors from all departments.*

Course #	Semester
ILD-3216-A	fall
ILD-3216-B	spring

ILD-3218**Advanced Life Drawing**

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: B. Waldman (brucewaldman.com)

Drawing from the live model, this course will explore structural anatomy, gesture, quick and sustained poses, and the figure in the environment. Charcoal, conte crayon and pencil techniques (in both black-and-white and color) will be emphasized, and students can progress to pen-and-ink, wash, and brush drawing. Home assignments will be oriented toward using structural drawing skills to enhance and strengthen your illustrations and your illustration portfolio. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3218-A	fall
ILD-3218-B	spring

ILD-3219

Advanced Life Drawing: Figure, Form and Function

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Gaffney (stephengaffney.tumblr.com)

This course will explore the core practice of drawing the human body as both expressive and functional outlets for communication in artistic representations. Perception, depiction and expression are challenged from an intense focus on the human form via exercises that provoke a direct intuitive response and brief lecture/demonstrations of synthetic anatomy, which confirm a form's concepts. Combining these with three key design principles—rhythm, hierarchy and form—we will explore the function of line through various practices of drawing from observation and knowledge, which culminate in applied composition studies. The exercises develop a language of line that connect us to both the earliest known and the most sophisticated drawings made by humans. Progress is charted from practice of the exercises as well as personal expression and growth. *Note: Please bring a pad (18x24") of 100 sheets of white sketch paper (not newsprint) and soft graphite (6B) or black colored pencils to the first session. Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3219-A	fall
ILD-3219-B	spring

ILD-3227

The Drawn Epic

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: M. Pan (mupan.com)

Using only simple materials—paper, drawing supplies and aqueous media (watercolor, gouache, acrylic)—this course will explore the traditions of grand, epic compositions; battle scenes; large groups of multiple figures and dramatic action. We will analyze the design strategies used by the great Japanese print-makers as well as the European masters. Ambitious fantasies and large-scale visions are very much encouraged. All work will be made by hand. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3227-A	fall
ILD-3227-B	spring

ILD-3228

Mark-Making: Expanding Graphic Vocabulary Through Experimental Drawing Practices

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: I. Serrano-Perez (instagram.com/ignacioserranoart)

This course aims to help students expand their visual vocabulary by exploring unusual approaches to drawing and painting. It will mainly focus on traditional drawing techniques and how to reach unexpected results by turning them upside down. This will enable students to experiment with new ways of expression and directly affect their approach and image-making capabilities. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3228-A	fall
ILD-3228-B	spring

ILD-3318

Advanced Painting

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: D. Ross (deborahrossarts.com)

Direct painting from life in watercolor will be the focus of this course. Poses will be sustained from five up to 30 minutes. The emphasis will be on movement/gesture, anatomy, narrative and composition. Life models will be both nude and costumed. Students will be given an understanding of the materials and craft of watercolor painting through a series of exercises, which will include silhouette and practice of layering transparency to achieve depth. By the end of this course,

students will have gained competence in capturing movement using the water-color medium and the skills in using color to tell a story. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3318-A	fall
ILD-3318-B	spring

ILD-3323 (previously FID-2841 / FID-2842)

Etching and Monoprint as Illustration

Thursday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: B. Waldman (brucewaldman.com)

This course will introduce students to numerous basic etching and monoprint techniques, including hard ground, soft ground, aquatint and color printing. Once students become familiar with functioning in a print shop, they will learn to use prints as a viable technique for fine illustration. The emphasis will be on experimentation and personal expression. We will discuss the early relationship of printmaking to illustration, and will study and discuss specific illustrators who use printmaking as a final technique for solving illustration problems. *Note: Open to juniors and seniors from all departments.*

Course #	Semester
ILD-3323-A	fall
ILD-3323-B	spring

ILD-3331-A

Narrative Painting

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: S. Ellis (stevellis.com)

Today, many contemporary artists straddle the line between the commercial and fine art worlds, and galleries and collectors have become more accepting of figurative work that blurs these distinctions. This course will strive to help students push their imagination to find a unique vision, with biweekly and semester-long assignments that focus on an exploration of ideas and emotions using a personal vocabulary. Class time will consist of critique, open and/or structured drawing and painting, and technical instruction and demonstration. We will keep current with the New York art scene by visiting galleries, inviting guest speakers and discussing pertinent local events. *Note: Open to juniors and seniors from all departments.*

ILD-3336-A

Realistic Life Painting

Thursday 9:00-2:50

Fall semester: 3 studio credits

Instructor: M. Mattelson (fineartportrait.com)

Do you control your pictures, or do they control you? This course presents a simple, logical and structured approach to realistic painting, which emphasizes the underlying principles that have guided master artists for more than 500 years. Traditionally, artists have worked from life in order to develop their understanding of visual phenomena. Reality provides all the clues necessary, as long as you know what to look for. In this course you will learn how to accurately see what's before your eyes, how to translate your observations onto the canvas and, most importantly, how to enhance the desired effect through the manipulation of color intensity, sharpness and contrast. Working in oils from a live model, you will learn how to master the illusion of light and atmosphere, how to make a form appear solid and project forward or recede back into space. You will discover a simple and straightforward way to accurately and repeatedly mix any color you see or imagine, including lifelike skin tones. Students have the option of painting digitally. All aspects of the curriculum will be demonstrated in class and thoroughly explained by the instructor. These are universal principles that, once understood, can be applied to all aspects of image creation in any medium: traditional, digital, or anywhere between. *Note: Open to juniors and seniors from all departments.*

ILD-3337-A**Classical Portrait Painting in Oil**

Thursday 9:00-2:50

Spring semester: 3 studio credits

Instructor: M. Mattelson (fineartportrait.com)

This course is a logical approach to painting the portrait in oil and will emphasize the mindset and methodologies that have guided master portrait artists for more than five hundred years. You will learn the time-honored techniques that have served as the backbone for some of the greatest portrait paintings ever created. Successful portraiture is more than merely copying what is in front of you; it requires the ability to understand and interpret your subject. By working from the live model, students will rigorously engage with the principles of portrait painting in the classical tradition. Techniques for capturing a likeness, handling paint, emphasizing the effects of light and atmosphere, modeling form and mixing life-like complexions will be covered. Every step from preparing a canvas to applying the final highlight will be thoroughly demonstrated and explained. Students have the option of painting digitally. One session will be spent at The Metropolitan Museum of Art to study and analyze the outstanding portraits in its collection. *Note: Open to juniors and seniors from all departments.*

ILD-3338**Painting From Inside/Out**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: Z. Lazar (zoharlazar.com)

In this course students will explore methods to effectively apply their points of view to a variety of visual challenges. The aim is to bring out each student's artistic self by building a strong visual vocabulary and honing communications skills through painting. This process will involve rounds of sketching with open critiques. Students will be encouraged to introduce autobiographical themes to their painting that will enhance their personal and commercial work well into the future. *Note: Open to juniors and seniors from all departments.*

Course # Semester

ILD-3338-A fall

ILD-3338-B spring

ILD-3341**The Painting of Light**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: P. Fiore (peterfiore.com)

This course deals with the interpretation of light for the two-dimensional artist. The ability to capture the world around us, in a representational manner, requires a keen sense of observation. We will explore how light visually describes your subject (i.e., time of day, temperature, weather conditions, humidity, color, texture, etc.). To create a sense of reality is the artist's job—this course will teach you how. It will enable you to calculate the effect your pictures will have. Light is the great designer of our world. Learn how to capture it. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3341-A fall

ILD-3341-B spring

ILD-3361**From Fantasy to Reality: Production/Concept Design**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

When one imagines a sumptuous story in a fabulous place, often the details are a bit fuzzy. This course will explore how to create concrete designs and plans of interior and exterior spaces that convey narrative content. Basic drafting and perspective techniques utilizing multiple angles, elevations and prop details will be covered. Research skills will be developed by looking into the design of different historical periods. Projects will also include character and costume designs,

and cover how to professionally present your ideas and plans to prospective clients and collaborators. The techniques learned can be applied to areas of stage, screen, animation and gaming. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3361-A fall

ILD-3361-B spring

ILD-3409**The Fine Art of Illustration**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: H. Drescher (hdrescher.com)

This course is designed for illustration students who have an interest in the fine arts and believe that a fine arts sensibility should be a part of the illustration form. Great emphasis will be placed on the usage of personal visual language and the development of skill, craft and conceptual ability. These components will be incorporated to produce a body of work by the end of the semester. There will be museum, gallery and studio visits. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3409-A fall

ILD-3409-B spring

ILD-3416**Advanced Watercolor**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: TBA

Using water-based media, this course will help students think outside of their comfort level and explore ambitions and exciting projects beyond the safe "watercolor picture." Invention, manipulation and placing our artworks in the world will be stressed in this course and stretching your imagination will be the key. *Note: Open to juniors and seniors from all departments.*

Course # Semester

ILD-3416-A fall

ILD-3416-B spring

ILD-3418-A**Painting Mythologies From Classical to Contemporary**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: M.J. Vath (maryjovath.com)

What elevates a story into the realm of the "mythic"? This course will examine what makes myths so compelling and will introduce strategies to convey the power of a myth in visual form. Through the process of illustrating myths of their own choosing, students will become familiar with general symbolism and the use of motif to reinforce the narrative, as well as elements more specific to mythology such as metamorphosis, disguise, prophecy and magic. *Note: Open to juniors and seniors from all departments.*

ILD-3419-A**Pictorial Fantasy Illustration**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructors: C. Griesbach, S. Martucci (cherylgriesbach.com)

Ideas and concepts will be reinforced through an in-depth exploration of fantasy illustrations in film and print. Traditional reference sources will be used to fashion unusual characters in fairy-tale landscapes. Students will create a glowing picture of strange and compelling creatures and distant worlds. Assignments will be tailored to individual pictorial preferences from child-inspired storytelling to sophisticated image realism. All media can be explored—from colored pencil and gouache to acrylic and oil—to best develop intriguing and suggestive images. Fantasy imagery can be a bold addition to your portfolio. *Note: Open to juniors and seniors from all departments.*

ILD-3424**Surface Design**

Tuesday 9:00-11:50

One semester: 3 studio credits

Instructor: D. Funderburgh (danfunderburgh.com)

Wallpaper, textiles, stationery, dishware and apparel—there are many applications for your artwork. This intensive course will focus on surface design for illustration. Complex repeat patterns will be created, both by hand and digitally, and students will produce products such as fabrics and giftwrap. Business concepts will also be addressed, including licensing your designs and buyouts. Traditional and contemporary designs will be explored, and students will gain an understanding of the variety of styles, techniques and range of projects available to surface designers. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3424-A	fall
ILD-3424-B	spring

ILD-3425**Murals**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Cochran (joshcochran.com)

Murals have become one of the most exciting and dynamic parts of the illustration industry. This course will cover all aspects of mural making from conception to the design and development options and executing. While practicing on research, pitching, sketching, budgeting, transferring and applying, we will also focus on methodologies to get ideas approved and the technical secrets essential to delivering amazing pieces of public art. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3425-A	fall
ILD-3425-B	spring

ILD-3428-A**The Poster**

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: T. Allen (terryallen.com)

Think big! Think graphic! Think simple! These are the elements that make a great poster. How you achieve that goal, through traditional or digital means, is secondary. Whether intended for indoor or outdoor use, from a subway station to a bus stop, from a billboard to a brick wall, a poster is a unique form of illustration and design with often only a moment to grab someone's attention and get the message across. This course will focus on simplifying your concepts, illustration and typography to create a powerful, unified design. If you're an illustrator you will stretch your skills working with type. If you're a designer you will use your graphic sensibilities to create illustration. Assignments will be in the form of real-world jobs. We will use WPA posters of the forties, propaganda posters, consumer posters of the post-war boom years and counter-culture posters of the sixties, Broadway posters, movie posters, music and concert posters of today will be the basis for assignments. The course will consist of group critiques, in-class exercises, demonstrations and field trips. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3431**Lifestyle Illustration**

Friday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Lanzone (amandalanzone.com)

This course will explore the numerous possibilities in lifestyle illustration, including fashion and merchandise, food and cooking, travel and leisure. This area is becoming an increasingly varied and exciting aspect of both editorial and publishing opportunities. Students will create their own solutions to real-world assignments and add examples to their portfolios. Students will be encouraged to explore their

personal directions and interests in their content, and develop a final project that will be in a series. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3431-A	fall
ILD-3431-B	spring

ILD-3432**Fashion Illustration and Beyond**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: A. Whitehurst (awhitehurst.tumblr.com)

For students with an interest in fashion illustration and for illustrators with a fashionable flair, this course will explore and practice the skills needed to produce illustrations for fashion advertising as well as for print media, theater posters, package design, beauty illustration, book covers, licensing and product merchandising. Group critiques will help students identify areas on which to focus in order to achieve a personal style. Working toward portfolio-quality pieces, we will explore the changing role of the fashion illustrator in the current marketplace. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3432-A	fall
ILD-3432-B	spring

ILD-3434**Digital Environments and Periods**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

Imagine illustrating compelling digital environments for stories set in the past, present and future. Through pictures, thumbnails, sketches and research, students will gain an understanding of the process for creating settings and environments. Building a portfolio of concept design work for live action, animated film production, video games and graphic novels will be addressed. This course will explore previsualization, mood, layering values, content, metaphor, perspective and identifying the places inhabited by the characters' created. Concept art, drawing techniques and digital paint to the realization of the final portfolio will all be covered. Students will find solutions working digitally. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3434-A	fall
ILD-3434-B	spring

ILD-3435-A**Environments and Backgrounds for Animation and Gaming**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Godin (joshgodin.net)

This course will focus on the needs of a concept artist working in the game and animation industries. We will focus on 2D design and paint of dimensional environments using Adobe Photoshop for concept development and other production art. Learn and apply traditional perspective drawing tools and incorporate Photoshop perspective tools to design spaces. Build blueprints for spaces using isometric design and use those blueprints to draw alternate angles of an environment. Learn to create a mood board to develop color scenarios for application in concept art. Learn to incorporate photo elements and textures into designs to match and enhance the setting. Use aerial perspective and learn skills to adjust lighting to create dimension, mood and drama in a space. Learn file management for the repurposing of design elements and direct use as production art. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3436**Costume, Concept and Environment**

Friday 12:10-3:00

One semester: 3 studio credits

Instructor: C. McGrath (christianmcgrath.com)

This digitally based course will focus on rendered and collaged elements that create accurate fictive worlds. Period costumes and settings will be explored, as well as imaginary and futuristic concepts—all rooted in actual research to add a believability and consistency to student work. Each assignment will be set in a different culture and time period to add diversity to their portfolio. This course will appeal to anyone interested in concept art, traditional illustration and image-making. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Students will need a camera that is not a cell phone. Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3436-A

fall

ILD-3436-B

spring

ILD-3438-A**The Beauty Mark**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: B. Donovan (bildonovan.com)

This course will explore the possibilities of elegant mark making, and this process in relation to content. While calligraphic gesture and line have long been associated with “old-school” fashion illustration, this course will address the genres of sports, landscape, still life and portraiture made with bold and beautiful strokes. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3439-A**Not for the Squeamish**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Rosen (jrosen.org)

Your body: temple of the soul or soft machine? This course is about the fabric of the body as depicted by artists and anatomists. The human body is where art, science, culture, politics and medicine intersect. Serving as a nontechnical survey, this lecture/studio course will focus on artists from ancient to modern times who use medicine and anatomy as a point of departure for personal, political, religious, aesthetic, or scientific commentary, and will provide an opportunity for students to do likewise. Examples will range from medieval manuscripts and obscure Renaissance medical surrealism through 19th-century anatomy charts and medical museums to contemporary bio-mechanics, illustration, comics, animation, film, fine art, and beyond. The course assignments will be to respond with art projects that make a personal or editorial statement about medicine or anatomy. Students may use the medium of their choice. Projects are not required to be anatomically correct. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3442**Anatomy**

One semester: 3 studio credits

The focus of this course is drawing human and animal anatomy from observation, construction and imagination. Draw every session from models (quick poses to catch the action of the muscles of the body in motion, long poses to create detailed studies), and from skeleton specimens of humans and other creatures. Class sessions will include demonstrations of old masters and contemporary drawing techniques, lectures on comparative anatomy and individual instruction to help students achieve their artistic goals. *Note: Open to juniors and seniors from all departments.*

Course #	Day	Time	Semester	Instructor
ILD-3442-A	Th	3:20-6:10	fall	S. Camhy
ILD-3442-B	Tu	9:00-11:50	spring	G. Boorujy
ILD-3442-C	Th	3:20-6:10	spring	S. Camhy

ILD-3448-A**Animals and Creatures in Illustration**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructors: C. Griesbach, S. Martucci (cherylgriesbach.com)

Are you bored with rendering the human figure? If you find yourself relating more to frogs, insects, jaguars, snakes and other beasties, this course is for you. Real or imagined creatures in visual expression can be an exciting and vital part of your portfolio. Choose from a diversified view of assignments ranging from creating a movie monster poster, designing an alphabet consisting of animals, to portraying a poisonous toad in a rain forest. Projects will be worked on in class with supervision on concepts, use of different mediums and choosing reference sources supplemented with occasional field trips. This course welcomes students in all phases of development who feel this area is an important component of their visual vocabulary. Use of all media is acceptable. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3542-A**Toy Design**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Materials fee: \$200

Instructor: TBA

Turning an idea or character from sketchbook to toy is a fascinating process. Crossing dimensions, from 2D to 3D has multiple stages and prerequisites to delivering a product equal to one's vision. This course will focus on toy brainstorming, dimensional thinking, sketching, developing and drafting all angles, troubleshooting, color studying and testing, detailing and exploring production options. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3543-A**Toy Production**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Materials fee: \$200

Instructor: J. Freeny (jasonfreeny.com)

Building on the material addressed in ILD-3542, Toy Design, this course takes a hands-on approach through sculpting, drawing and painting, as well as covering design and engineering through CAD and 3D printing. Toy production methods and their limitations as well as market demands, real-world processes from inception to production, manufacturing and distribution will be covered. Packaging, display, promoting and professional toy industry events will be highlighted through guest lectures by leading toy makers and designers. Licensing, royalties and navigating the ever-expanding pool of production companies and services that can advance your product to the buyers' market will be addressed. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3559**The Extraordinary Picture Book**

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

The picture book genre is particularly rich in storytelling structures and possibilities. This course will start at the core of what traditionally makes a great 'picture book' and then explore the margins of that bibliography in search of its most remarkable, unusual and genre-bending examples. We will examine what makes these books stand out by carefully unfolding the layers that compose them: color, style, story and narrative structure; design and physical materials; and how these work in service of the story, effectively expanding and elevating it. Short exercises and mini-books will allow us to workshop ideas and apply class lessons to creating unique picture books, while deepening our knowledge on the genre and our tool kit toward larger projects. Through hands-on experimentation we will practice and expand on what some of the very best artists/storytellers have worked on for decades—mesmerizing books that tell stories able to engage and transform their readers in unexpected ways. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3559-A

fall

ILD-3559-B

spring

ILD-3563**Children's Book Illustration**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: P. McCarty (petermccarty.net)

Telling a story in pictures is both challenging and immensely satisfying. This course covers every stage in the creation of a picture book: developing an idea and writing it; creating sequential, storytelling images; book layout; solving problems of pacing; presenting a book to a publisher; contracts; and working with an editor. The emphasis will be on the process of making the words and images work together seamlessly, from the first rough storyboard all the way through to a presentation dummy. We will also discuss, in depth, all the work available in children's illustration and how to look for it. A good portfolio for this market is quite different from an editorial or advertising portfolio. So, we will address the questions of what art directors in this field are looking for, and what sort of portfolio pieces you might need to be competitive. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3563-A	fall
ILD-3563-B	spring

ILD-3566-A**Children's Book Illustration: For the Real World I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: D. Soman

Beyond beautiful pictures, the real art in illustrating a children's book is in telling a story, and the real work is in telling it well. More than just pictorial narration, the field of children's books gives artists the great freedom and opportunity to explore a variety of ideas and themes found in both classic and contemporary children's literature. This course will focus primarily on one story (their own or someone else's), taking it from typewritten text to fully realized illustrations. We will concentrate on such elements as breaking down and understanding a text, character development, composition and storyboards, and the finished dummy in order to grapple with the more complex problems of pacing and point of view. The spring semester will be spent creating the finished illustrated story (approximately 15 portfolio-quality pieces). Time will also be devoted to issues involved in printing and production as well as working in the field. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3567-A**Children's Book Illustration: For the Real World II**

Thursday 12:10-3:00

Spring semester: 3 studio credits

Instructor: D. Soman

This is the second part of a two-semester course. See ILD-3566 for course description. *Note: No midyear entry. Open to junior and senior cartooning and illustration majors only.*

ILD-3568**Two Eyes, a Nose and a Mouth**

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Brodner (stevebrodner.com)

Learning to capture a person's likeness is a skill to which many artists aspire. The caricaturist distorts and manipulates the face to make us laugh. Cartoonists and illustrators use the same method to create familiar or original characters in their narratives. In this course students will learn the fundamentals of simplification and exaggeration, and how these principles influence the content of an image. We will draw hundreds of faces using slides, magazines, movies and models as our subject matter. We'll look for the main idea within each face—the arrangement of shapes that sets that person's face apart from all other faces. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3568-A	fall
ILD-3568-B	spring

ILD-3569-A**SPOTS Before Your Eyes**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Savage (stephensavage.net)

This course will outline the basics in how to do small "spot" illustrations, as seen in most daily newspapers and weekly magazines. They are a staple for many emerging illustrators, and their artistry is conceptual and surprisingly abstract. We will explore the history of the "spot" and examine how various artists have contributed to the form. In addition, we will attempt to re-create the environment and procedures necessary to excel in this challenging type of illustration. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3576-A**Experiments in Narrative**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: F. Jetter (fj.net)

The purpose of this course is to liberate students from the conventions—and clichés—of traditional storytelling. It is an intensive workshop that encourages experiments in character, content and narrative form through instructive examples of such innovative artists, filmmakers and authors as Akira Kurosawa, Andy Warhol, Jean-Luc Godard, Jack Smith, Kurt Vonnegut, Jorge Luis Borges, the Wooster Group, Matthew Barney and other contemporaries whose imaginations and perceptual strategies continue to influence and refresh our culture. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3578-A**Laboratory for Moving Pictures—Adventures in Limited Animation**

Wednesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Rosen (jrosen.org)

Exploring a range of approaches to animation, students will be introduced to the technical skills needed to realize a variety of animated projects. Beginning with stop-motion animation with analog materials, students will then incorporate digital and hand-drawn images to construct short narrative sequences with an emphasis on mixed media and experimentation. We will use Adobe Photoshop for animated drawings and rotoscoping, Dragonframe for stop motion, Apple iMovie for editing, Adobe After Effects for layering and compositing, and other software. Beginning with shorter assignments, the final project will be to develop a longer narrative piece with basic character development, storyboards and a short, but complete, narrative. Examples from animation history as well as contemporary animation will be shown. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3594**Type and Image**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: E. Rodriguez (edelr.com)

If the illustrator understands basic type design, he or she can create impressive visuals: posters, covers, promotional materials, websites. Often the pictorial and the typographic design are at aesthetic odds. This course will cover some design basics to help illustrators and cartoonists understand the relationship between type and image. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3594-A	fall
ILD-3594-B	spring

ILD-3666**Advanced Motion Illustration**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: V. Kerlow (victorkerlow.com)

We will take static illustrated images and, through added movement, we will enhance their meanings and appeal. Editorial motion illustration allows artists to explore combining animation, music, sound effects, and other elements to heighten the content of their visual ideas. An extended project will allow students to integrate their new skills into an impressive portfolio piece. *Note: Open to junior and senior cartooning and illustration majors.*

Course #	Semester
ILD-3666-A	fall
ILD-3666-B	spring

ILD-3668**Advanced Digital Techniques for Illustrators**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: Z. Lazar (zoharlarazar.com)

Illustration has increasingly become digitally oriented, but not necessarily by utilizing traditional “painting” techniques. This course will explore the various processes that top illustrators use to create individualistic styles through scanning textures, reinventing printing and collage effects, and other forms of digital manipulation. Projects vary each semester. *Note: Open to junior and senior cartooning and illustration majors.*

Course #	Semester
ILD-3668-A	fall
ILD-3668-B	spring

ILD-3669**Vector-Based Illustration and Graphics**

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: TBA

Exploring methodologies to create effective vector illustrations for branding, logo design, icons, custom type design and large-scale campaigns is the focus of this course. Being able to deliver messages through simple or complicated line work and advanced color palettes to a plethora of applications in the design industry is a tremendous commercial advantage. Brainstorming, sketching and digital drawing, composing, coloring, finalizing and delivering files according to industry standards will be the core learning goals through the semester. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3669-A	fall
ILD-3669-B	spring

FID-3862**Printmaking: Silkscreen and the Artists' Book**

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Using silkscreen, students will explore various ways to present print as sequential images—artists' books, themed portfolios and comics, even fanzines. The course will cover the process from concept to finished and bound multiples. Methods of making color separations for multicolor prints using traditional hand-drawn and modern photographic techniques will be included. Bookbinding techniques will be demonstrated, such as Japanese bookbinding, accordion folding and signature binding. Large-scale digital output is available. *Note: Open to students from all departments.*

Course #	Day	Time	Semester
FID-3862-A	Th	9:00-1:50	fall
FID-3862-B	Th	2:00-6:50	fall
FID-3862-C	Th	9:00-1:50	spring

FID-3871-A**Printmaking: Advanced Silkscreen and the Artists' Book**

Thursday 2:00-6:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

This course offers the opportunity to make that ambitious book or series you've been working toward—from mockup to finished, bound multiples. Whether your project is a book, themed portfolio, or comics, you'll learn the most effective way to present silkscreened, sequential images. Explore Japanese bookbinding, accordion fold and multiple-signature techniques. Large-scale digital output is available. Prerequisite: At least one silkscreen course, or instructor's permission. *Note: Open to students from all departments.*

FID-3883**Printmaking: Graphic Image Silkscreen**

Monday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Silkscreen is ideal for making bold, iconic images. This course will cover all aspects of the silkscreen process, including making separations by hand and by computer and printing on various media. Students will learn how to use silkscreen as a tool for strengthening their image-making abilities and color sense. *Note: Open to students from all departments.*

Course #	Semester
FID-3883-A	fall
FID-3883-B	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

DIGITAL IMAGING CENTER FACILITIES ACCESS**Digital Imaging Center Access**

One semester: no credit

Access fee: \$400

For cartooning and illustration majors who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
ILD-Access-A	fall
ILD-Access-B	spring

BFA Computer Art, Computer Animation and Visual Effects

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.

2. Students must meet all requirements of the BFA Computer Art, Computer Animation and Visual Effects Department.

3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year computer art, computer animation and visual effects majors must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1015

Modern Art: European (and American) Painting From Realism to Pop

One semester: 3 art history credits

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

AND-1060

Drawing for Animation I

Fall semester: 3 studio credits

Focusing on the fundamental elements of line, space, scale and texture, as well as topics that include anatomy, color theory, perspective and observation, this course will provide a framework for students to translate what they see to how they convey it through the act of drawing. Pencil, charcoal, pen-and-ink and watercolor will be among the materials explored. Projects will range from the figure to nature and still life, and field trips will include drawing on location. *Note: Available in computer art foundation blocks 3 and 4.*

AND-1065

Drawing for Animation II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See AND-1060 for course description. *Note: Available in computer art foundation blocks 3 and 4.*

FID-1130

Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding. *Note: Available in computer art foundation blocks 1, 2 and 5.*

FID-1135

Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description. *Note: Available in computer art foundation blocks 1, 2 and 5.*

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required*

to take and pass the Proficiency Examination during their first semester at SVU (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

SDD-1050

Narrative Workshop

One semester: 3 studio credits

This course will examine the history of storytelling and its fundamental elements, including story and character development, timing and narrative structure. Translating a story to the screen will be explored through film language and shot construction. Students will tell and write their own stories, polish them in class and create illustrated storyboards.

SMD-1200

Imaging Tools and Workflows

Fall semester: 3 studio credits

The correlation of digital tools and content to their analog predecessors and equivalents will be the starting point for conversation and creation. We will discuss how to use cameras to capture both photographs and videos, and how to use basic lighting setups to change the mood of these images. From simple image manipulation of photographs to creating complex collages of layered images,

students will use raster, vector and page-layout programs to create and present original images. We will explore the basics of design skills and how to prepare images for a variety of output options. Basic visual computing skills, file-naming conventions, color management and color modes will be taught, and we will explore emerging technologies as they relate to the creation, delivery and consumption of content.

SMD-1230

3D Animation Pipeline I

Fall semester: 3 studio credits

In this course students will explore 3D computer-generated imagery concepts using Autodesk Maya. Through in-class exercises and assignments, students will create Maya projects as they investigate the stages in a visual effects pipeline. Projects will include basic poly modeling, creating textures and materials, and keyframe animation. How to manage paths, data and hierarchies will be addressed, and students will become familiar with rigs. An introduced to lighting and shading is included.

SMD-1235

3D Animation Pipeline II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See SMD-1230 for course description.

SMD-1250

Introduction to Digital Tools and Techniques

Spring semester: 3 studio credits

Students will be introduced to the essentials of digital technologies, with a concentration on basics of video production, nonlinear editing and digital post-production. Students will explore the use of cameras, cinematography and file compression. Projects will take students from still and video images to composited animation to final edited productions with sound.

Computer Art, Computer Animation and Visual Effects Foundation Block 1 / FALL					
	MON	TUES	WED	THURS	FRI
9					SMD-1230-1C 3D Animation Pipeline I 9:00-11:50 B. Gallagher
10					
11		SMD-1200-1C Imaging Tools 9:00-2:50 E. Reinfeld	FID-1130-1C Drawing I 9:00-2:50 B. Larsen		
12	AHD-1015-1C Modern Art 12:10-3:00 Instructor: TBA				
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9					SMD-1235-1C 3D Animation Pipeline II 9:00-11:50 B. Gallagher
10					
11			FID-1135-1C Drawing II 9:00-2:50 B. Larsen		
12					
1					
2					
3	SMD-1250-1C Digital Tools and Techniques 3:20-6:10 E. Reinfeld			SDD-1050-1C Narrative Workshop 3:20-6:10 C. Mauch	HCD-1025 Writing and Literature 3:20-6:10
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 2 / FALL					
	MON	TUES	WED	THURS	FRI
9					SMD-1230-2C 3D Animation Pipeline I 9:00-11:50 Instructor: TBA
10		HCD-1020 Writing and Thinking 9:00-11:50			
11			FID-1130-2C Drawing I 9:00-2:50 Instructor: TBA		
12					
1					
2	SMD-1200-2C Imaging Tools 12:10-6:00 S. Barrett				
3				SDD-1050-2C Narrative Workshop 3:20-6:10 A. Barsky	
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9					SMD-1235-2C 3D Animation Pipeline II 9:00-11:50 Instructor: TBA
10		HCD-1025 Writing and Literature 9:00-11:50			SMD-1250-2C Digital Tools and Techniques 9:00-11:50 A. Meyers
11			FID-1135-2C Drawing II 9:00-2:50 Instructor: TBA		
12					
1					
2					
3		AHD-1015-2C Modern Art 3:20-6:10 J. Harris			
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 3 / FALL					
	MON	TUES	WED	THURS	FRI
9		AND-1060-3C Drawing for Animation I 9:00-2:50 Instructor: TBA	SMD-1200-3C Imaging Tools 9:00-11:50 A. Meyers		SMD-1200-3C Imaging Tools 9:00-11:50 A. Meyers
10					
11					
12	SDD-1050-3C Narrative Workshop 12:10-3:00 J. Calhoun				SMD-1230-3C 3D Animation Pipeline I 12:10-3:00 B. Gallagher
1					
2					
3			HCD-1020 Writing and Thinking 3:20-6:10		
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHD-1015-3C Modern Art 9:00-11:50 S. Flach	AND-1065-3C Drawing for Animation II 9:00-2:50 Instructor: TBA			
10					
11					
12	SMD-1250-3C Digital Tools and Techniques 12:10-3:00 E. Reinfeld				SMD-1235-3C 3D Animation Pipeline II 12:10-3:00 B. Gallagher
1					
2					
3			HCD-1025 Writing and Literature 3:20-6:10		
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 4 / FALL					
	MON	TUES	WED	THURS	FRI
9		SMD-1200-4C Imaging Tools 9:00-2:50 S. Barrett		HCD-1020 Writing and Thinking 9:00-11:50	SMD-1230-4C 3D Animation Pipeline I 9:00-11:50 Instructor: TBA
10					
11					
12	AHD-1015-4C Modern Art 12:10-3:00 D. Goldberg				
1					
2					
3					
4			AND-1060-4C Drawing for Animation I 3:20-9:10 Instructor: TBA		
5					
6					
7					
8					
9					

Computer Art, Computer Animation and Visual Effects Foundation Block 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9				HCD-1025 Writing and Literature 9:00-11:50	SMD-1235-4C 3D Animation Pipeline II 9:00-11:50 Instructor: TBA
10					
11				SDD-1050-4C Narrative Workshop 12:10-3:00 J. Calhoun	
12					
1					
2					
3		SMD-1250-4C Digital Tools and Techniques 3:20-6:10 A. Meyers			
4			AND-1065-4C Drawing for Animation II 3:20-9:10 Instructor: TBA		
5					
6					
7					
8					
9					

Computer Art, Computer Animation and Visual Effects Foundation Block 5 / FALL					
	MON	TUES	WED	THURS	FRI
9		FID-1130-5C Drawing I 9:00-2:50 Instructor: TBA		HCD-1020 Writing and Thinking 9:00-11:50	
10					
11	SMD-1200-5C Imaging Tools 9:00-2:50 S. McGiver				
12				SMD-1230-5C 3D Animation Pipeline I 12:10-3:00 B. Gallagher	AHD-1015-5C Modern Art 12:10-3:00 J. Harris
1					
2					
3					
4					
5					
6					

Computer Art, Computer Animation and Visual Effects Foundation Block 5 / SPRING					
	MON	TUES	WED	THURS	FRI
9	SMD-1250-5C Digital Tools and Techniques 9:00-11:50 C. Sikora	FID-1135-5C Drawing II 9:00-2:50 Instructor: TBA	SDD-1050-5C Narrative Workshop 9:00-11:50 A. Barsky	HCD-1025 Writing and Literature 9:00-11:50	
10					
11					
12				SMD-1235-5C 3D Animation Pipeline II 12:10-3:00 B. Gallagher	
1					
2					
3					
4					
5					
6					

Note: Computer Art Foundation 5 will be made available after all other Computer Art Foundation schedules have reached capacity.

Note: Computer Art Foundation 5 will be made available after all other Computer Art Foundation schedules have reached capacity.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Students who wish to enter the department or change their major should contact their advisor. All changes of this kind require a transcript and portfolio review by the computer art, computer animation and visual effects department chair. Courses must include any missing requirements from the foundation year, or the first semester of the second year that were not waived by equivalent coursework and portfolio review. Since many requirements may not be entered midyear or taken out of sequence, additional time in school may be required.

Sophomore computer art, computer animation and visual effects majors are required to complete:

REQUIREMENT A

One semester of:

SDD-2090	Professional Practices
SMD-2110	Python Scripting for Maya Artists
SMD-2137	Design in Motion
SMD-2146	Computer-Generated Imagery I
SMD-2147	Computer-Generated Imagery II
SMD-2157	VFX and Compositing I
SMD-2158	VFX and Compositing II

One of the following groups:

AHD-2180	History of Film I
AHD-2185	History of Film II
<i>or</i>	
AHD-2190	History of Animation I
AHD-2195	History of Animation II

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Junior computer art, computer animation and visual effects majors are required to complete:

REQUIREMENT A

One semester of:

SDD-3090	Production Resources
SMD-3120	Thesis Research

One of the following groups:

SMD-3146	Computer Animation: 3D Modeling and Animation III
SMD-3147	Computer Animation: 3D Modeling and Animation IV
SMD-3568	Thesis Preproduction: Computer Animation
<i>or</i>	
SMD-3157	VFX and Compositing III
SMD-3158	VFX and Compositing IV
SMD-3566	Thesis Preproduction: Visual Effects and Compositing

REQUIREMENT B

One 3-credit studio elective offered through any undergraduate department, including the Computer Art, Computer Animation and Visual Effects Department. Please refer to individual departmental listings for elective courses open to all students.

FOURTH-YEAR REQUIREMENTS

The recommended course load is 15 credits each semester. Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements to be eligible to graduate.

Senior computer art, computer animation and visual effects majors are required to complete:

REQUIREMENT A

One semester of:

SDD-4030	The Business of Being an Artist
SDD-4080	Thesis I
SDD-4085	Thesis II
SDD-4090	Thesis Special Topics

One of the following groups:

SMD-4011	Production Skills: Computer Animation I
SMD-4012	Production Skills: Computer Animation II
<i>or</i>	
SMD-4022	Production Skills: VFX and Compositing I
SMD-4023	Production Skills: VFX and Compositing II

REQUIREMENT B

One 3-credit studio elective from any undergraduate department, including the Computer Art, Computer Animation and Visual Effects Department. Please refer to individual departmental listings for elective courses Open to students from all departments.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Computer art, computer animation and visual effects majors may register for courses in the Animation or Film departments with the proper prerequisites and permission from both department chairs, space permitting. Students will not be charged any course fee associated with these courses. Please refer to the undergraduate animation and film course listings.

Note: Courses are listed in numerical order.

SDD-2090-0L

Professional Practices

Wednesday 3:20-6:10

Spring semester: no credit

Instructor: J. Calhoun

Class time is reserved for discussion of topics relating to the use of computer-generated images in the entertainment, video and game industries. Students will explore the many aesthetic and career options they face as they begin to formulate their educational goals and career paths. *Note: This course is held online. Open to computer art majors only.*

SMD-2110

Python Scripting for Maya Artists

One semester: 3 studio credits

The ability to master technical solutions through scripting is a key component, and a sought out skill, for artists within the film and commercial production pipelines. This course will introduce the basic skills required to script effectively in Maya using the object-oriented scripting language, Python. Knowing Python will allow you to customize the Maya UI, automate repetitive tasks, modify existing tools and create your own tools. Students will also learn to use Python outside of the Maya environment to make system changes, which can be useful in understanding how pipeline tools in studios are created. This course is designed to give you an edge in pushing the boundaries of Maya's off-the-shelf tool set, and to place you in a large-scale production environment that is used within the entertainment, gaming and medical industries. *Open to computer art majors only.*

Course #	Day	Time	Semester	Instructor
SMD-2110-A	M	9:00-11:50	fall	P. Skelton
SMD-2110-B	M	12:10-3:00	fall	P. Skelton
SMD-2110-C	F	9:00-11:50	fall	A. Oliker
SMD-2110-D	M	9:00-11:50	spring	P. Skelton
SMD-2110-E	M	12:10-3:00	spring	P. Skelton
SMD-2110-F	F	9:00-11:50	spring	A. Oliker

SDD-2114-A

Life Drawing for Computer Animators

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: TBA

Gesture, movement and character expression are important considerations for the computer animator. This drawing course will explore various facets of human expression, such as emotions and physical mannerisms. Using models, students will learn to "catch" a moment in time through quick poses, as well as work out individual subtleties through longer poses. Field trips will be part of the challenge of learning to draw people in crowds and in motion. *Note: Open to students from all departments.*

SDD-2117-A

Figure Drawing for 3D Artists

Friday: 9:00-11:50

Fall semester: 3 studio credits

Instructor: S. Gollub

The study of the human figure and anatomy trains the artist to be aware of gesture when modeling, posing and animating 3D characters. Using models, students will study and explore the human figure through anatomy, gesture, construction and natural rhythms. Various technical approaches and anatomical details will be considered to help track and make sense of the subtleties of the form and how to extrapolate the gesture and motion of a pose. The observational drawing techniques covered in this course are foundational to 3D modeling and character animation. *Note: Open to computer art majors only.*

SMD-2137

Design in Motion

One semester: 3 studio credits

Limited to 17 students per section

Creating time-based animations to tell stories or explain ideas with motion graphics is the focus of this course. Student will practice keyframing, editing, masking, typography, 3D layers, tracking and stabilization, rotoscoping and paint tools as they bring motion to graphic design. An emphasis will be placed on creative direction, style and design. Adobe After Effects will be the primary software tool, and additional programs will be introduced. *Note: Open to computer art majors only.*

Course #	Day	Time	Semester	Instructor
SMD-2137-A	M	9:00-11:50	fall	N. Afan
SMD-2137-B	W	12:10-3:00	fall	E. Reinfeld
SMD-2137-C	Th	9:00-11:50	fall	TBA
SMD-2137-D	M	9:00-11:50	spring	N. Afan
SMD-2137-E	Th	9:00-11:50	spring	E. Reinfeld

SMD-2141-A

The Art of the Pitch

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Sikora

Limited to 17 students

This course will take a deep dive into the world of pitching ideas. We will simulate industry interactions by learning to build refined pitch decks, and practice effectively communicating our ideas in conversation with clients. We will explore the various uses for decks by building them for different types of simulated clients. By the end of the course students will have gained a thorough understanding of mood boards, treatments, color palettes and style frames, and how to create a branded look. *Note: Open to students from all departments.*

SMD-2146

Computer-Generated Imagery I

Fall semester: 3 studio credits

Limited to 17 students per section

Professional practices will be stressed in creating preliminary sketches, concepts and designs. Students will learn how to employ geometrical primitives, extruding and lathing as well as de-forming objects and working with mesh objects. 3D animation is explored by analyzing motion, understanding the devices of anticipation, reaction, overlapping motion, and squash-and-stretch, to add clarity and strength to sequences. Students will create storyboards and motion tests, and develop concepts as integrated with basic animation techniques of keyframe interpolation, model, light and camera animation. *Note: Students must register for the spring semester section of SMD-2147 that corresponds to their fall semester section of SMD-2146. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-2146-A	M	6:30-9:20	TBA
SMD-2146-B	W	9:00-11:50	C. Faraj
SMD-2146-C	W	6:30-9:20	S. Crawford
SMD-2146-D	Th	12:10-3:00	B. Gallagher
SMD-2146-E	Th	3:20-6:10	B. Gallagher
SMD-2146-F	F	12:10-3:00	A. Gerst

SMD-2147**Computer-Generated Imagery II**

Spring semester: 3 studio credits
Limited to 17 students per section

This is the second part of a two-semester course. See SMD-2146 for course description. *Note: Students must register for the spring semester section of SMD-2147 that corresponds to their fall semester section of SMD-2146. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-2147-A	M	6:30-9:20	TBA
SMD-2147-B	W	9:00-11:50	C. Faraj
SMD-2147-C	W	6:30-9:20	S. Crawford
SMD-2147-D	Th	12:10-3:00	B. Gallagher
SMD-2147-E	Th	3:20-6:10	B. Gallagher
SMD-2147-F	F	12:10-3:00	A. Gerst

SMD-2157**VFX and Compositing I**

Fall semester: 3 studio credits
Limited to 17 students per section

Using combinations of still images and video footage, this course will explore the fundamentals of keyframing, applying effects over time, creating mattes and rotoscoping. Emphasis will be placed on editing techniques, art direction, aesthetics and the overall style of professional VFX production. An introduction to chroma keying techniques, node-based compositing and layering animated images will also be covered. Asset management and basic pipeline disciplines will be reinforced through assigned projects. *Note: Students must register for the spring semester section of SMD-2158 that corresponds to their fall semester section of SMD-2157. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-2157-A	M	9:00-11:50	TBA
SMD-2157-B	Tu	9:00-11:50	TBA
SMD-2157-C	Tu	9:00-11:50	TBA
SMD-2157-D	Th	9:00-11:50	TBA
SMD-2157-E	Th	12:10-3:00	E. Reinfield
SMD-2157-F	F	9:00-11:50	T. Zhao

SMD-2158**VFX and Compositing II**

Spring semester: 3 studio credits
Limited to 17 students per section

This is the second part of a two-semester course. See SMD-2157 for course description. *Note: Students must register for the spring semester section of SMD-2158 that corresponds to their fall semester section of SMD-2157. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-2158-A	M	9:00-11:50	TBA
SMD-2158-B	Tu	9:00-11:50	TBA
SMD-2158-C	Tu	9:00-11:50	TBA
SMD-2158-D	Th	9:00-11:50	TBA
SMD-2158-E	Th	12:10-3:00	E. Reinfield
SMD-2158-F	F	9:00-11:50	T. Zhao

SMD-2162-A**Mindful Mograph: Animating with Awareness**

Monday 3:20-6:10

Spring semester: 3 studio credits
Instructor: C. Sikora

Limited to 17 students per section

The world of digital media is intense. Deadlines can be overwhelming. It's easy to get overwhelmed or go on autopilot for long stretches. This course aims to provide a space where we can slow down and have a healthier dialogue with the work we are creating. Through mindfulness meditation and exercises that allow us to directly interface with both our art and state of mind, we will learn tools for approaching our work with greater ease and flow. Animation-focused works will be created in Adobe After Effects and other software of the students' choosing to harness the power of emotion and communicate more clearly to our audiences as we become more in touch with what we are animating. Prerequisite: A working knowledge of After Effects. *Note: Open to students from all departments.*

AHD-2180-A**History of Film I**

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: P. Cronin

Serving as an introduction to theatrical motion pictures, this course will examine its nascence along with the silent era and early sound. While American narrative film will be emphasized, examples of world cinema will also be screened. Political, cultural and aesthetic history will form a background for viewing selected films—both important works and more transitory ones—to gain an understanding of how the medium developed and its cultural impact. *Note: Open to sophomore computer art majors only.*

AHD-2185-A**History of Film II**

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: P. Cronin

A continuation of AHD-2180, History of Film I, this course will examine the history of motion pictures from the ascendancy of the studio system, through effects of World War II on the film industry to the subsequent collapse and re-emergence of prominent studios. The era of independent filmmaking will also be addressed. While American narrative film will be emphasized, examples of world cinema will also be screened, as well as examples from various film genres, including documentary, animation and experimental work. *Note: Open to sophomore computer art majors only.*

AHD-2190**History of Animation I**

Fall semester: 3 art history credits

Instructor: W. Lorenzo

This course explores milestones in animation, from pioneers like Walt Disney, Norman McLaren and Lotte Reiniger, to present-day digital innovators. Along the way we'll consider a range of techniques, including line-and-cel, glass painting, stop motion, clay animation, morphs and 3D characters. We'll also see why animation deserves to be seen as perhaps the most complex art form. *Note: Open to sophomore computer art majors only.*

Course #	Day	Time
AHD-2190-A	W	12:10-3:00
AHD-2190-B	F	3:20-6:10

AHD-2195**History of Animation II**

Spring semester: 3 art history credits

Instructor: W. Lorenzo

This is the second part of a two-semester course. Please see AHD-2190 for course description. *Note: Open to sophomore computer art majors only.*

Course #	Day	Time
AHD-2195-A	W	12:10-3:00
AHD-2195-B	F	3:20-6:10

SMD-2333**Dimensional Storytelling in Blender**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Bascara

The potential for storytelling across multiple dimensions is limitless. In this course we'll explore this potential through Blender, an all-in-one, open-source 3D computer graphics tool kit. Coursework will cover the various features of Blender: building and animating three-dimensional models and environments; two-dimensional drawing, storyboarding, and animating in 3D; compositing and video editing. Fundamental concepts such as mise-en-scène, cinematography and editing will be emphasized throughout the course as students develop their skill sets and explore the possibilities where 2D and 3D imaging meet. *Note: Open to computer art majors only. This course is cross-listed with AND-2333.*

Course #	Semester
SMD-2333-A	fall
SMD-2333-B	spring

SDD-3090-0L

Production Resources in Computer Art

Friday 3:20-6:10

Fall semester: no credit

Instructors: R. Hagen, E. Lytton

Within the production process of computer animation and visual effects a unique and powerful set of resources are available to computer art majors. Established protocols for utilization of advanced systems for motion capture, digital video capture, color grading and asset management will be established for students as they plan their thesis production pipelines. Software and hardware developments will be discussed. *Note: This course is held online. Open to junior computer art majors only.*

SMD-3110

Sound and Vision: Producing a Soundtrack

Fall semester: 3 studio credits

Instructor: C. Holley

Students will gain an understanding of the basic principles of audio capture, enhancement and production by focusing on the methods used in creating a professional soundtrack. Examples of award-winning videos and animations will be analyzed scene by scene. Students will compose a soundtrack for an existing project or their thesis production. This will include writing or locating appropriate music, gathering and recording sound effects, and mixing the final track. *Note: Open to computer art majors only.*

Course #	Day	Time
SMD-3110-A	M	12:10-3:00
SMD-3110-B	M	3:20-6:10
SMD-3110-C	W	3:20-6:10

SMD-3120

Thesis Research

Fall semester: 3 studio credits

In addition to advanced story and character development, timing and narrative structure will be taught through a series of written exercises and reading assignments. Students will tell and write their own stories and have them critiqued in classroom discussions. Students will develop scripts and draw storyboards using traditional and computer-assisted methods. *Note: Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3120-A	Tu	12:10-3:00	B. Gallagher
SMD-3120-B	Tu	6:30-9:20	N. Crist
SMD-3120-C	W	9:00-11:50	J. Coulson
SMD-3120-D	W	3:20-6:10	B. Gallagher
SMD-3120-E	W	6:30-9:20	TBA
SMD-3120-F	Th	9:00-11:50	D. Diriwaechter
SMD-3120-G	Th	3:20-6:10	E. Reinfeld
SMD-3120-H	Th	6:30-9:20	TBA

SMD-3146

Computer Animation: 3D Modeling and Animation III

Fall semester: 3 studio credits

Limited to 17 students per section

This course will stress professional techniques and workflow methodology to maximize students' realization of their working drawings. Students will develop highly accurate timing to achieve their individual style of animation. Editorial decisions involving narrative, character and scene design will be an integral part of this course. Topics will include: planning and executing complex models, testing how well they perform in production, skeletal rigging, constraints and scripted expressions. The course will also cover animation strategies, advanced keyframe editing and motion tests; shaders, textures, lights and camera moves. *Note: Students must register for the spring semester section of SMD-3147 that corresponds to their fall semester section of SMD-3146. Note: Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3146-A	Tu	6:30-9:20	D. Kim
SMD-3146-B	Tu	6:30-9:20	TBA
SMD-3146-C	Th	9:00-11:50	A. Cheparev
SMD-3146-D	Th	9:00-11:50	S. Gollub
SMD-3146-E	Th	12:10-3:00	S. Gollub

SMD-3147

Computer Animation: 3D Modeling and Animation IV

Spring semester: 3 studio credits

Limited to 17 students per section

This is the second part of a two-semester course. See SMD-3146 for course description. *Note: Students must register for the spring semester section of SMD-3147 that corresponds to their fall semester section of SMD-3146. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3147-A	Tu	6:30-9:20	D. Kim
SMD-3147-B	Tu	6:30-9:20	TBA
SMD-3147-C	Th	9:00-11:50	A. Cheparev
SMD-3147-D	Th	9:00-11:50	S. Gollub
SMD-3147-E	Th	12:10-3:00	S. Gollub

SMD-3157

VFX and Compositing III

Fall semester: 3 studio credits

Limited to 17 students per section

This course will explore the design requirements for professional-quality broadcast graphics and node-based compositing techniques for film, television and digital content. Asset management, aspect ratios, resolutions, interpolation algorithms, color depth, color timing and planar tracking techniques will be addressed. Students will work with lighting, grain matching, perspective control and camera moves to create the illusion of photorealism in the final composite. *Note: Students must register for the spring semester section of SMD-3157 that corresponds to their fall semester section of SMD-3157. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3157-A	M	6:30-9:20	Y. Noh
SMD-3157-B	W	9:00-11:50	TBA

SMD-3158

VFX and Compositing IV

Spring semester: 3 studio credits

Limited to 17 students per section

This is the second part of a two-semester course. See SMD-3157 for course description. *Note: Students must register for the spring semester section of SMD-3158 that corresponds to their fall semester section of SMD-3157. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3158-A	M	6:30-9:20	Y. Noh
SMD-3158-B	W	9:00-11:50	TBA

SMD-3222

Concept Art Techniques for 3D Artists

Monday 3:20-6:10

One semester: 3 studio credits

Instructor: C. McGrath

Visually conveying the idea of environments and characters for films, video games and animations is an important part of the preproduction process. In this course we will look at the rules of painting and picture-making, and how to apply them to a digital workflow to create concept art for narrative projects. We will begin with gathering crucial photo reference and painting block outs in Adobe Photoshop. Working through assignments like environment paintings to study the rules of atmospheric perspective and costume design to look at basic anatomy, we will discuss the use of color, lighting and composition to evoke moods and feelings. Through the use of various software packages, students will gain skills in digital painting, digital sculpting and photobashing techniques in order to develop a more discerning eye for details and confidence. *Note: Open to computer art majors only.*

Course #	Semester
SMD-3222-A	fall
SMD-3222-B	spring

SMD-3228-A**Basic Modeling and Animation with Maya I**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: A. Gerst

Autodesk Maya is widely used in the 3D animation industry and is highly regarded for its modeling, animation and visual effects capabilities. Starting with storyboards, students will then learn modeling, cameras, lighting, surfaces, motion scripting and rendering. Several examples of high-end 3D animation will be demonstrated and analyzed. *Note: This course is not intended for students who are pursuing a thesis project in computer animation. Students who have taken SMD-3146, Computer Animation: 3D Modeling and Animation III, or SMD-3147, Computer Animation: 3D Modeling and Animation IV, may not enroll in this course. This course is cross-listed with SMD-3228-B. Section B is open to students from all departments.*

SMD-3229-A**Basic Modeling and Animation with Maya II**

Friday 9:00-11:50

Spring semester: 3 studio credits

Instructor: A. Gerst

A continuation of SMD-3228, Basic Modeling and Animation with Maya I, this course will explore Maya's more advanced tools and capabilities through in-class exercises and assigned projects. Topics include character design, animation, skeletal rigging, dynamics, particles and shading. Prerequisite: SMD-3228, Basic Modeling and Animation with Maya I, or equivalent. *Note: This course is not intended for students who are pursuing a thesis project in computer animation. Students who have taken SMD-3146, Computer Animation: 3D Modeling and Animation III, or SMD-3147, Computer Animation: 3D Modeling and Animation IV, may not enroll in this course. This course is cross-listed with SMD-3229-B. Section B is open to students from all departments.*

SMD-3261-A**Basic Cinema 4D**

Friday 3:20-6:10

Fall semester: 3 studio credits

Instructor: A. Meyers

Cinema 4D is an intuitive 3D package used for creating amazing still images for print and breathtaking video for broadcast, web and film. The easy interface and logical workflow of the software make it possible for those new to 3D to produce high-end work quickly. This course will cover modeling, animation, lighting and camera techniques to create 3D typography, objects and motion graphics. We will also discuss the integration of Cinema 4D creations with Adobe products for compositing and broadcast purposes. *Note: This course is cross-listed with SMD-3261-B. Section B is open to students from all departments.*

SMD-3263-A**Motion Graphics Techniques I**

Friday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Meyers

In this course students will use compositing and animation tools such as Adobe After Effects and Cinema 4D to create motion graphics projects for broadcast, web and film. Using Keyframes, animated masks and filters, and motion paths will be used to create complex, layered compositions. Students will also be introduced modeling, lighting and camera techniques to create 3D typography and motion graphics. *Note: This course is cross-listed with SMD-3263-B. Section B is open to students from all departments.*

SMD-3265-A**Motion Graphics Techniques II**

Friday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Meyers

Continuing with the material covered in SMD-3263, Motion Graphics Techniques I, students will further examine the technical aspects of compositing and animation tools such as Adobe After Effects and Cinema 4D. Advanced techniques of working with live-action footage, rotoscoping and compositing will be covered.

Through exercises and assignments, students will create their own animated designs and motion graphics projects. Prerequisite: SMD-3263, Motion Graphics Techniques I. *Note: This course is cross-listed with SMD-3265-B. Section B is open to students from all departments.*

SMD-3341**Digital Matte Painting with Photoshop**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: D. Mattingly

Digital matte painting (DMP) is a field that has been around since the early days of still and moving images. Initially created as paintings on large pieces of glass, the digital revolution has extended the form to levels previously unimagined. In the current climate of heavy visual-effects productions in film, broadcast, the web and video games, the skills necessary to perform quickly and with emotion have become all the more crucial. The beauty of working in digital matte painting is that it employs traditional art skills blended with cutting-edge technology. This course will introduce students to the history of the medium, the philosophy of "style" (photorealistic, non-photorealistic) and the practical applications used to execute a shot. *Note: This course is cross-listed with SMD-3341-C and SMD-3341-D. Sections C and D are open to students from all departments.*

Course # Semester

SMD-3341-A	fall
SMD-3341-B	spring

SMD-3408-A**Video Game Design I**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: N. Mesnard

This course is an introduction to the design and production of digital games. Students will explore concept art, level design, asset production, lighting, sound and dynamics. Weekly lectures will guide students through game art theory and technique. Practical exercises will be shared and play tested by the class to help refine ideas. The semester will culminate with a playable game level created by each student. *Note: Open to computer art majors only.*

SMD-3409-A**Video Game Design II**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: P. Skelton

Focusing on the creation of game characters, this course will take a deeper dive into the concepts and techniques learned in SMD-3408, Video Game Design I. Topics include: character concept art, building character controllers, high to low poly character modeling techniques, next-gen texturing and blending between animation states. Students will collaborate with their classmates to design and produce a short, playable game of their choice. Prerequisite: SMD-3408, Video Game Design I, or instructor's permission. *Note: Open to computer art majors only.*

SMD-3413-A**Virtual Reality Design**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

This course is an overview of virtual reality design and development. It will integrate lectures and workshops so that students can combine hands-on experience with the knowledge required to build useful and enjoyable experiences. We will discuss 360° video, gameplay, interactive narrative content, and other applications. Students will learn to develop and design experiences using real-time engines. Topics will include the evolution of the technology, user experience, existing precedents, input tools, augmented reality, and more. Students should finish the course with an understanding of VR and the ability to plan and build basic VR experiences. *Note: Open to computer art majors only.*

SMD-3429-A

Introduction to Website Design

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: J. Rosman

Design of a website is as important as the content. In this course we will explore the creation of websites for creative and self-promotional purposes. Students will learn to take their visual language and apply it to the web with a focus on usability to the target audience. Adobe Dreamweaver and Animate techniques will be covered, as well as how to prepare files for the site design using other programs such as Adobe Photoshop and Illustrator. Students will learn how to plan the architecture of their site and how to make their concepts a reality. *Note: This course is cross-listed with SMD-3429-B. Section B is open to students from all departments.*

SMD-3431

Introduction to Real-Time Rendering and Game Engine Graphics

Friday 3:20-6:10pm

One semester: 3 studio credits

Instructor: B. Gallagher

GPU-based rendering or “real-time rendering” has long been utilized in the game industry to produce dynamic cinematic sequences and cutscenes. These techniques are employed by a host of companies from the entertainment and advertising industries to product design and education. In this course students will develop a solid understanding of the workflow between content creation software (such as Autodesk Maya) and real-time rendering environments (such as Epic’s Unreal Engine and Unity3D). Topics will include preparing assets for export to a game engine, surfacing using PBR materials, lighting using engine specific dynamic and baked lighting, transferring animation via rigged characters and Alembic cache. Camera control and the basics of visual coding systems provided by each engine provides. Students will develop an original multi-shot animated project rendered in a real-time environment. *Note: Open to computer art majors only.*

Course #	Semester
SMD-3431-A	fall
SMD-3431-B	spring

SMD-3566

Thesis Preproduction: Visual Effects and Compositing

Spring semester: 3 studio credits

The professional production workflows of digital and practical visual effects will be discussed and examined, along with the integration of computer-generated images and live-action footage. While continuing with concept development, students will begin production of their thesis projects, including previsualization, design, casting of actors and directing. *Note: Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3566-A	W	6:30-9:20	N. Crist
SMD-3566-B	Th	3:20-6:10	E. Reinfeld

SMD-3568

Thesis Preproduction: Computer Animation

Spring semester: 3 studio credits

This course stresses the professional aspects of previsualization and detailed character sketches in developing and planning an animated short. Students will continue concept development and begin production of their senior thesis projects. Students are required to finalize 3D models and environments and create a full-length previsualization for their thesis projects. *Note: Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3568-A	M	9:00-11:50	TBA
SMD-3568-B	Tu	12:10-3:00	B. Gallagher
SMD-3568-C	Tu	6:30-9:20	TBA
SMD-3568-D	W	6:30-9:20	TBA
SMD-3568-E	Th	9:00-11:50	D. Diriwaechter
SMD-3568-F	F	9:00-11:50	J. Coulson

SMD-3721-A

Advanced Rigging

Saturday 10:00-12:50

Fall semester: 3 studio credits

Instructor: TBA

In this course students will learn to add the controls to 3D models that give artists the ability to create lifelike movement for characters, props and environments. We will delve into rigging tools and scripting to improve character setup skills and focus on creating controls for our models. Students will create various control systems, exploring the best tools for manipulating the objects being controlled. *Note: Open to computer art majors only.*

SMD-3723-A

Facial Rigging and Articulation for 3D Animation

Saturday 9:00-11:50

Spring semester: 3 studio credits

Instructor: TBA

Creating the controlling rigs for the facial movements of 3D characters takes attention to detail. Students will deconstruct face rigs to examine how they were created, and then configure their own beginning with skin clusters and the placement of facial joints. Working by region—lips, eyes, nose and mouth—will allow students to focus on each area of the face that can affect the emotion expressed by characters. Prerequisite: SMD-3721, Advanced Rigging, or instructor’s permission. *Note: Open to computer art majors only.*

SMD-3731-A

Advanced Compositing Techniques

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: E. Brillantes

The ability to integrate composite images into a seamless transparent moving image is the core of contemporary visual effects. Students will learn to use Nuke to create a scene that is a composite of 3D and live-action footage. Students will also color correct and add shadows and effects to the footage, such as the illusion of depth of field and a limited focus range. Color space, bit depth and film formats, advanced keying, matte edges, importing and exporting track data with Maya, advanced color correcting, blur and grain, warp and morph effects will be covered. *Note: Open to computer art majors only.*

SMD-3733-A

Texturing and Shading for 3D Animation

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor TBA

The process of preparing, creating and finalizing the look for 3D models is the focus of this course. We will explore various software to achieve surface detailing in hard surfaces and organic models. Students will break down references into components that will drive their texture workflow and develop a better understanding of what makes a material. *Note: Open to computer art majors only.*

SMD-3747

Lighting and Rendering I

One semester: 3 studio credits

The lighting workflow using both the Maya and mental ray rendering software will be explored in this course. Students will learn the specific lighting types, shadow types and their attributes, raycast (scanline) vs. ray-trace rendering, and light/shadow linking. Aesthetic concepts covered involve use of light to create mood, indoor and outdoor environments, space, and the use and distribution of color and tone using light. *Note: Open to computer art majors only.*

Course #	Day	Time	Semester	Instructor
SMD-3747-A	M	6:30-9:20	fall	J. Lee
SMD-3747-B	W	6:30-9:20	fall	J. Liao
SMD-3747-C	W	6:30-9:20	spring	J. Lee

SMD-3748-A**Lighting and Rendering II**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: TBA

This course concentrates on the hypershade window in Maya and its technical applications for an aesthetic end. General workflow for creation of materials and textures for both the Maya and mental ray rendering software will be addressed. Some examples of specific materials such as skin, glass, hair and other special circumstances will be covered. Class discussions will include render diagnostics and troubleshooting. Prerequisite: SMD-3747, Lighting and Rendering I, or instructor's permission. *Note: Open to computer art majors only.*

SMD-3751-A**Motion Capture**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: R. Hagen

This course will cover the art and science of motion capture (mocap): motion sensing technology used to record the action of a live actor and apply it to a 3D model. The course will cover setting up and rigging CG characters for mocap, as well as setting up and calibrating the motion tracking system. Related subjects that will be covered include: preparing the actor, capturing their performance, tracking, editing and reconstruction of mocap data, and using advanced animation tools for integration into final projects. Mocap for gaming, lip sync, voice recognition and facial capture will also be explored. *Note: Open to computer art majors only.*

SMD-3757**Introduction to Houdini**

Fall semester: 3 studio credits

An introduction to the Houdini interface, procedural modeling, particles and dynamics is the focus of this course. We will also cover some expression functions, which give creative control to produce powerful visual effects and models. Projects include the creation of procedural landscapes, explosive particle effects and a basic crowd/flocking simulation. The Houdini concepts and techniques covered, such as procedurally based workflow and rigid body dynamics, will demonstrate how to get the most out of this impressive software for commercial and film productions. *Note: Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-3757-A	Th	12:10-3:00	G. Gangemi
SMD-3757-B	Th	6:30-9:20	G. Cherouvim

SMD-3761-A**Intermediate VFX Animation with Houdini**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: TBA

This course will give students an opportunity to further explore VFX animation in the Houdini procedural node-based workflow. Realistic simulations of liquids with varying viscosities and surface tensions will be examined, as well as fire and smoke with different volumes and look. We will also take a close look at particles and how to control the parameters of their forces, contracts and collisions when working with small debris or crowds of characters. Other topics that will be explored include cloth, wire and fur, giving students in-depth training in this visual effects tool kit. Prerequisite: SMD-3757, Introduction to Houdini, or instructor's permission. *Note: Open to computer art majors only.*

SMD-3803**Three-Dimensional Digital Sculpture**

Saturday 3:20-6:10

One semester: 3 studio credits

Instructor: J. Diamond

Students will study digital sculpting through traditional sculpting techniques to advance their knowledge of modeling. Using tools such as Pixologic ZBrush and Autodesk Mudbox, students will virtually sculpt 3D models for computer animation that demonstrate professional-level techniques. Integration of these tools into the computer animation production pipeline will be discussed. *Note: Open to computer art majors only.*

Course #	Semester
SMD-3803-A	fall
SMD-3803-B	spring

SMD-3822-A**Character FX I**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: TBA

A character FX artist must have a wide range of creative and technical skills. This course is an introduction in fur, hair and cloth development for computer animation. Students will explore grooming techniques for both characters and environments. Topics will include sampling, shaping, exploring tactile qualities of hair, surfacing and basic rendering. We will also cover how to model and setup clothing for simulation of an animated character. *Note: Open to computer art majors only.*

SMD-3838**Advanced Character Animation**

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: R. Moran

Great animation is the blend of technique with acting and action. The successful expression of physical traits and emotional reactions are at the core of memorable character animation. From the wildest emotion to the slightest facial movement, the detail we can reveal in our characters is what brings them to life. This course focuses on the fundamental mechanics of character animation with particular attention to acting and performance. Since 3D characters move with a world we create, the use of camera, composition, staging and timing are required elements of this course. *Note: Open to computer art majors only.*

Course #	Semester
SMD-3838-A	fall
SMD-3838-B	spring

SMD-4011**Production Skills: Computer Animation I**

Fall semester: 3 studio credits

Limited to 15 students per section

Seniors will continue to perfect thesis concepts and techniques while exploring advanced topics in visual effects and compositing that will be incorporated into thesis projects. Scene lighting and animated lighting are crucial design elements of animation projects. This course will analyze lighting and camera concepts and techniques used in computer animation, and demonstrate how to begin constructing a library of camera effects. Through lectures, student presentations and in-class assignments, this course will address production pipelines and creative solutions to technical problems. *Note: Students must register for the spring semester section of SMD-4012 that corresponds to their fall semester section of SMD-4011. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-4011-A	M	9:00-11:50	A. Cheparev
SMD-4011-B	Tu	9:00-11:50	TBA
SMD-4011-C	W	9:00-11:50	T. Andreades
SMD-4011-D	W	12:10-3:00	TBA
SMD-4011-E	W	6:30-9:20	D. Kim
SMD-4011-F	Th	6:30-9:20	D. Kim

SMD-4012

Production Skills: Computer Animation II

Spring semester: 3 studio credits
Limited to 15 students per section

This is the second part of a two-semester course. Please see SMD-4011 for course description. *Note: Students must register for the spring semester section of SMD-4012 that corresponds to their fall semester section of SMD-4011. Open to computer art majors only.*

Course #	Day	Time	Instructor
SMD-4012-A	M	9:00-11:50	A. Cheparev
SMD-4012-B	Tu	9:00-11:50	TBA
SMD-4012-C	W	9:00-11:50	T. Andreades
SMD-4012-D	W	12:10-3:00	TBA
SMD-4012-E	W	6:30-9:20	D. Kim
SMD-4012-F	Th	6:30-9:20	D. Kim

SMD-4022

Production Skills: VFX and Compositing I

Monday 6:30-9:20

Fall semester: 3 studio credits
Limited to 15 students per section

Seniors will continue to perfect thesis concepts and techniques while exploring advanced topics in visual effects and compositing that will be incorporated into thesis projects. This course will cover digital retouching and rig removal techniques as well as motion tracking and compositing 3D plates into live-action footage. Production pipelines and creative solutions to technical problems will be addressed through lectures, student presentations and in-class assignments. *Note: Students must register for the spring semester section of SMD-4023 that corresponds to their fall semester section of SMD-4022. Open to computer art majors only.*

Course #	Instructor
SMD-4022-A	E. Dinur
SMD-4022-B	TBA

SMD-4023

Production Skills: VFX and Compositing II

Monday 6:30-9:20

Spring semester: 3 studio credits
Limited to 15 students per section

This is the second part of a two-semester course. Please see SMD-4022 for course description. *Note: Students must register for the spring semester section of SMD-4023 that corresponds to their fall semester section of SMD-4022. Open to computer art majors only.*

Course #	Instructor
SMD-4023-A	E. Dinur
SMD-4023-B	TBA

SDD-4030

The Business of Being an Artist

Fall semester: 3 studio credits

Computer artists work in creative environments with short deadlines and ever-changing needs, and the number of artists required to complete a project fluctuates constantly. Many artists work as project hires, while others are full-time staff members. Working as a freelance artist can be extremely rewarding if one is careful to protect one's own interests. Students will learn the essentials of résumé preparation as well as interviewing skills required for employment in a dynamic and competitive industry. Issues of financial planning, health insurance and investments will be discussed in reference to freelance and salaried employment opportunities. Developing a basic business plan, negotiating contracts and keeping financial records will be among the course assignments. *Note: Open to computer art majors only.*

Course #	Day	Time	Instructor(s)
SDD-4030-A	M	3:20-6:10	C. Gulasky, E. Miethner
SDD-4030-B	Tu	3:20-6:10	TBA
SDD-4030-C	Th	12:10-3:00	C. Gulasky, E. Miethner
SDD-4030-D	F	9:00-11:50	I. Abramson, K. Labriola
SDD-4030-E	F	12:10-3:00	I. Abramson, A. Libotte

SMD-4031-A

Collaboration in Computer Art I

Day/Time: TBA

Fall semester: no credit

Instructor: J. Calhoun

Collaboration in Computer Art is a seminar for BFA Computer Art, Computer Animation and Visual Effects majors who have been approved to work in teams to complete their thesis projects. Students will meet weekly with the department chair to review production schedules and creative issues in working as a team. Production schedules for these thesis projects are accelerated compared to individual projects, and the submission deadlines for collaborative thesis projects will be established during the semester. *Note: Open to computer art majors only.*

SMD-4032-A

Collaboration in Computer Art II

Day/Time: TBA

Spring semester: no credit

Instructor: J. Calhoun

This is the second part of a two-semester course. Please see SMD-4031 for course description. *Note: Open to computer art majors only.*

SMD-4041-A

Advanced Sound Design and Mixing

Tuesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Holley

The focus of this course will be advanced sound design, placement and mixing techniques. These techniques will then be applied to each student's thesis project. Through lectures, student presentations and in-class assignments, students will be provided with work critiques to assist them in constructing a soundscape for their theses. *Note: Open to computer art majors only.*

SMD-4051-A

Color Grading

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: T. Kneschke

Limited to 10 students

In this course students will explore how to manipulate color and other image characteristics to enhance the look of footage. Color fundamentals, including bit depth, floating point, RGB and XYZ color spaces will be covered. How to use histograms, waveform and vectorscope monitors will be addressed, in concurrence with industry standard tools, such as the Three Way Color Corrector for manipulating color, levels and curves, as well as secondary compositing tools for keying, masking and motion tracking. *Note: Open to computer art majors only.*

SDD-4080

Thesis I

Fall semester: 3 studio credits

Instructors: Thesis Committee

Limited to 12 students per section

This course will lead students through the production process of creating a thesis project that is original and of professional quality. Weekly critiques and class discussions will allow students to progressively develop and produce their thesis projects. The creative and technical skills developed over the first three years are now applied, as students complete their thesis projects. *Note: Students must register for the spring semester section of SMD-4085 that corresponds to their fall semester section of SMD-4080, Thesis I. Open to computer art majors only.*

Course #	Day	Time	Discipline
SDD-4080-A	Tu	3:20-6:10	computer animation
SDD-4080-B	Tu	6:30-9:20	VFX
SDD-4080-C	Tu	6:30-9:20	computer animation
SDD-4080-D	Tu	6:30-9:20	computer animation
SDD-4080-E	W	12:10-3:00	computer animation
SDD-4080-F	W	6:30-9:20	computer animation and VFX
SDD-4080-G	Th	3:20-6:10	computer animation
SDD-4080-H	Th	3:20-6:10	computer animation and VFX
SDD-4080-J	Th	6:30-9:20	VFX

SDD-4085**Thesis II**

Spring semester: 3 studio credits

Instructors: Thesis Committee

Limited to 12 students per section

This is the second part of a two-semester course. Please see SMD-4080 for course description. *Note: Students must register for the spring semester section of SMD-4085 that corresponds to their fall semester section of SMD-4080. Open to computer art majors only.*

Course #	Day	Time	Discipline
SDD-4085-A	Tu	3:20-6:10	computer animation
SDD-4085-B	Tu	6:30-9:20	VFX
SDD-4085-C	Tu	6:30-9:20	computer animation
SDD-4085-D	Tu	6:30-9:20	computer animation
SDD-4085-E	W	12:10-3:00	computer animation
SDD-4085-F	W	6:30-9:20	computer animation and VFX
SDD-4085-G	Th	3:20-6:10	computer animation
SDD-4085-H	Th	3:20-6:10	computer animation and VFX
SDD-4085-J	Th	6:30-9:20	VFX

SDD-4090-OL**Thesis Special Topics**

Wednesday 3:20-6:10

Fall semester: no credit

Instructor: J. Calhoun

Class time is reserved for discussion of special topics, senior requirements, production scholarships, visiting artists and technical workshops as required throughout the senior year. *Note: This course is held online. Open to computer art majors only.*

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

COMPUTER ART, COMPUTER ANIMATION AND VISUAL EFFECTS ELECTIVES OPEN TO STUDENTS FROM ALL DEPARTMENTS

Note: Students who do not attend the first two course sessions and fail to call the Computer Art, Computer Animation and Visual Effects Department may forfeit their seat in the course. A student ID card validated with the current semester computer art, computer animation and visual effects ID sticker must be presented. Courses are listed in numerical order. All sections of the following courses are open to students from all departments.

SDD-Access**Computer Art Center Access**

Two semesters: no credit

Access fee: \$500 each semester

This is for students who want to use the Computer Art, Computer Animation and Visual Effects Department's Macintosh or PC computers in order to work on their own projects without the guidance of a faculty member. Students are expected to have a full working knowledge of both the software and hardware they will be using. *Note: Permission of the Computer Art, Computer Animation and Visual Effects Department chair is required.*

SDD-2114-A**Life Drawing for Computer Animators**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: TBA

Gesture, movement and character expression are important considerations for the computer animator. This drawing course will explore various facets of human expression, such as emotions and physical mannerisms. Using models, students will learn to "catch" a moment in time through quick poses, as well as work out individual subtleties through longer poses. Field trips will be part of the challenge of learning to draw people in crowds and in motion.

SMD-2141-A**The Art of the Pitch**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Sikora

Limited to 17 students

This course will take a deep dive into the world of pitching ideas. We will simulate industry interactions by learning to build refined pitch decks, and practice effectively communicating our ideas in conversation with clients. We will explore the various uses for decks by building them for different types of simulated clients. By the end of the course students will have gained a thorough understanding of mood boards, treatments, color palettes and style frames, and how to create a branded look.

SMD-2162-A**Mindful Mograph: Animating with Awareness**

Monday 3:20-6:10

Spring semester: 3 studio credits

Instructor: C. Sikora

Limited to 17 students per section

The world of digital media is intense. Deadlines can be overwhelming. It's easy to get overwhelmed or go on autopilot for long stretches. This course aims to provide a space where we can slow down and have a healthier dialogue with the work we are creating. Through mindfulness meditation and exercises that allow us to directly interface with both our art and state of mind, we will learn tools for approaching our work with greater ease and flow. Animation-focused works will be created in Adobe After Effects and other software of the students' choosing to harness the power of emotion and communicate more clearly to our audiences as we become more in touch with what we are animating. Prerequisite: A working knowledge of After Effects.

SMD-3228-B**Basic Modeling and Animation with Maya I**

Friday 9:00-11:50

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: A. Gerst

Autodesk Maya is widely used in the 3D animation industry and is highly regarded for its modeling, animation and visual effects capabilities. Starting with storyboards, students will then learn modeling, cameras, lighting, surfaces, motion scripting and rendering. Several examples of high-end 3D animation will be demonstrated and analyzed. *Note: This course is cross-listed with SMD-3228-A.*

SMD-3229-B**Basic Modeling and Animation with Maya II**

Friday 9:00-11:50

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: A. Gerst

A continuation of SMD-3228, Basic Modeling and Animation with Maya I, this course will explore Maya's more advanced tools and capabilities through in-class exercises and assigned projects. Topics include character design, animation, skeletal rigging, dynamics, particles and shading. Prerequisite: SMD-3228, Basic Modeling and Animation with Maya I. *Note: This course is cross-listed with SMD-3229-A.*

SMD-3261-B**Basic Cinema 4D**

Friday 3:20-6:10

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: A. Meyers

Cinema 4D is an intuitive 3D package used for creating amazing still images for print and breathtaking video for broadcast, web and film. The easy interface and logical workflow of the software make it possible for those new to 3D to produce high-end work quickly. This course will cover modeling, animation, lighting and camera techniques to create 3D typography, objects and motion graphics. We will also discuss the integration of Cinema 4D creations with Adobe products for compositing and broadcast purposes. Prerequisite: A working knowledge of Adobe Photoshop. *Note: This course is cross-listed with SMD-3261-A.*

SMD-3263-B**Motion Graphics Techniques I**

Friday 12:10-3:00

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: A. Meyers

In this course students will use compositing and animation tools such as Adobe After Effects and Cinema 4D to create motion graphics projects for broadcast, web and film. Using Keyframes, animated masks and filters, and motion paths will be used to create complex, layered compositions. Students will also be introduced modeling, lighting and camera techniques to create 3D typography and motion graphics. Prerequisite: A working knowledge of Adobe Photoshop. *Note: This course is cross-listed with SMD-3263-A.*

SMD-3265-B**Motion Graphics Techniques II**

Friday 12:10-3:00

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: A. Meyers

Continuing with the material covered in SMD-3263, Motion Graphics Techniques I, students will further examine the technical aspects of compositing and animation tools such as Adobe After Effects and Cinema 4D. Advanced techniques of working with live-action footage, rotoscoping and compositing will be covered. Through exercises and assignments, students will create their own animated designs and motion graphics projects. Prerequisite: SMD-3263, Motion Graphics Techniques I. *Note: This course is cross-listed with SMD-3265-A.*

SMD-3341**Digital Matte Painting with Photoshop**

Thursday 9:00-11:50

One semester: 3 studio credits

Lab fee: \$250

Instructor: D. Mattingly

Digital matte painting (DMP) is a field that has been around since the early days of still and moving images. Initially created as paintings on large pieces of glass, the digital revolution has extended the form to levels previously unimagined. In the current climate of heavy visual-effects productions in film, broadcast, the web and video games, the skills necessary to perform quickly and with emotion have become all the more crucial. The beauty of working in digital matte painting is that it employs traditional art skills blended with cutting-edge technology. This course will introduce students to the history of the medium, the philosophy of "style" (photorealistic, non-photorealistic) and the practical applications used to execute a shot. Prerequisites: SMD-3228, Basic Modeling and Animation with Maya I, and SMD-3258, Basic After Effects Techniques II, or equivalents. *Note: This course is cross-listed with SMD-3341-A and SMD-3341-B.*

Course #	Semester
SMD-3341-C	fall
SMD-3341-D	spring

SMD-3429-B**Introduction to Website Design**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: J. Rosman

Design of a website is as important as the content. In this course we will explore the creation of websites for creative and self-promotional purposes. Students will learn to take their visual language and apply it to the web with a focus on usability to the target audience. Adobe Dreamweaver and Flash techniques will be covered, as well as how to prepare files for the site design using other programs such as Adobe Photoshop and Illustrator. Students will learn how to plan the architecture of their site and how to make their concepts a reality. *Note: This course is cross-listed with SMD-3429-A.*

BFA Design

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.
 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.

2. Students must meet all requirements of the BFA Design Department and complete a portfolio review at the end of each year.

3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their coursework within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year design majors must successfully complete all required foundation-year courses by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Freshmen who begin their studies in the spring 2023 semester should refer to Design Foundation program GS.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR CURRICULUM TRACK OPTIONS

The BFA Design program offers students four curriculum track options in the first year, which may be selected from the block schedules that follow. Please look over each track and decide which best suits your needs. Each block has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Note: Thinking Design, Drawing I and II, as well as the art history and humanities courses, are required of all first-year design majors. The remaining studio courses offer a few variations based on student interest.

DESIGN TRACK 1 REQUIREMENTS

ADD-1010	Principles of Visual Language I
ADD-1015	Principles of Visual Language II
AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
DSD-1005	Thinking Design
DSD-1040	Fabrication and Innovation
FID-1130	Drawing I
FID-1135	Drawing II
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
SMD-1020	Foundations of Visual Computing

DESIGN TRACK 2 REQUIREMENTS

ADD-1010	Principles of Visual Language I
ADD-1015	Principles of Visual Language II
AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
DSD-1005	Thinking Design
DSD-1050	Visual Computing in the Studio I
DSD-1055	Visual Computing in the Studio II
FID-1130	Drawing I
FID-1135	Drawing II
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature

DESIGN TRACK 3 REQUIREMENTS

AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
DSD-1005	Thinking Design
DSD-1010	Introduction to Visual Language
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FiD-1225	Painting II
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
SMD-1020	Foundations of Visual Computing

DESIGN TRACK 4 REQUIREMENTS

AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
DSD-1005	Thinking Design
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FiD-1225	Painting II
FID-1430	Sculpture
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
SMD-1020	Foundations of Visual Computing

FIRST-YEAR COURSE LISTINGS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Thinking Design, Drawing I and II, as well as the art history and humanities courses, are required of all first-year design majors. The remaining studio courses offer a few variations based on student interest.

ADD-1010

Principles of Visual Language I

Fall semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own “visual language.” Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based; supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage. *Note: Available in blocks 1DS through 4DS.*

ADD-1015

Principles of Visual Language II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1010 for course description. *Note: Available in blocks 1DS through 4DS.*

AHD-1010

European Painting: Late Gothic to Romanticism

Fall semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHD-1015 through AHD-1017

Spring semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period. *Note: Please refer to the art history listing for course descriptions.*

DSD-1005

Thinking Design

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSD-1010

Introduction to Visual Language

One semester: 3 studio credits

An exploration of the fundamentals of two-dimensional design and how they relate to visual communication will take place through experimentation and critique in this course. Through hands-on exercises, assignments and independent projects, students will develop and refine their own visual language. Students will also learn how to communicate effectively about their own artwork and that of their peers. *Note: Available in blocks 5DS through 7DS.*

DSD-1040

Fabrication and Innovation

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized. *Note: Available in blocks 1DS and 2DS.*

DSD-1050

Visual Computing in the Studio I

Fall semester: 3 studio credits

This two-semester course is an introduction to design techniques using the Adobe Creative Cloud applications as tools for visual creation. The essentials of Adobe Photoshop and Illustrator will be covered in the first semester, while InDesign and web design will be covered in the second. We will also touch upon other applications that can assist you in creating multifaceted visual solutions. A minimum of three hours per week of lab time outside of class is required. *Note: Available in blocks 3DS and 4DS.*

DSD-1055

Visual Computing in the Studio II

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see DSD-1050 for course description. *Note: Available in blocks 3DS and 4DS.*

FID-1130

Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135

Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220

Painting I

Fall semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting. *Note: Available in blocks 5DS through 7DS and 01G through 13G.*

FID-1225

Painting II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description. *Note: Available in blocks 5DS through 7DS and 01G through 13G.*

FID-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. *Note: Available in blocks 1DS and 2DS, 5DS through 7DS, and 01G through 13G.*

**DESIGN FOUNDATION
COURSE SCHEDULES
FALL 2022 / SPRING 2023**

Design Track 1 / Foundation Block 1DS / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-1DS Art History I 9:00-11:50 T. O'Connor	ADD-1010-1DS Principles of Visual Language I 9:00-2:50 R. Mehl
10					
11					
12	HCD-1020 Writing and Thinking 12:10-3:00		DSD-1040-1DS Fabrication and Innovation 12:10-6:00 S. Killman	FID-1130-1DS Drawing I 12:10-6:00 C. Fabricatore	
1					
2					
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 1 / Foundation Block 1DS / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1015-1DS Modern Art 9:00-11:50 Instructor: TBA	ADD-1015-1DS Principles of Visual Language II 9:00-2:50 R. Mehl
10					
11					
12	HCD-1025 Writing and Literature 12:10-3:00		SMD-1020-1DS Foundations of Visual Comp. 1:10-5:00 B. Bobkoff	FID-1135-1DS Drawing II 12:10-6:00 C. Fabricatore	
1					
2					
3					
4					
5					
6					
7					
8					

Design Track 1 / Foundation Block 2DS / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-2DS Art History I 9:00-11:50 C. Haggarty	
10					
11					
12	HCD-1020 Writing and Thinking 12:10-3:00	ADD-1030-2DS Foundations of Drawing I 12:10-6:00 S. Maku	ADD-1010-2DS Principles of Visual Language I 12:10-6:00 R. Mehl		
1					SMD-1020-2DS Foundations of Visual Comp. 3:20-7:10 D. Newcomb
2					
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 1 / Foundation Block 2DS / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1016-2DS Non-European Art Histories 9:00-11:50 Instructor: TBA	
10					
11					
12	HCD-1025 Writing and Literature 12:10-3:00	ADD-1035-2DS Foundations of Drawing II 12:10-6:00 S. Maku	ADD-1015-2DS Principles of Visual Language II 12:10-6:00 R. Mehl	DSD-1040-2DS Fabrication and Innovation 12:10-6:00 K. O'Callaghan	
1					
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7					
8					

Design Track 2 / Foundation Block 3DS / FALL						
	MON	TUES	WED	THURS	FRI	
9	DSD-1050-3DS Visual Computing in the Studio I 9:00-11:50 J. Rosman			HCD-1020 Writing and Thinking 9:00-11:50		
10						
11						
12	ADD-1010-3DS Principles of Visual Language I 12:10-6:00 S. Fox	FID-1130-3DS Drawing I 12:10-6:00 A. Fox				
1						
2					AHD-1010-3DS Art History I 3:20-6:10 J. Edwards	
3						
4						
5						
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson				
7						
8						

Design Track 2 / Foundation Block 3DS / SPRING						
	MON	TUES	WED	THURS	FRI	
9	DSD-1055-3DS Visual Computing in the Studio II 9:00-11:50 J. Rosman			HCD-1025 Writing and Literature 9:00-11:50		
10						
11						
12	ADD-1015-3DS Principles of Visual Language II 12:10-6:00 S. Fox	FID-1135-3DS Drawing II 12:10-6:00 A. Fox				
1						
2					AHD-1016-3DS Non-European Art Histories 3:20-6:10 Instructor: TBA	
3						
4						
5						
6						
7						
8						

Design Track 2 / Foundation Block 4DS / FALL						
	MON	TUES	WED	THURS	FRI	
9		FID-1130-4DS Drawing I 9:00-2:50 C. Gerard			DSD-1050-4DS Visual Computing in the Studio I 9:00-11:50 J. Rosman	
10						
11						
12	ADD-1010-4DS Principles of Visual Language I 12:10-6:00 T. Simon					
1						
2			HCD-1020 Writing and Thinking 3:20-6:10	AHD-1010-4DS Art History I 3:20-6:10 L. Gamwell		
3						
4						
5						
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson				
7						
8						

Design Track 2 / Foundation Block 4DS / SPRING						
	MON	TUES	WED	THURS	FRI	
9		FID-1135-4DS Drawing II 9:00-2:50 C. Gerard			DSD-1055-4DS Visual Computing in the Studio II 9:00-11:50 J. Rosman	
10						
11						
12	ADD-1015-4DS Principles of Visual Language II 12:10-6:00 T. Simon					
1						
2			HCD-1025 Writing and Literature 3:20-6:10	AHD-1017-4DS Ancient and Classical Art 3:20-6:10 Instructor: TBA		
3						
4						
5						
6						
7						
8						

Design Track 3 / Foundation Block 5DS / FALL							
	MON	TUES	WED	THURS	FRI		
9		FID-1220-5DS Painting I 9:00-2:50 J. Jurayj	HCD-1020 Writing and Thinking 9:00-11:50	DSD-1010-5DS Introduction to Visual Language 9:00-2:50 Instructor: TBA	AHD-1010-5DS European Painting 9:00-11:50 S. Paul		
10							
11							
12							
1					FID-1130-5DS Drawing I 12:10-6:00 S. Dentz		
2							
3							
4							
5							
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson					
7							
8							

Design Track 3 / Foundation Block 5DS / SPRING							
	MON	TUES	WED	THURS	FRI		
9		FID-1225-5DS Painting II 9:00-2:50 J. Jurayj	HCD-1025 Writing and Literature 9:00-11:50	SMD-1020-5DS Foundations of Visual Comp. 9:00-12:50 Instructor: TBA	AHD-1015-5DS Modern Art 9:00-11:50 Instructor: TBA		
10							
11							
12							
1					FID-1135-5DS Drawing II 12:10-6:00 S. Dentz		
2							
3							
4							
5							
6							
7							
8							

Design Track 3 / Foundation Block 6DS / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-6DS European Painting 9:00-11:50 K. Johansson
10				FID-1130-6DS Drawing I 9:00-2:50 A. Gerndt	
11					
12	HCD-1020 Writing and Thinking 12:10-3:00	FID-1220-6DS Painting I 12:10-6:00 S. Dawson	SMD-1020-6DS Foundations of Visual Comp. 12:30-4:20 B. Bobkoff		
1					
2					
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 3 / Foundation Block 6DS / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1016-6DS Non-European Art Histories 9:00-11:50 Instructor: TBA
10				FID-1135-6DS Drawing II 9:00-2:50 A. Gerndt	
11					
12	HCD-1025 Writing and Literature 12:10-3:00	FID-1225-6DS Painting II 12:10-6:00 S. Dawson	DSD-1010-6DS Introduction to Visual Language 12:10-6:00 F. Young		
1					
2					
3					
4					
5					
6					
7					
8					

Design Track 3 / Foundation Block 7DS / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-7DS European Painting 9:00-11:50 L. Gamwell	
10					
11					
12					
1					
2	FID-1130-7DS Drawing I 12:10-6:00 I. Richer		DSD-1010-7DS Introduction to Visual Language 12:10-6:00 F. Young	HCD-1020 Writing and Thinking 3:20-6:10	FID-1220-7DS Painting I 12:10-6:00 N. Karsten
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 3 / Foundation Block 7DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	SMD-1020-7DS Foundations of Visual Comp. 9:00-11:00 M. Kovacevik		SMD-1020-7DS Foundations of Visual Comp. 9:00-11:00 M. Kovacevik	AHD-1015-7DS Modern Art 9:00-11:50 Instructor: TBA	
10					
11					
12					
1					
2	FID-1135-7DS Drawing II 12:10-6:00 I. Richer				FID-1225-7DS Painting II 12:10-6:00 N. Karsten
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 01G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-01G European Painting 9:00-11:50 D. Dumbadze
10					
11	FID-1220-01G Painting I 9:00-2:50 L. Behnke		FID-1130-01G Drawing I 9:00-2:50 I. Lang	FID-1430-01G Sculpture 9:00-2:50 D. Wapner	
12					
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 01G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-01G Modern Art 9:00-11:50 Instructor: TBA
10		SMD-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1135-01G Drawing II 9:00-2:50 I. Lang		
11	FID-1225-01G Painting II 9:00-2:50 L. Behnke				
12					
1					
2					
3					HCD-1025 Writing and Literature 3:20-6:10
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 02G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1220-02G Painting I 9:00-2:50 D. Chow				
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2			FID-1130-02G Drawing I 12:10-6:00 S. Etkin		
3		AHD-1010-02G European Painting 3:20-6:10 R. Arnold		SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 02G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1225-02G Painting II 9:00-2:50 D. Chow				FID-1430-02G Sculpture 9:00-2:50 P. Dudek
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2			FID-1135-02G Drawing II 12:10-6:00 S. Etkin		
3		AHD-1015-02G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 03G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-03G European Painting 9:00-11:50 L. Gamwell
10					
11			FID-1130-03G Drawing I 9:00-2:50 M. Gacek		
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2				FID-1430-03G Sculpture 12:10-6:00 J. Cohen	FID-1220-03G Painting I 12:10-6:00 M. Mattelson
3					
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					
9					

Design Track 4 / Foundation Block 03G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-03G Modern Art 9:00-11:50 Instructor: TBA
10					
11			FID-1135-03G Drawing II 9:00-2:50 M. Gacek		
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2					FID-1225-03G Painting II 12:10-6:00 M. Mattelson
3					
4					
5					
6				SMD-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
7					
8					
9					

Design Track 4 / Foundation Block 04G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10				SMD-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	
11			FID-1220-04G Painting I 9:00-2:50 T. Kahn		
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2	FID-1130-04G Drawing I 12:10-6:00 B. Larsen				
3				AHD-1010-04G European Painting 3:20-6:10 R. Sarkissian	
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 04G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11			FID-1225-04G Painting II 9:00-2:50 T. Kahn		FID-1430-04G Sculpture 9:00-2:50 D. Wapner
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2	FID-1135-04G Drawing II 12:10-6:00 B. Larsen				
3				AHD-1017-04G Ancient and Classical Art 3:20-6:10 Instructor: TBA	
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 05G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11			FID-1130-05G Drawing I 9:00-2:50 T. Roniger	FID-1220-05G Painting I 9:00-2:50 N. Chunn	
12					
1		SMD-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
2				AHD-1010-05G European Painting 3:20-6:10 J. Keesling	
3					
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 05G / SPRING					
	MON	TUES	WED	THURS	FRI
9					HCD-1025 Writing and Literature 9:00-11:50
10					
11			FID-1135-05G Drawing II 9:00-2:50 T. Roniger	FID-1225-05G Painting II 9:00-2:50 N. Chunn	
12					
1					
2		FID-1430-05G Sculpture 12:10-6:00 J. Silverthorne			
3				AHD-1015-05G Modern Art 3:20-6:10 Instructor: TBA	
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 06G / FALL					
	MON	TUES	WED	THURS	FRI
9		HCD-1020 Writing and Thinking 9:00-11:50			
10					
11					
12					
1	SMD-1020-06G Foundations of Visual Comp. 1:10-5:00 T. Fong			FID-1130-06G Drawing I 12:10-6:00 T. Suzuki	FID-1220-06G Painting I 12:10-6:00 K. Raina
2		AHD-1010-06G European Painting 3:20-6:10 J. Edwards			
3					
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 06G / SPRING					
	MON	TUES	WED	THURS	FRI
9		HCD-1025 Writing and Literature 9:00-11:50			
10					
11	FID-1430-06G Sculpture 9:00-2:50 J. Perlman				
12					
1					
2				FID-1135-06G Drawing II 12:10-6:00 T. Suzuki	FID-1225-06G Painting II 12:10-6:00 K. Raina
3		AHD-1015-06G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 07G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-07G European Painting 9:00-11:50 D. Carvalho
10				SMD-1020-07G Foundations of Visual Comp. 9:00-12:50 T. Fong	
11	FID-1130-07G Drawing I 9:00-2:50 S. DeFrank		FID-1220-07G Painting I 9:00-2:50 M. Sheehan		
12					
1					
2					
3				HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 07G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1017-07G Ancient and Classical Art 9:00-11:50 Instructor: TBA
10					
11	FID-1135-07G Drawing II 9:00-2:50 S. DeFrank		FID-1225-07G Painting II 9:00-2:50 M. Sheehan	FID-1430-07G Sculpture 9:00-2:50 A. Cziraki	
12					
1					
2					
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 08G / FALL					
	MON	TUES	WED	THURS	FRI
9				HCD-1020 Writing and Thinking 9:00-11:50	
10	FID-1220-08G Painting I 9:00-2:50 G. Boorujy	FID-1130-08G Drawing I 9:00-2:50 N. Touron			FID-1430-08G Sculpture 9:00-2:50 P. Dudek
11					
12					
1					
2					
3		AHD-1010-08G European Painting 3:20-6:10 D. Dumbadze			
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 08G / SPRING					
	MON	TUES	WED	THURS	FRI
9				HCD-1025 Writing and Literature 9:00-11:50	SMD-1020-08G Foundations of Visual Comp. 9:00-12:50 M. Kovacevic
10	FID-1225-08G Painting II 9:00-2:50 G. Boorujy	FID-1135-08G Drawing II 9:00-2:50 N. Touron			
11					
12					
1					
2					
3		AHD-1015-08G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 09G / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-09G European Painting 9:00-11:50 S. Koo	FID-1130-09G Drawing I 9:00-2:50 I. Burnley
10	FID-1430-09G Sculpture 9:00-2:50 J. Perlman	HCD-1020 Writing and Thinking 9:00-11:50			
11					
12					
1					
2				FID-1220-09G Painting I 12:10-6:00 B. Komoski	
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 09G / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1017-09G Ancient and Classical Art 9:00-11:50 Instructor: TBA	FID-1135-09G Drawing II 9:00-2:50 I. Burnley
10	SMD-1020-09G Foundations of Visual Comp. 9:00-12:50 T. Fong	HCD-1025 Writing and Literature 9:00-11:50			
11					
12					
1					
2				FID-1225-09G Painting II 12:10-6:00 B. Komoski	
3					
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 10G / FALL						
	MON	TUES	WED	THURS	FRI	
9					HCD-1020 Writing and Thinking 9:00-11:50	
10						
11						
12						
1						
2						
3		AHD-1010-10G European Painting 3:20-6:10 R. Sarkissian	FID-1220-10G Painting I 3:20-9:10 T.M. Davy			
4	FID-1130-10G Drawing I 3:20-9:10 M. Jones					
5						
6						
7		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson		SMD-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver		
8						
9						

Design Track 4 / Foundation Block 10G / SPRING						
	MON	TUES	WED	THURS	FRI	
9					HCD-1025 Writing and Literature 9:00-11:50	
10						
11				FID-1430-10G Sculpture 9:00-2:50 R. Baron		
12						
1						
2						
3		AHD-1017-10G Ancient and Classical Art 3:20-6:10 Instructor: TBA	FID-1225-10G Painting II 3:20-9:10 T.M. Davy			
4	FID-1135-10G Drawing II 3:20-9:10 M. Jones					
5						
6						
7						
8						
9						

Design Track 4 / Foundation Block 11G / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-11G European Painting 9:00-11:50 D. Dumbadze	
10			FID-1430-11G Sculpture 9:00-2:50 R. Baron		FID-1220-11G Painting I 9:00-2:50 J. Jurayj
11					
12					
1					
2	FID-1130-11G Drawing I 12:10-6:00 L. Scott				
3				HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Design Track 4 / Foundation Block 11G / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1016-11G Non-European Art Histories 9:00-11:50 Instructor: TBA	
10					FID-1225-11G Painting II 9:00-2:50 J. Jurayj
11					
12					
1					
2	FID-1135-11G Drawing II 12:10-6:00 L. Scott	SMD-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					
7					
8					

Design Track 4 / Foundation Block 12G / FALL					
	MON	TUES	WED	THURS	SAT
9			HCD-1020 Writing and Thinking 9:00-11:50		
10					
11					
12					
1	SMD-1020-12G Foundations of Visual Comp. 12:30-4:20 J. Rosman				FID-1220-12G Painting I 12:10-6:00 Z. Wu
2					
3		AHD-1010-12G European Painting 3:20-6:10 P. Kloehn		FID-1130-12G Drawing I 3:20-9:10 A. Hawley	
4					
5					
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					
9					

Design Track 4 / Foundation Block 12G / SPRING					
	MON	TUES	WED	THURS	SAT
9					
10			HCD-1025 Writing and Literature 9:00-11:50		
11					
12					
1					
2			FID-1430-12G Sculpture 12:10-6:00 E. Scott		FID-1225-12G Painting II 12:10-6:00 Z. Wu
3		AHD-1016-12G Non-European Art Histories 3:20-6:10 Instructor: TBA		FID-1135-12G Drawing II 3:20-9:10 A. Hawley	
4					
5					
6					
7					
8					
9					

Note: Design Foundation 12G will be made available after Design Foundation programs 01G through 11G have reached capacity. Design Foundation 12G courses are held Monday through Thursday and on Saturday.

Note: Design Foundation 12G will be made available after Design Foundation programs 01G through 11G have reached capacity. Design Foundation 12G courses are held Monday through Thursday and on Saturday.

Design Track 4 / Foundation Block 13G / FALL					
	MON	TUES	WED	THURS	FRI
9		SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic			SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic
10					
11	FID-1130-13G Drawing I 9:00-2:50 J. Cohen				
12					
1					
2					
3				AHD-1010-13G European Painting 3:20-6:10 S. Flach	HCD-1020 Writing and Thinking 3:20-6:10
4					
5			FID-1220-13G Painting I 3:20-9:10 P. Lievano		
6		DSD-1005-0L Thinking Design 6:30-8:00 G. Anderson			
7					
8					
9					

Design Track 4 / Foundation Block 13G / SPRING					
	MON	WED	THURS	FRI	SAT
9					
10					
11	FID-1135-13G Drawing II 9:00-2:50 J. Cohen				FID-1430-13G Sculpture 9:00-2:50 J. Pastor
12					
1					
2					
3					
4			AHD-1015-13G Modern Art 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10	
5		FID-1225-13G Painting II 3:20-9:10 P. Lievano			
6					
7					
8					
9					

Note: Design Foundation 13G will be made available after all other fall/spring Design Foundation programs have reached capacity.

Note: Design Foundation 13G will be made available after all other fall/spring Design Foundation programs have reached capacity. Design Foundation 13 spring semester courses are held on Monday, Wednesday, Thursday, Friday and Saturday.

DESIGN FOUNDATION COURSES FOR STUDENTS ENTERING SPRING 2023

Design majors who begin their studies in the spring semester must register for spring 2023 and summer 2023 Design Foundation program GS.

Design Foundation GS / SPRING 2023					
	MON	TUES	WED	THURS	FRI
9		AHD-1010-GS European Painting 9:00-11:50 D. Carvalho	SMD-1020-GS Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1220-GS Painting I 9:00-2:50 Instructor: TBA	
10					
11					
12					
1					
2					
3		HCD-1020 Writing and Thinking 3:20-6:10			
4	FID-1130-GS Drawing I 3:20-9:10 Instructor: TBA				
5					
6					
7					
8					
9					

Design Foundation GS / SUMMER 2023					
	5/8 - 5/26	5/9 - 6/27	5/10 - 6/28	5/30 - 6/20	6/21 - 7/13
9					
10	FID-1135-GS Drawing II 9:00-1:10 M-F A. Gerndt			FID-1430-GS Sculpture 9:00-1:10 M-F R. Hu	FID-1225-GS Painting II 9:00-1:10 M-F R. Hu
11					
12					
1					
2					
3		HCD-1025 Writing and Literature 3:20-6:10 Tu/Th	AHD-1015-GS Modern Art 3:20-6:10 W/F Instructor: TBA		
4					
5					
6					

Note: Summer foundation schedules are subject to change.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

REQUIREMENT A

Second-year students must take one semester of:

DSD-2005	Design Thinking
DSD-2020	Graphic Design I
DSD-2025	Graphic Design II
DSD-2050	Typographic Design I
DSD-2055	Typographic Design II
DSD-2060	Intermediate Drawing I
DSD-2065	Intermediate Drawing II
DSD-2080	Presentation Skills Seminar
DSD-2090	Click, Touch, Move: Designing for Interactive Experiences I
DSD-2095	Click, Touch, Move: Designing for Interactive Experiences II

ADD-2030* Integrated Advertising and Communication I

ADD-2035* Integrated Advertising and Communication II

For two-semester courses, students must register for the corresponding spring component for each section. Students cannot change sections in the midyear.

* Note: Students may substitute two of the following courses in place of ADD-2030 and ADD-2035.

DSD-2168	Designer as Image Maker
DSD-2169	Experimental Book Art
DSD-2172	Zines
DSD-2174	Visual Storytelling: Autobiography Through Visual Language
DSD-2179	Digital Photography for Designers
DSD-2186	Originality
DSD-2863	Basic Typography Letterpress Workshop

REQUIREMENT B

Second-year students must take one of the following courses:

AHD-2121	History of Advertising
AHD-2127	History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present
AHD-2128	The International Typographic Style
AHD-2129	History of Typography

Note: Second-year design majors who have not successfully completed all sophomore studio requirements and/or did not pass the sophomore portfolio review will be required to take one or more of the following courses during the summer semester. These requirements must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing for details.

AHD-2127	History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present
DSD-2210	Click, Touch, Move
DSD-2230	Typography Workshop
DSD-2240	Graphic Design Workshop

SUMMER SEMESTER

Students entering the department as first-semester sophomores in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing for details and contact your departmental advisor for summer 2023 course schedules.

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

REQUIREMENT A

Third-year students must take one semester of:

DSD-3611	Designing with Typography I
DSD-3612	Designing with Typography II

Students must register for the corresponding spring semester section of their fall course and cannot change sections in the second semester.

REQUIREMENT B

Students must choose two courses per semester from any of the following areas. For two-semester courses, students must register for the corresponding spring component for each section. Students cannot change sections in the midyear.

Creative Advertising

ADD-3561	Hacking for Attention: Creative Advertising
ADD-3562	Authenticity in Advertising

Graphic Design

DSD-3010	Communication Graphic Design I
DSD-3015	Communication Graphic Design II
DSD-3306	Toys and Games
DSD-3351	Design for Social Change I
DSD-3352	Design for Social Change II
DSD-3378	Information Graphics
DSD-3380	Graphic Design x Fashion
DSD-3392	Drawing Inside Out for the Graphic Designer: Intuitive Drawing
DSD-3426	Branding
DSD-3431	Book Design for Today
DSD-3433	Package Design
DSD-3436	Poster Design
DSD-3521	Editorial Design
DSD-3528	Experiential Design
DSD-3529	Environmental Design: Spatial Branding
DSD-3531	World in Motion: Storytelling for Social Media
DSD-3626	Advanced Type I: The Perfect Paragraph
DSD-3627	Advanced Type II: The Perfect Paragraph
DSD-3653	Interdisciplinary Design

Interaction Design

DSD-3741/3766	Interaction Design and Communication I
DSD-3771/3784	Interaction Design and Communication II

Students interested in specializing in interaction design and/or taking Interaction Design Portfolio in their senior year must successfully complete one semester each of Interaction Design and Communication I and II. Students must register for the corresponding spring semester section of their fall course and cannot change sections in the second semester.

Motion Graphics

DSD-3222	Motion Graphics Workshop I
DSD-3223	Motion Graphics Workshop II

Students interested in specializing in motion graphics in their senior year must successfully complete one semester of DSD-3222, Motion Graphics Workshop, and DSD-3223, Motion Graphics Workshop II. Students must register for the corresponding spring semester section of their fall course and cannot change sections in the second semester.

Three-Dimensional Design

DSD-3336	Three-Dimensional Design I
DSD-3337	Three-Dimensional Design II

Honors Courses

Note: Registration for these courses is by invitation from the department chair.

ADD-3652	Pop Thinking x ACLU I
ADD-3653	Pop Thinking x ACLU II
DSD-3667	Visual Identity and Multimedia
DSD-3681	Finding Your Voice as a Graphic Designer I
DSD-3682	Finding Your Voice as a Graphic Designer II
DSD-4754	Yearbook I
DSD-4755	Yearbook II

SUMMER SEMESTER

Third-year design majors who have not successfully completed all junior studio requirements and/or did not pass the junior portfolio review will be required to take DSD-3334, Design Boot Camp, during the summer semester. This requirement must be successfully completed in order to advance to the senior year the following fall semester. Please refer to the summer 2022 course listing for details.

FOURTH-YEAR REQUIREMENTS

Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements to be eligible to graduate. In addition to the requirements that follow, students may take one additional two-semester portfolio class for credit as a "B" requirement. *Note: For two-semester courses, students must register for the corresponding spring component for each section. Students cannot change sections in the midyear.*

REQUIREMENT A

Fourth-year students must take one semester of:

DSD-4003/4081	Graphic Design Portfolio I
DSD-4103/4181	Graphic Design Portfolio II

Note: For all sections of Requirement A, students must bring a portfolio to the first session of the fall semester in order to be officially enrolled in the course.

DSD-4300	Presentations Skills Seminar
DSD-4400	Intellectual Property and the Law

REQUIREMENT B

Students must choose one course per semester from any of the following areas:

Graphic Design

DSD-3306	Toys and Games
DSD-3351	Design for Social Change I
DSD-3352	Design for Social Change II
DSD-3378	Information Graphics
DSD-3380	Graphic Design x Fashion
DSD-3392	Drawing Inside Out for the Graphic Designer: Intuitive Drawing
DSD-3426	Branding
DSD-3431	Book Design for Today
DSD-3433	Package Design
DSD-3436	Poster Design
DSD-3521	Editorial Design
DSD-3528	Experiential Design
DSD-3529	Environmental Design: Spatial Branding
DSD-3626	Advanced Type I: The Perfect Paragraph
DSD-3627	Advanced Type II: The Perfect Paragraph

Motion Graphics

DSD-3222	Motion Graphics Workshop I
DSD-3223	Motion Graphics Workshop II
DSD-4706	MoGraph Essentials—CINEMA 4D and After Effects I
DSD-4707	MoGraph Essentials—CINEMA 4D and After Effects II

Three-Dimensional Design

DSD-3336	Three-Dimensional Design I
DSD-3337	Three-Dimensional Design II

Senior Project Courses

DSD-4701	Production Studio for the Graphic Designer
DSD-4711	Creative Computing for Interaction Experiences
DSD-4713	Metaverse: Augmented and Virtual Reality
DSD-4714	Designing a Business
DSD-4746	Differentiate or Die: How to Get a Job When You Graduate

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed in numerical order.

DSD-2005

Design Thinking

Tuesday 9:00-11:50

One semester: no credit

Instructor: G. Anderson

What is design and how can it be used to create, engage and even drive social change? You are entering the profession at an exciting time. Design is everywhere, and designers now have opportunities that were unimaginable even a few years ago. Design is an ever-expanding industry where the role of the designer is highly valued both as arbiter of taste and creator of systems that educate, entertain and impact consumer behaviors. This course will provide an overview of the contemporary design industry in both traditional and emerging media. Through guest lectures, presentations, writing and selected readings, you will come away with a fuller understanding of the designer's expanding role. *Note: Open to advertising and design majors only. This course is held online.*

Course #	Semester
DSD-2005-OL	fall
DSD-2005-OL1	spring

DSD-2020

Graphic Design I

One semester: 2 studio credits

This course is an introduction to the various aspects of graphic communication and will cover concepts, typography, layout and general graphic techniques.

Note: Open to sophomore advertising and design majors only.

Course #	Day	Time	Semester	Instructor
DSD-2020-A	M	9:00-11:50	fall	TBA
DSD-2020-B	M	12:10-3:00	fall	P. DiBello
DSD-2020-C	Tu	3:20-6:10	fall	F. Young
DSD-2020-D	Tu	6:30-9:20	fall	R. Mehl
DSD-2020-E	Tu	6:30-9:20	fall	A. Chang
DSD-2020-F	W	9:00-11:50	fall	W. Ip
DSD-2020-G	W	9:00-11:50	fall	D. Riccardi
DSD-2020-H	W	12:10-3:00	fall	J. Newman
DSD-2020-J	W	12:10-3:00	fall	P. Ahlberg
DSD-2020-K	W	6:30-9:20	fall	J. Gilligan
DSD-2020-L	W	6:30-9:20	fall	A. Zukofsky
DSD-2020-M	Th	12:10-3:00	fall	R. Knopov
DSD-2020-N	F	9:00-11:50	fall	K. Blue
DSD-2020-P	F	9:00-11:50	fall	G. Halber
DSD-2020-Z	W	9:00-11:50	spring*	R. Mehl

* *Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.*

DSD-2025

Graphic Design II

Spring semester: 2 studio credits

This is the second part of a two-semester course. See DSD-2020 for course description. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-2025-A	M	9:00-11:50	TBA
DSD-2025-B	M	12:10-3:00	P. DiBello
DSD-2025-C	Tu	3:20-6:10	F. Young
DSD-2025-D	Tu	6:30-9:20	R. Mehl
DSD-2025-E	Tu	6:30-9:20	A. Chang
DSD-2025-F	W	9:00-11:50	W. Ip
DSD-2025-G	W	9:00-11:50	D. Riccardi
DSD-2025-H	W	12:10-3:00	J. Newman
DSD-2025-J	W	12:10-3:00	P. Ahlberg
DSD-2025-K	W	6:30-9:20	J. Gilligan
DSD-2025-L	W	6:30-9:20	A. Zukofsky
DSD-2025-M	Th	12:10-3:00	R. Knopov
DSD-2025-N	F	9:00-11:50	K. Blue
DSD-2025-P	F	9:00-11:50	G. Halber

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

ADD-2030

Integrated Advertising and Communication I

Fall semester: 3 studio credits

Whether you aspire to work at a digital agency, studio, or start-up, the "new normal" is influencing everyday human behavior as we interact with products, services, environments and systems. In this course students will focus on identifying and solving big problems, concept ideation, designing for human interaction, branding digital spaces, iterative refinement, prototyping and communication of novel solutions. At each stage of the design process students will practice conveying their ideas by leading critiques and through presentations. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Instructor(s)
ADD-2030-A	M	6:30-9:20	C. Lane
ADD-2030-B	Tu	6:30-9:20	N. Raphan, H. Saheed
ADD-2030-C	W	9:00-11:50	V. Tulley
ADD-2030-D	W	6:30-9:20	A. Beltrone, J. Marsen
ADD-2030-E	Th	6:30-9:20	TBA

ADD-2035

Integrated Advertising and Communication II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-2030 for course description.

Course #	Day	Time	Instructor(s)
ADD-2035-A	M	6:30-9:20	C. Lane
ADD-2035-B	Tu	6:30-9:20	N. Raphan, H. Saheed
ADD-2035-C	W	9:00-11:50	V. Tulley
ADD-2035-D	W	6:30-9:20	A. Beltrone, J. Marsen
ADD-2035-E	Th	6:30-9:20	TBA

DSD-2050

Typographic Design I

One semester: 2 studio credits

The applications of typography and color to a variety of graphic design projects will be explored in this course. Assignments will also address the general rules of design and students will be encouraged to develop a personal vision within the framework of successful design solutions. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-2050-A	M	9:00-11:50	fall	M. Sainato
DSD-2050-OL*	M	9:00-11:50	fall	S. Rogers
DSD-2050-B	M	12:10-3:00	fall	D. Drodvillo
DSD-2050-C	Tu	12:10-3:00	fall	J. Heuer
DSD-2050-D	Tu	3:20-6:10	fall	P. Nessim
DSD-2050-E	Tu	6:30-9:20	fall	P. Nessim
DSD-2050-F	W	9:00-11:50	fall	O. Mezhibovskaya
DSD-2050-G	W	9:00-11:50	fall	TBA
DSD-2050-H	W	6:30-9:20	fall	TBA
DSD-2050-J	Th	9:00-11:50	fall	R. Mehl
DSD-2050-K	Th	3:20-6:10	fall	R. Mehl
DSD-2050-L	F	9:00-11:50	fall	I. Urbina
DSD-2050-M	F	9:00-11:50	fall	J. Newton
DSD-2050-Z	Th	6:30-9:20	spring**	TBA

* Note: DSD-2050-OL is held online.

** Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2055

Typographic Design II

Spring semester: 2 studio credits

This is the second part of a two-semester course. See DSD-2050 for course description. *Note: Open to sophomore advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-2055-A	M	9:00-11:50	M. Sainato
DSD-2055-OL*	M	9:00-11:50	S. Rogers
DSD-2055-B	M	12:10-3:00	D. Drodvillo
DSD-2055-C	Tu	12:10-3:00	J. Heuer
DSD-2055-D	Tu	3:20-6:10	P. Nessim
DSD-2055-E	Tu	6:30-9:20	P. Nessim
DSD-2055-F	W	9:00-11:50	O. Mezhibovskaya
DSD-2055-G	W	9:00-11:50	TBA
DSD-2050-H	W	6:30-9:20	TBA
DSD-2050-J	Th	9:00-11:50	R. Mehl
DSD-2050-K	Th	3:20-6:10	R. Mehl
DSD-2050-L	F	9:00-11:50	I. Urbina
DSD-2050-M	F	9:00-11:50	J. Newton

* Note: DSD-2055-OL is held online.

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2060

Intermediate Drawing I

One semester: 2 studio credits

This course will explore drawing techniques using concepts of design, form, action, space, scale, texture and systems inherent to cohesive compositions.

Note: Open to sophomore advertising and design majors only.

Course #	Day	Time	Semester	Instructor
DSD-2060-A	M	9:00-11:50	fall	J. Ruggeri
DSD-2060-B	M	9:00-11:50	fall	P. Hristoff
DSD-2060-C	M	12:10-3:00	fall	S. Gaffney
DSD-2060-D	Tu	12:10-3:00	fall	J. Ruggeri
DSD-2060-E	Tu	3:20-6:10	fall	J. Ruggeri
DSD-2060-F	W	12:10-3:00	fall	C. Gerard
DSD-2060-G	W	3:20-6:10	fall	C. Gerard
DSD-2060-H	W	3:20-6:10	fall	S. Maku
DSD-2060-J	Th	9:00-11:50	fall	S. Punch
DSD-2060-K	Th	12:10-3:00	fall	S. Punch
DSD-2060-L	Th	3:20-6:10	fall	J. Parks
DSD-2060-M	F	9:00-11:50	fall	J. Ruggeri
DSD-2060-Z	F	9:00-11:50	spring*	C. Gerard

* Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2065

Intermediate Drawing II

Spring semester: 2 studio credits

This is the second part of a two-semester course. See DSD-2060 for course description.

Course #	Day	Time	Instructor
DSD-2065-A	M	9:00-11:50	J. Ruggeri
DSD-2065-B	M	9:00-11:50	P. Hristoff
DSD-2065-C	M	12:10-3:00	S. Gaffney
DSD-2065-D	Tu	12:10-3:00	J. Ruggeri
DSD-2065-E	Tu	3:20-6:10	J. Ruggeri
DSD-2065-F	W	12:10-3:00	C. Gerard
DSD-2065-G	W	3:20-6:10	C. Gerard
DSD-2065-H	W	3:20-6:10	S. Maku
DSD-2065-J	Th	9:00-11:50	S. Punch
DSD-2065-K	Th	12:10-3:00	S. Punch
DSD-2065-L	Th	3:20-6:10	J. Parks
DSD-2065-M	F	9:00-11:50	J. Ruggeri

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

DSD-2080-OL

Presentation Skills Seminar

Saturday 10:00-1:00

Spring semester: no credit (7 weeks, begins 1/14)

Instructor: S. Chung

Even the best work needs to be presented clearly and convincingly. This course will introduce students to industry standards and norms for constructing and presenting work—a skill critical for all creatives. From the development of decks to preferred software, this asynchronous online seminar will examine best practices, key techniques and terminology, and critical considerations needed to get a job, sell a pitch, be part of a team, and more. Each student will produce a video for review prior to completion of the course. *Note: Open to sophomore advertising and design majors only. This course is held online.*

DSD-2090**Click, Touch, Move: Designing for Interactive Experiences I**

One semester: 3 studio credits

As we increasingly encounter design in our digital experiences, the contemporary designer must not only learn new tools to better shape these experiences, but also master them to create entirely new ones. Over the course of a year this course will explore contemporary design trends, best practices and the tools needed to create websites, apps, wearable technology, interactive prototypes, motion graphics, augmented reality, mixed reality and virtual reality, as well as introduce topics of future study such as creative coding, generative design and artificial intelligence. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-2090-A	M	9:00-11:50	fall	L. Leckie
DSD-2090-B	M	12:10-3:00	fall	TBA
DSD-2090-C	W	9:00-11:50	fall	L. Leckie
DSD-2090-D	W	9:00-11:50	fall	D. Poon
DSD-2090-E	W	12:10-3:00	fall	R. Levy
DSD-2090-F	W	12:10-3:00	fall	L. Leckie
DSD-2090-G	W	3:20-6:10	fall	R. Levy
DSD-2090-H	Th	9:00-11:50	fall	K. Cadena
DSD-2090-J	Th	9:00-11:50	fall	TBA
DSD-2090-K	Th	6:20-9:30	fall	S. Jessen
DSD-2090-L	F	12:10-3:00	fall	T. Fong
DSD-2090-M	F	3:20-6:10	fall	T. Fong
DSD-2090-Z	Th	12:10-3:00	spring*	K. Cadena

* *Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.*

DSD-2095**Click, Touch, Move: Designing for Interactive Experiences II**

Spring semester: no credit

This is the second part of a two-semester course. Please see DSD-2090 for course description. *Note: Midyear entry is allowed with instructor's permission. Open to advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-2095-A	M	9:00-11:50	L. Leckie
DSD-2095-B	M	12:10-3:00	TBA
DSD-2095-C	W	9:00-11:50	L. Leckie
DSD-2095-D	W	9:00-11:50	D. Poon
DSD-2095-E	W	12:10-3:00	R. Levy
DSD-2095-F	W	12:10-3:00	L. Leckie
DSD-2095-G	W	3:20-6:10	R. Levy
DSD-2095-H	Th	9:00-11:50	K. Cadena
DSD-2095-J	Th	9:00-11:50	TBA
DSD-2095-K	Th	6:20-9:30	S. Jessen
DSD-2095-L	F	12:10-3:00	T. Fong
DSD-2095-M	F	3:20-6:10	T. Fong

Note: Any student entering the department as a first-semester sophomore in the spring 2023 semester must register for DSD-2020-Z and all of the following summer 2023 courses: DSD-2210, Click, Touch, Move; DSD-2230, Typography Workshop; and DSD-2240, Graphic Design Workshop. These courses must be successfully completed in order to advance to the junior year the following fall semester. Please refer to the summer 2022 course listing and contact your departmental advisor for summer 2023 course schedules.

AHD-2121**History of Advertising: From the 19th Century to the Present**

One semester: 3 art history credits

This course traces the history of advertising in the United States and how it increased from a \$200 million industry in the 1800s to a \$3 billion industry in the 1900s. Through field trips, guest lectures and documentaries, this course will survey the art directors, writers, photographers, agencies and campaigns that helped to shape American culture from the war raddled 1930s and '40s to the prosperous '50s to the *Mad Men* era that continued into the early 1970s and its impact on the '80s. In addition to exploring product and service campaigns, we will discuss several topics as they relate to advertising, such as political ideology, energy conservation, deforestation, public service and military recruitment. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
AHD-2121-A	M	9:00-11:50	fall	H. Saheed
AHD-2121-B	Th	9:00-11:50	fall	L. Singer
AHD-2121-C	M	9:00-11:50	spring	H. Saheed
AHD-2121-D	Th	9:00-11:50	spring	L. Singer

AHD-2127**History of Graphic Design: A Survey of Styles from the Late 19th Century to the Present**

One semester: 3 art history credits

This course will focus on various graphic design movements from art nouveau and Jugendstil to De Stijl and Dada; from the impact of the Bauhaus to the fervor of the streamlined 1930s; from the Swiss International style of the '50s to the psychedelia of the '60s and on to the punk '70s and postmodern '80s. We will also examine the subjects, themes and relationship of the designer to the period. Using examples of the period as a focal point, the evolving design styles and their relationship to politics, commerce, social mores, technology and pop culture will be explored. From the beautiful to the ridiculous, the ephemeral aspects of design will be studied. Guest speakers will feature individuals who have created important design work of the periods discussed. *Note: Open to advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
AHD-2127-A	M	9:00-11:50	fall	B. Smith
AHD-2127-B	Tu	9:00-11:50	fall	G. D'Onofrio
AHD-2127-C	Tu	6:30-9:20	fall	K. Mezhibovskaya
AHD-2127-D	W	9:00-11:50	fall	L. Singer
AHD-2127-E	M	9:00-11:50	spring	B. Smith
AHD-2127-F	Tu	9:00-11:50	spring	G. D'Onofrio
AHD-2127-G	Tu	6:30-9:20	spring	K. Mezhibovskaya
AHD-2127-H	W	9:00-11:50	spring	L. Singer

AHD-2128**The International Typographic Style**

Thursday 9:00-11:50

One semester: 3 art history credits

Instructor: G. D'Onofrio

The course will explore the development of the International Typographic Style from its constructivist origins and postwar Swiss Style design roots of the 1950s to its rapid expansion across Europe, the United States, Canada, South America, Japan, and beyond. We will examine the evolving design style and the role of the pioneer designer in society, with an emphasis on notable works, subjects and themes, and their cultural, political and social connections. Together we'll investigate the international design pioneers who explored and expanded upon the movement until the mid-1970s (including many lesser-known and unrecognized figures), their evolving ideologies and principles, distinctive visual vocabularies, technological advancements, landmark exhibitions, publishing programs and institutional pedagogies, as well as the development of the emerging field of corporate identity and cultural communications. Slide lectures, primary readings, discussions will be complemented with research and writing assignments. *Note: Open to advertising and design majors only.*

Course #	Semester
AHD-2128-A	fall
AHD-2128-B	spring

AHD-2129

History of Type: Stories, Secrets, Experiments and Accidents

One semester: 3 art history credits

The history of type is a mix of stories, secrets, experiments and accidents. In this course students will explore why letters have thick-and-thin strokes, why the tail of the Q is on the right side, why some types are called "Fat Faces" and others are grotesque, why some people refuse to use Gill Sans, who Mrs. Eaves was, and much more. Everyone has a typeface they love (Helvetica)—and one they don't (Helvetica). This course will explain why people love certain typefaces and hate others—and why they should love the ones they hate and hate the ones they love. If you have a question about type, this is where you can find the answer. *Note:*

Open to advertising and design majors only. Sections AHD-2129-OL and AHD-2129-OL1 are held online.

Course #	Day	Time	Semester	Instructor
AHD-2129-OL	Tu	9:00-11:50	fall	M. O'Connell
AHD-2129-A	Tu	12:10-3:00	fall	P. Shaw
AHD-2129-OL1	Tu	9:00-11:50	spring	M. O'Connell
AHD-2129-B	Tu	12:10-3:00	spring	P. Shaw

DSD-2168

Designer as Image Maker

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: H. Nuhn

From the cave wall to the computer screen, the desire to communicate one's unique vision has always existed. A great concept combined with the right technique, be it finger painting or Adobe Photoshop, can produce extremely powerful images. This course will focus on exploring style in design through experimentation with various mediums such as collage, rubbings, image transfers, use of found objects, and many other techniques. Students will be encouraged to think and create in unconventional ways. Projects for this course will include book covers, CD packages, editorial illustrations, food packaging and poster designs. Field trips are included. *Note: Open to sophomore design majors only.*

Course #	Semester
DSD-2168-A	fall
DSD-2168-B	spring

DSD-2169

Experimental Book Art

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: C. Gianakos

The widespread availability of electronic communications has given the physical book an important place in our lives through its tactile three-dimensional quality. In this course students will produce a term project of their choosing, which can be expressed in an experimental and/or practical way; the book will be reviewed regularly throughout the semester. In addition, weekly exercises in a variety of materials will allow students to hone their bookbinding techniques. Typography, architecture, and the history of bookmaking and fine arts will come into play. The objective of the course is for students to explore their full potential and learn to trust their creative sensibilities. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2169-A	fall
DSD-2169-B	spring

DSD-2172

Zines

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Stikeleather

In this course we will explore the craft, history and contemporary culture of zines and artists' books. Students will complete a series of projects that work through various zine and book forms (from quick folded pamphlets to larger bound objects to digital publications and beyond). Emphasis will be placed on exposing students to a wide range of tools and techniques (both physical and digital), with the goal of exploring how various forms and methods of production can influence content (narrative, typography, image, experience). We will learn from historical processes

and tools, while leaning heavily on contemporary production methods (such as Adobe InDesign, Photoshop, Illustrator, web-based content management tools, Risograph printing). Occasional visits to museum library collections (Printed Matter, The Met, MoMA) will be included. This is a course of rigorous making and experimentation with demonstrations, workshops and critiques. Students will complete the semester with a collection of publications they have designed and produced. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2172-A	fall
DSD-2172-B	spring

DSD-2174

Visual Storytelling: Autobiography Through Visual Language

Thursday 9:00-11:50

One semester: 3 studio credits

Providing an overview of autobiographic storytelling through visual language, in this course we will examine the evolution and history of documentary storytelling, from the early cave paintings to *The New York Times* Op-Docs. Through interviews, documented research, travel (virtual or physical) and an examination of physical archives, students will complete a 15-week project that explores how they connect to the world with a unique voice and perspective. Any medium can be used for the project, including collage, drawing, rudimentary digital video (iPhone), graffiti and performance art, even a blog. *Note: Open to sophomore advertising and design majors only.*

Course #	Semester	Instructor
DSD-2174-A	fall	H. Nuhn
DSD-2174-B	spring	H. Nuhn
DSD-2174-C	spring	L. Small

DSD-2179

Digital Photography for Designers

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: A. Robinson

The basics of digital photography will be covered in this course to provide a fundamental understanding of image capture. Technique will be practiced through a series of creative photographic assignments where the focus is on creative image-making. Assignments will be designed to explore a range of photographic genres including portraiture, still life and documentary. *Note: Students must have access to a digital camera that shoots RAW with full manual operation. Open to sophomore advertising and design majors only.*

Course #	Semester
DSD-2179-A	fall
DSD-2179-B	spring

DSD-2186

Originality

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: A. Leban

Oscar Wilde said, "Most people are other people. Their thoughts are someone else's opinions, their lives a mimicry, their passions a quotation." How can we make our work stand out as distinctly ours in the midst of the many thousands of visual and verbal messages that we absorb each day? Are we able to be visible in the ocean of images produced by artists and designers around the globe? For decades this course has been successfully helping students to remove the obstacles that block their unique identity in their work. New ideas do not come from thinking in the same old way. By bringing to attention the preconceptions, unconscious assumptions and beliefs, and the multitude of influences that shape us, we will open a path toward your personal, creative identity. *Note: Open to students from all departments.*

Course #	Semester
DSD-2186-A	fall
DSD-2186-B	spring

DSD-2863 (previously FID-2863)**Basic Typography Letterpress Workshop**

Tuesday 12:10-3:00

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Riccardi

Once considered a doomed technology, letterpress printing is experiencing a renaissance. This course will increase each student's basic knowledge of typography by getting back to basics—designing with movable wood and metal type and printing by hand. Students will learn to approach design and typography in a new way and create beautiful portfolio pieces. While the course will cover printing techniques and the use of the Vandercook presses, the focus of the class will be on hand typesetting and typographic details. Exercises will address type layout, letter spacing, leading, justification and type hierarchy, and overall page composition. *Note: Open to sophomore design majors only.*

Course #	Semester
DSD-2863-A	fall
DSD-2863-B	spring

DSD-3010**Communication Graphic Design I**

Fall semester: 3 studio credits

Please refer to individual course descriptions that follow.

Course #	Day	Time	Instructor
DSD-3010-A	M	9:00-11:50	D. Drodvillo
DSD-3010-B	M	6:30-9:20	S. Carrasquilla
DSD-3010-C	Th	9:00-11:50	A. Truch
DSD-3010-D	Th	9:00-11:50	C. Brand
DSD-3010-E	F	3:20-6:10	N. Jen

DSD-3010-A**Communication Graphic Design I**

Monday 9:00-11:50

Fall semester: 3 studio credits

Instructor: D. Drodvillo

This course develops an understanding of visual relationships and how to use them to create visual impact and clarity while solving communications problems. Invention, intuition and discovery are combined with logical thought and thorough preliminary research. Special attention is given to refining the student's perceptual abilities, hand skills and the integration of various media. Use of both traditional and computer technologies will be addressed. *Note: Open to junior design majors only.*

DSD-3010-B**Communication Graphic Design I**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Carrasquilla

Through a series of assignments designed to develop students' ability to communicate visually this course will focus on helping students to find their own voice and develop their own visual sensibilities. Special attention will be paid to craft, beauty and conceptual excellence. *Note: Open to junior design majors only.*

DSD-3010-C**Communication Graphic Design I**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: A. Truch

The fundamentals of solid design is the focus of this course. It will convey a timeless yet modern approach, allowing students to discover who they are as designers. There will be a strong emphasis on typography, aesthetics, branding, attention to detail, communication and presentation. Additional focus on 'learning to see,' 'learning to edit' and learning how 'less is more' as well as how to pick out 'what's good' from initial sketches and comps. In general, this course is a thorough preparation for the fourth-year portfolio development and working in the real world, post-SVA. Students will keep a sketchbook or visual diary to be used as a scrapbook for inspiration. It can be a combination of notes, brainstorming, swipe (tear sheets from magazines), digital photos, copies from books, fabric swatches,

packaging reference, etc. It is a starting point to think before sitting down to design. Students are also encouraged to research design annuals, books, films, museums, people, etc., pertaining to specific projects. *Note: Open to junior design majors only.*

DSD-3010-D**Communication Graphic Design I**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: C. Brand

Welcome to an exploration of various working methods by which graphic designers, precisely and effectively, question, probe, experiment with and solve communication problems through design solutions. The purpose of this course is to think about how we use graphic design in service of communication. Weekly sessions are devoted to critique and discussion around how a piece of design can act as a stand-in for other kinds of communication. *Note: Open to junior design majors only.*

DSD-3010-E**Communication Graphic Design I**

Friday 3:20-6:10

Fall semester: 3 studio credits

Instructor: N. Jen

Graphic design is a skin that wraps everything in our daily life. The goal of this course is to prepare you, as designers, with refined, formal skills, and as thinkers who look at the visuals around us with a critical mind. We will focus on the development of comprehensive, analytical views on visual forms and visual vocabulary. Topics include word/image relationships, symbol and meaning, identity, hierarchy, structure, system, linearity and sequence, and publishing platforms. These topics will be investigated through the study of precedents in other disciplines, such as contemporary art, fashion, architecture, film and digital systems, as well as through hands-on design assignments in two, three and possibly four dimensions. *Note: Open to junior design majors only.*

DSD-3015**Communication Graphic Design II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of DSD-3010 for course description. *Note: Open to junior design majors only.*

Course #	Day	Time	Instructor
DSD-3015-A	M	9:00-11:50	D. Drodvillo
DSD-3015-B	M	6:30-9:20	S. Carrasquilla
DSD-3015-C	Th	9:00-11:50	A. Truch
DSD-3015-D	Th	9:00-11:50	C. Brand
DSD-3015-E	F	3:20-6:10	N. Jen

ADD-3207-A**Advanced Advertising I**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: R. Paulson

This is a course about creative problem solving—from integrated campaigns to business design. We're not just going to be making ads. We're going to be using design and creativity to reimagine what brands can do in a range of ways that are relevant today. Most importantly, we will be getting you ready to go out there and start an awesome career where you get paid to do something most people only dream of. It'll be lots of work, this isn't an intro class . . . but it'll be worth it. Prerequisite: ADD-2035, Basic Advertising II, or equivalent. *Note: Open to junior advertising and design majors only.*

ADD-3217-A**Advanced Advertising II**

Wednesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: R. Paulson

This is the second part of a two-semester course. Please see ADD-3207 for course description. *Note: Midyear entry is allowed with instructor's permission. Open to junior advertising and design majors only.*

DSD-3222

Motion Graphics Workshop I

One semester: 3 studio credits

Motion graphics is used not only to generate impactful animations, but also commonly applied at various stages of the design process. In the past few years, outgrowing its traditional role, motion graphics has become an essential and powerful tool that forms and informs the core of interaction design and user experience, as well as graphic design at large. This course will familiarize students with the tools, techniques and practices that lie at the core of motion design, including Adobe After Effects and Premiere. Adobe Illustrator and Photoshop will also be employed in the creation of motion projects. *Note: Open to junior and senior advertising and design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-3222-A	M	6:30-9:20	fall	H. Lam
DSD-3222-B	Tu	9:00-11:50	fall	A. Dan
DSD-3222-C	W	9:00-11:50	fall	A. Dan
DSD-3222-D	W	12:10-3:00	fall	TBA
DSD-3222-E	W	3:20-6:10	fall	TBA
DSD-3222-F	Th	9:00-11:50	fall	A. Dan
DSD-3222-G	Th	12:10-3:00	fall	TBA
DSD-3222-H	Th	6:30-9:20	fall	D. Watwani
DSD-3222-A1*	Th	6:30-9:20	fall	D. Conklin
DSD-3222-A2*	Th	6:30-9:20	spring	D. Conklin

*Note: Sections DSD-3222-A1 and DSD-3222-A2 are one semester only.

DSD-3223

Motion Graphics Workshop II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See DSD-3222 for course description. *Note: Open to junior and senior advertising and design majors only.*

Course #	Day	Time	Instructor
DSD-3223-A	M	6:30-9:20	H. Lam
DSD-3223-B	Tu	9:00-11:50	A. Dan
DSD-3223-C	W	9:00-11:50	A. Dan
DSD-3223-D	W	12:10-3:00	TBA
DSD-3223-E	W	3:20-6:10	TBA
DSD-3223-F	Th	9:00-11:50	A. Dan
DSD-3223-G	Th	12:10-3:00	TBA
DSD-3223-H	Th	6:30-9:20	D. Watwani

DSD-3306

Toys and Games

Monday 9:00-11:50

One semester: 3 studio credits

Materials fee: \$20

Instructor: A. Benkovitz

The toy industry is a trendy business where many innovative designs are introduced every year. In this course we'll analyze successful products from different categories (games, plush, action figures, novelties, etc.) and explore what great toy concepts are and how to originate them. Various tools, techniques and materials will be demonstrated and utilized by students to create renderings and prototypes. By taking part in brainstorming sessions, hands-on workshops and play testing their own designs, students will develop their concepts into finished products. Manufacturing, marketing and career opportunities in the toy industry will be discussed. Although weekly projects will be assigned, students are encouraged to work on any product they wish, limited only by their imagination. The goal of this course is to create at least one finished product suitable for presentation to a toy company or for inclusion in a portfolio. *Note: Open to students from all departments.*

Course #	Semester
DSD-3306-A	fall
DSD-3306-B	spring

DSD-3336-A

Three-Dimensional Design I

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: K. O'Callaghan

This course will deal with design and illustration solutions to problems that involve making 3D structures. Discussions about methods and materials will include everything from fiberglass to hubcaps: whatever conveys the designer/illustrator's ideas. There will be demonstrations of various techniques like mold-making, paper and cardboard construction and casting in plastic. Although problems will be given in class, students may bring in assignments from other courses to be completed in this one. You will produce finished pieces that may be photographed for your portfolio. Guest lecturers will include professional designers and illustrators who have careers based on 3D work. *Note: Open to junior and senior design majors only.*

DSD-3337-A

Three-Dimensional Design II

Tuesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: K. O'Callaghan

This is the second part of a two-semester course. See DSD-3336 for course description. Prerequisite: DSD-3336, Three-Dimensional Design I. *Note: Open to junior and senior design majors only.*

DSD-3351-A

Design for Social Change I

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Leban

We'll use design to call out new ideas and a new ethos of truth-telling. We'll create ads, posters, books and logos to present alternatives to mind-numbing consumer culture. The focus will be on subjects that affect our lives—such as owning our own time, corporate impact on the physical environment and the human psyche, issues of economic fairness and alternatives to money obsession, gender, food, voting, animal rights, etc. You will be able to choose subjects that concern you and communicate your views. We'll explore and develop various means for making ideas for social change public. Work from this course is in the poster collection of the U.S. Library of Congress; on the website of the Center for Constitutional Rights; was produced for the Washington, DC subways; and distributed throughout the New York City public school system, as well as in exhibitions, conferences, book fairs and guerilla contexts. *Note: Open to students from all departments.*

DSD-3352-A

Design for Social Change II

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Leban

This is the second part of a two-semester course. See DSD-3351 for course description. *Note: Midyear entry is allowed with instructor's permission.*

DSD-3378

Information Graphics: How to Present Information Visually

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: L. Buchanan

Did you use a map today? Did a chart help you understand something? How many diagrams do you see each day, if you really looked? Did you think about the color choices or the typography of those graphics? Information graphics surround us. And this course will focus on how to tell a story with maps, charts and diagrams. We take shapes seriously, we give them meaning, and we focus on how design can bring order and structure to information and make it easier for people to understand. This course will put your design principles to good use. We'll make our own maps, collect and chart our own data, and further explore this field. *Note: Open to junior and senior design majors only.*

Course #	Semester
DSD-3378-A	fall
DSD-3378-B	spring

DSD-3380**Graphic Design x Fashion**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: TBA

The relationship between fashion and graphic design exists where style, aspiration and storytelling converge. This course offers students the opportunity to learn about, create and apply design skills and thinking to the needs of the fashion industry. With an emphasis on research, market identification and positioning, students will develop fashion-based design projects focused on creative direction, merchandising and retail environments combined with strategic marketing and business considerations. Throughout this course, projects will encourage students to consider their work across a variety of media, including traditional branding materials, exhibition design, social media ads, TikTok videos, AR and even NFTs. Opportunities for outside, real-world collaborations will also be explored. *Note: Open to junior and senior design majors only.*

Course # Semester

DSD-3380-A fall

DSD-3380-B spring

DSD-3392**Drawing Inside Out for the Designer: Intuitive Drawing**

Thursday 12:00-3:00

One semester: 3 studio credits

Instructor: A. Leban

Drawing can be a very intimate exercise of personal freedom, and a lifelong source of inspiration. Intuitive drawing is the foundational theme of the course. We will concentrate on the self as the reservoir of creative energy from which to produce original drawings. We'll work on hand-heart rather than just hand-eye coordination. Our purpose isn't to compete with scanners, cameras, copiers and computers to reproduce the realities around us. Instead, attention will be shifted to our individual experience of our "inner" energy. Drawing from it intuitively, you'll develop a personal style that becomes an organic part of your creative repertoire. Originality is nurtured in this course. *Note: Open to students from all departments.*

Course # Semester

DSD-3392-A fall

DSD-3392-B spring

DSD-3426**Branding**

One semester: 3 studio credits

Instructor: E. Baker

This overview and studio course will cover the study of identity design, and the development of leading identity design programs. Researching, naming and designing an identity system will be assigned, including design explorations, presentation techniques, refinement and the application of a logo. Typographical, color standards and the design of a graphic standards manual will also be covered, as well as the application of systems—stationery, packaging, signage and collateral materials. The study of identity and logo design will focus on the works of designers and design firms such as Paul Rand, Saul Bass, Chermayeff and Geismar, Pentagram, Landor and Charles Anderson. *Note: Open to junior and senior advertising and design majors only.*

Course # Day Time Semester

DSD-3426-A Th 12:10-3:00 fall

DSD-3426-B Th 3:20-6:10 fall

DSD-3426-C Th 12:10-3:00 spring

DSD-3426-D Th 3:20-6:10 spring

DSD-3426**Branding**

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: D. Kammerzell

Understanding the fundamentals of brand identity and how to create exciting and engaging brand experiences through design will be the focus of this course. Through exposure to a variety of visual identity issues, students will be challenged to create unique ideas and solutions that meet real world concerns. An emphasis

will be placed on understanding and capturing the essence of a chosen brand (corporation, product, service, organization, personality, etc.) to ultimately develop visual identities that target all platforms on which the brand has to perform (packaging, editorial, environmental design, online, advertising, etc.). We will begin with specific visual branding exercises and students will choose topics to approach them. These exercises will then be extended into a visual identity development that encompasses several branding challenges. *Note: Open to junior and senior advertising and design majors only.*

Course # Semester

DSD-3426-E fall

DSD-3426-F spring

DSD-3431**Book Design for Today**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: P. Ahlberg

Someone once said, "Everything old is new again"—and book design is no exception. As digital design has become more ubiquitous, interest in the book as object has been rediscovered and revitalized by a new generation—resulting in work that is more rarefied, lust-worthy and, of course, well designed. This course will examine how to conceptualize, design and, ultimately, produce books while challenging students to push their skills in typography, art direction and product design to the next level. Coursework will include a deep dive into the enduring and irreplaceable importance of the medium from a variety of historical and cultural viewpoints. Students will be encouraged to make use of the tools and technologies offered within the BFA Design Department, including bookbinding machinery, production tutorials and Risograph printing. Guest speakers/critics and field trips can be expected. *Note: Open to junior and senior design majors only.*

Course # Semester

DSD-3431-A fall

DSD-3431-B spring

DSD-3433**Package Design: Appetite Appeal Food Packaging**

Tuesday 6:30-9:20

One semester: 3 studio credits

Instructor: M. Bologna

Food packaging is not just clear plastic. The best package demands superb typography and startling graphic design in two and three dimensions. Type is unlimited and color must challenge the senses. In this course you will design an array of packages for specialty and fancy foods—from olive oil to pastas, candy and wine. You will understand the unique restrictions involved in producing functional package designs. And you will learn that good package design can make a product taste better. *Note: Open to junior and senior design majors only.*

Course # Semester

DSD-3433-A fall

DSD-3433-B spring

DSD-3436**Poster Design**

One semester: 3 studio credits

Instructor: T. Allen

Think big! Think graphic! Think simple! These are the elements that make a great poster. Achieving that goal, through traditional or digital means, is unimportant. Whether for indoor or outdoor use, for a subway station or a bus stop, for a billboard or a brick wall, a poster is a unique form of communication with often only a moment to grab someone's attention and get the message across. This course will focus on simplifying concepts, illustration and typography to create a powerful, unified design. Students will use their design sensibilities to create illustrations as well as type treatments. Assignments will be in the form of real-world jobs and may include WPA posters, art deco posters, propaganda posters, counter-culture posters, protest posters, entertainment posters, and more. We will also be exploring the Riso printing process, including instruction on the machine. The course consists of group critiques, in-class exercises and a field trip. *Note: Open to junior and senior design majors only.*

Course # Day Time Semester

DSD-3436-A M 3:20-6:10 fall

DSD-3436-B M 6:30-9:20 spring

DSD-3521**Editorial Design**

One semester: 3 studio credits

In this course you will conceptualize and create a magazine, newspaper, or zine of your choice, honing your layout skills and developing your editorial style. A strong focus will be on typography, from large, impactful type solutions to the fine-tuning of information on the page—a must in the job market today. There is also a strong branding component to the course, one that can be carried forward in the rest of your design work. You will share your pages each week and will be encouraged to be verbal, insightful and helpful in critiques of your classmates' work. We will begin by focusing on how to design features and the general look of a magazine, and then concentrate on finessing your magazine for a beautiful product to add to your portfolio. *Note: Open to junior and senior design majors only.*

Course #	Day	Time	Semester	Instructor
DSD-3521-A	W	9:00-11:50	fall	R. Best
DSD-3521-B	Th	9:00-11:50	fall	M. Lenning
DSD-3521-C	W	12:10-3:00	spring	R. Best
DSD-3521-D	Th	9:00-11:50	spring	M. Lenning

DSD-3528**Experiential Design**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: A. Scerri

Brands are no longer defined by what they say, but ultimately their actions. Experiential marketing is about finding the emotional connection between a message and people. This course will examine how to create lasting memories and natural brand advocacy by using facts, instinct and creativity to reveal the power of simplicity. Unlock your potential to reshape cultural behaviors and experiment beyond traditional boundaries that can redefine human interactions. *Note: Open to junior and senior design majors only.*

Course #	Semester
DSD-3528-A	fall
DSD-3528-B	spring

DSD-3529**Environmental Design: Spatial Branding**

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: C. Flexon

The built environment is no less an opportunity for design and branding than the page or the screen. In this course students will learn to study, develop and create work in a three-dimensional and architectural space. They will be challenged to imagine, develop and execute branding-specific design work on a large scale. Core concepts, technical skills and essential knowledge required for bringing three-dimensional work to life in the real world will be introduced. *Note: Open to junior and senior advertising and design majors only.*

Course #	Semester
DSD-3529-A	fall
DSD-3529-B	spring

DSD-3531**World in Motion: Storytelling for Social Media**

Monday 3:20-6:10

One semester: 3 studio credits

Instructor: R. Rodrigues

What does it take to create a visual story that captures the attention and imagination of your viewers? We will explore creative storytelling approaches to develop engaging narratives and propel your expertise through hands-on, assignment-driven practice and critique sessions. Industry insights from guest lectures by practicing creatives will be included. Learn clever ways to acquire expert production techniques for art direction, shooting, lighting and sound to help translate your work into a captivating, powerful and authentic online—or offline—viewing experience. *Note: Open to junior advertising and design majors only.*

Course #	Semester
DSD-3531-A	fall
DSD-3531-B	spring

ADD-3561-A**Hacking for Attention: Creative Advertising**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Blaze

We live in a world where brands, people and ideas all compete for the most demanding currency—our attention. To reach people in the most disruptive ways possible, many brands, nonprofits, and others turn to advertising and creative ideas to capture one's attention, wherever it is currently. Anywhere you spend your time can be hacked for attention—whether it's an emerging social media channel, a streaming video or video-game platform, a trending meme, messaging app, the drop of a new shoe or music track, or wherever your "screen time" says you spend your time. This course is focused on where you and others expend your attention and how you can hack it to deliver culture-shattering ideas. Current brands and agencies are looking to hire creative talent that understand these platforms and trends, inside and out. That's where you step in. *Note: Open to junior and senior advertising and design majors only.*

ADD-3562-A**Authenticity in Advertising**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: Z. Kessler

Many of life's culture-shaping ideas, products, businesses and brands were developed from personal problems and a bit of passion. This course is focused on identifying problems that you have (or may have) faced and finding culture-breaking creative solutions. Whether miniscule in scale (like waking up in the morning) or daunting life-altering issues (such as climate change)—you'll find innovative ways to tackle the issue and turn your passion into creative ideas that can get you noticed and eventually hired. *Note: Open to junior and senior advertising and design majors only.*

DSD-3611**Designing with Typography I**

Fall semester: 3 studio credits

Please refer to individual course descriptions that follow. *Note: Open to junior design majors only. Section DSD-3611-OL is held online.*

Course #	Day	Time	Instructor(s)
DSD-3611-A	M	6:30-9:20	T. Comrie
DSD-3611-B	Tu	9:00-11:50	P. Ahlberg
DSD-3611-C	Tu	9:00-11:50	J. Colt
DSD-3611-D	Tu	12:10-3:00	P. Mendes
DSD-3611-E	Tu	3:20-6:10	C. Rypkema
DSD-3611-F	Tu	3:20-6:10	P. DiBello
DSD-3611-G	Tu	6:30-9:20	E. Walker
DSD-3611-H	W	9:00-11:50	P. Ahlberg
DSD-3611-J	W	9:00-11:50	J. Outis
DSD-3611-K	W	9:00-11:50	K. Deegan, B. Harvey
DSD-3611-L	W	12:10-3:00	O. Mezhibovaskya
DSD-3611-M	W	6:30-9:20	TBA
DSD-3611-N	Th	12:10-3:00	M. Lenning
DSD-3611-OL	Th	12:10-3:00	TBA
DSD-3611-P	F	9:00-11:50	E. Baker
DSD-3611-R	F	9:00-11:50	D. Wood
DSD-3611-S	F	12:10-3:00	J. Hansen

DSD-3611-A**Designing with Typography I**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: T. Comrie

How can type be used to communicate? This course will help you answer that question through using and creating type for both experimental and practical application. Through this course, you should gain a greater understanding of how to think about typography, and how to see typography. *Note: Open to junior design majors only.*

DSD-3611-B**Designing with Typography I**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: P. Ahlberg

What is the meaning of the work we create? What can it say beyond its composition of text, images, colors and forms? In this course students will conceptualize, develop, execute and present design solutions that will be rigorously discussed and critiqued in class. Lectures, guest critics and occasional field trips will be included. Our goal will be to refine students' work and design practice to best prepare them for internship opportunities, as well as their final year of school.

Note: Open to junior design majors only.

DSD-3611-C**Designing with Typography I**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Colt

See DSD-3611-A for course description. *Note: Open to junior design majors only.*

DSD-3611-D**Designing with Typography I**

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. Mendes

The goal of this course is to build upon your typographic skills, exploring the quality of letterforms and styles and applying them in layouts that show conceptual purpose, clarity of communication and compositional balance. This goal will be achieved by utilizing typography in various assignments and finished projects and process work will be reviewed throughout the course. *Note: Open to junior design majors only.*

DSD-3611-E**Designing with Typography I**

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: C. Rypkema

Design is about understanding and developing visual messages so that content connects to its intended audience. A deep and meaningful relationship with typography is at the core of what distinguishes great designers. The focus of this course is built on a fundamental desire to communicate, and will teach you to embrace typography, use it, experiment with it and integrate it into your visual vocabulary so that it becomes a source of inspiration and a rich palette of expression. Developing a passion and sensitivity for typography, understanding composition, typographic form and meaning, and the use of the typographic grid will give you the power to control complex information, establish visual hierarchy and connect with your audience through language. *Note: Final entry into this course is subject to portfolio review by the instructor. Open to junior design majors only.*

DSD-3611-F**Designing with Typography I**

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: P. DiBello

Developing a designer's sensitivity to typography through both restrictive and open-ended assignments is the focus of this course. Projects will combine experimentation and formal exercises with an emphasis on typographic systems, as well as the details of macro and micro typography. Technological advancements of typography will be examined through readings and historical materials. Theory, dialogue, process and personal practice will be central themes of discussion to establish each student's opinions on design. Sessions include critique, workshops and one-on-one meetings, as well as occasional guest lectures. *Note: Open to junior design majors only.*

DSD-3611-G**Designing with Typography I**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: E. Walker

This advanced design and typography course will focus on working through each project to create portfolio-quality work. Assignments will include book design, packaging, branding, posters, newspapers and magazines. The course will specifically focus on typographic craft, language, hierarchy and form, in conjunction with ideas and narrative. *Note: Open to junior design majors only.*

DSD-3611-H**Designing with Typography I**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: P. Ahlberg

See DSD-3611-B for course description. *Note: Open to junior design majors only.*

DSD-3611-J**Designing with Typography I**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Outis

See DSD-3611-B for course description. *Note: Open to junior design majors only.*

DSD-3611-K**Designing with Typography I**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructors: K. Deegan, B. Harvey

Students will build on the foundations covered in the second year and focus on the conceptual, aesthetic and functional aspects of typography. We will explore typography through projects ranging from identity, print and environmental graphics to digital media. At the core is an emphasis on conceptual thinking and creativity, addressing the diverse nature of typographical applications through weekly projects and presentations. This course demands a professional approach to the class in terms of attendance, presentation, critiques and discussions. By the end of the course students will understand and challenge conventional perceptions of typography to create original and engaging design work. *Note: Open to junior design majors only.*

DSD-3611-L**Designing with Typography I**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: O. Mezhbovska

This course offers an introduction to typography through slide presentations and experimental assignments to familiarize students with the concepts of oral and written communication and the crucial role of typography in communication. Emphasis will be on the importance of the psychology of perception, time-based narrative, pictorial and typographical ways of expressing the concept of time along with the concepts of gestalt, hierarchy and information architecture. The second semester will invite students into the genre of the artist's book as a form of expression of their personal content as opposed to a uniform and standard codex book. While working on the different projects (CD package, poster, newspaper, corporate identity, book), students will write down their initial thoughts and observations of their creative process, documenting their conceptual growth and progress in developing a personal visual language. *Note: Open to junior design majors only.*

DSD-3611-M**Designing with Typography I**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

See DSD-3611-A for course description. *Note: Open to junior design majors only.*

DSD-3611-N**Designing with Typography I**

Thursday 12:00-3:00

Fall semester: 3 studio credits

Instructor: M. Lenning

See DSD-3611-A for course description. *Note: Open to junior design majors only.***DSD-3611-OL****Designing with Typography I**

Thursday 12:00-3:00

Fall semester: 3 studio credits

Instructor: TBA

See DSD-3611-A for course description. *Note: Open to junior design majors only.**This section is held online.***DSD-3611-P****Designing with Typography I**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: E. Baker

This course takes a broad look at the importance and power of typography, with the intent of studying the typographic world that surrounds us. It will look at typography as the foundation of the communicated concept. An important aspect of the course is to build an understanding for the fine nuances of designing with type. Classical and modernist letterforms, as a reflection of the historical as well as contemporary graphic landscape, from ancient Roman to the circus posters of the 1930s to the Bauhaus and beatniks will be addressed. We will explore visual problem solving by experimenting with typographic form, function, meaning and aesthetics, and students will refine their typographic skills through specific assignments. Through a variety of projects, students will develop, design and execute substantial portfolio pieces in several mediums. *Note: Open to junior design majors only.*

DSD-3611-R**Designing with Typography I**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: D. Wood

See DSD-3611-A for course description. *Note: Open to junior design majors only.***DSD-3611-S****Designing with Typography I**

Friday 12:00-3:00

Fall semester: 3 studio credits

Instructor: J. Hansen

Typography is both a tool and an art form. This course will focus on how type and image can work together to create something beautiful—sometimes blurring the line between graphic design and art. We will explore both classic and experimental approaches within conceptual projects such as book covers, posters and album covers, among others. The goal is to refine our sensibility and expand our typographic ability. Guest speakers and field trips will be included. *Note: Open to junior design majors only.*

DSD-3612**Designing with Typography II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding sections of DSD-3611 for course descriptions. *Note: Open to junior design majors only.*

Course #	Day	Time	Instructor(s)
DSD-3612-A	M	6:30-9:20	T. Comrie
DSD-3612-B	Tu	9:00-11:50	P. Ahlberg
DSD-3612-C	Tu	9:00-11:50	J. Colt
DSD-3612-D	Tu	12:10-3:00	P. Mendes
DSD-3612-E	Tu	3:20-6:10	C. Rypkema
DSD-3612-F	Tu	3:20-6:10	P. DiBello
DSD-3612-G	Tu	6:30-9:20	E. Walker
DSD-3612-H	W	9:00-11:50	P. Ahlberg
DSD-3612-J	W	9:00-11:50	J. Outis
DSD-3612-K	W	9:00-11:50	K. Deegan, B. Harvey
DSD-3612-L	W	12:10-3:00	O. Mezhibovaskya
DSD-3612-M	W	6:30-9:20	TBA
DSD-3612-N	Th	12:10-3:00	M. Lenning
DSD-3612-OL	Th	12:10-3:00	TBA
DSD-3612-P	F	9:00-11:50	E. Baker
DSD-3612-R	F	9:00-11:50	D. Wood
DSD-3612-S	F	12:10-3:00	J. Hansen

DSD-3626-A**Advanced Type I: The Perfect Paragraph**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: R. Mehl

In this course students will examine the principles of typographic design and color theory, as well as the fundamentals of traditional typesetting. Experiments with letterform design will include an exploration of color theory as applied to typographic design. Typographic books, original type treatments, word marks and logos for digital display and print will be created. Students will be encouraged to work with their own content, including original typeface designs. *Note: Open to junior and senior design majors only.*

DSD-3627-A**Advanced Type II: The Perfect Paragraph**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: R. Mehl

This is the second part of a two-semester course. See DSD-3626 for course description. *Note: Open to junior and senior design majors only.*

ADD-3652-A**Honors: Pop-Thinking x ACLU I**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Ha

Together, with the American Civil Liberties Union (ACLU), we will explore ways to use advertising to defend human rights. In order to do so students will cultivate the ability to persuasively communicate with an audience in a digital world. Our primary goal is to explore and understand topical moments in pop culture, current events, social media and technology to effectively aid the ACLU with their campaign efforts. This will enable us to think, act and create like our audience—that is pop-culturally obsessed, digitally savvy and constantly consuming content. However, unlike other courses, we will be working with an actual client and presenting ideas. This is a hands-on experience of what it's like to work with a real-world client. *Note: Open to junior and senior advertising and design majors only. Registration for this course is by invitation from the department chair.*

ADD-3653-A**Honors: Pop-Thinking x ACLU II**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: S. Ha

This is the second part of a two-semester course. See ADD-3652 for course description. *Note: Open to junior and senior advertising and design majors only. No midyear entry.*

DSD-3653**Interdisciplinary Design**

Tuesday 9:00-11:50

One semester: 3 studio credits

Instructors: O. Mezhibovskaya, N. Ray

In this course students will synthesize their study of design, typography, image-making and visual storytelling. We will depart from a simple overlapping of different disciplines and push further toward combining different disciplines into a single interdisciplinary language. Through exposure to deep connections among varying subjects, students will be encouraged to think outside the box and develop fresh, unexpected ideas. Projects will include typographical assignments, animated infographics, visualizing music, visual storytelling (both graphic and video), image projection on the wall, documentation/promotion of the creative process, and more. In addition to using familiar tools and applications, students will be introduced to video editing software for video project execution. Through this course students will discover how much seemingly distant media and techniques have in common, and how these practices are at the designer's disposal to create a powerful message. *Note: Open to junior advertising and design majors only.*

Course #	Semester
DSD-3653-A	fall
DSD-3653-B	spring

DSD-3667**Honors: Visual Identity and Multimedia**

Monday 5:00-7:50

One semester: 3 studio credits

Instructors: T. Geismar, S. Haviv, M. Owens

Limited to 12 students per section

Today's constantly evolving multimedia world demands that a successful graphic identity be simple, bold, memorable and flexible. Held in the Chermayeff & Geismar & Haviv studio, this course will teach students how to create powerful, concept-based identities that thrive in the multimedia realm. Chermayeff & Geismar & Haviv has developed an idea-driven methodology for identity design that has resulted in identities for hundreds of major clients like Chase Bank, NBC, Museum of Modern Art and the Library of Congress. Affording students the opportunity to design directly for real-world clients, the course will lead students through the firm's problem-solving approach to graphic design as they work with an organization or small business to develop a visual identity from start to finish. Students will be encouraged to explore opportunities for identity expression in new media. *Note: Open to junior advertising and design majors only. Registration for this course is by invitation from the department chair.*

Course #	Semester
DSD-3667-A	fall
DSD-3667-B	spring

DSD-3681-A**Honors: Finding Your Voice as a Graphic Designer I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. Sahre

With the splintering of the discipline, it is more important than ever to have a specific point of view as a graphic designer. This course will focus on the journey each student has taken as a designer up to this point, and we will work toward identifying and developing each student's unique process, ideas, typography, form making and approach. The course will consist of a combination of lectures, field trips and individual (and group) design projects and in-class critiques. Projects will be geared toward empirical explorations to gain an understanding of each student's design process, whether working individually or in groups. The development of a critical judgment and unique "design voice" is encouraged. *Note: Open to junior advertising and design majors only. Registration for this course is by invitation from the department chair.*

DSD-3682-A**Honors: Finding Your Voice as a Graphic Designer II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: P. Sahre

This is the second part of a two-semester course. See DSD-3681 for course description. *Note: Open to junior advertising and design majors only. No midyear entry.*

DSD-3741 through DSD-3754**Interaction Design and Communication I**

Fall semester: 3 studio credits

Limited to 14 students per section

Working in today's digital world encompasses both the usability and aesthetic of a product, service, brand, or strategy that relies on technology. In this course you will learn how to tackle the unique challenges and opportunities that will be encountered on the job. Sessions will cover user interface design principles, information hierarchy and navigation, context and human-technology interactions, and how these elements combine to create a compelling experience. The course format will include lecture, discussion, exercises, interim presentations, and a thorough documentation of the research and design process. *Note: This is the first part of a two-semester course. Students must register for the corresponding spring semester section, Interaction Design and Communication II. Open to junior advertising and design majors only.*

Course #	Day	Time	Instructor(s)
DSD-3741-A	M	6:30-9:20	TBA
DSD-3742-A	M	6:30-9:20	TBA
DSD-3743-A	Tu	6:30-9:20	TBA
DSD-3745-A	Tu	6:30-9:20	P. Colon, M. Turgut
DSD-3747-A	Tu	6:30-9:20	L. Ito, J. Williams
DSD-3748-A	Tu	6:30-9:20	S. Winchell
DSD-3751-A	W	6:30-9:20	S. Schimel, G. Siegal
DSD-3752-A	W	6:30-9:20	A. Azry, TBA
DSD-3753-A	W	6:30-9:20	N. Lim, J. McKay
DSD-3754-A	Th	6:30-9:20	A. Zukofsky

DSD-3771 through DSD-3784**Interaction Design and Communication II**

Spring semester: 3 studio credits

Limited to 14 students per section

This is the second part of a two-semester course. See DSD-3741 through DSD-3754 for course description. *Note: Open to junior advertising and design majors only.*

Course #	Day	Time	Instructor(s)
DSD-3771-A	M	6:30-9:20	TBA
DSD-3772-A	M	6:30-9:20	TBA
DSD-3773-A	Tu	6:30-9:20	TBA
DSD-3775-A	Tu	6:30-9:20	P. Colon, M. Turgut
DSD-3777-A	Tu	6:30-9:20	L. Ito, J. Williams
DSD-3778-A	Tu	6:30-9:20	S. Winchell
DSD-3781-A	W	6:30-9:20	S. Schimel, G. Siegal
DSD-3782-A	W	6:30-9:20	A. Azry, TBA
DSD-3783-A	W	6:30-9:20	N. Lim, J. McKay
DSD-3784-A	Th	6:30-9:20	A. Zukofsky

DSD-4003 through DSD-4081

Graphic Design Portfolio I

Fall semester: 3 studio credits

Limited to 12 students per section

Please refer to individual course descriptions that follow. *Note: For all sections of Graphic Design Portfolio I students must bring a portfolio to the first session of the fall semester for instructor review.*

Course #	Day	Time	Instructor(s)
DSD-4003-A	Tu	12:10-3:00	P. Ahlberg
DSD-4007-A	M	6:30-9:20	R. Medina
DSD-4008-A	M	6:30-9:20	J. Han
DSD-4014-OL*	Tu	12:10-3:00	TBA
DSD-4017-A	Tu	6:30-9:20	A. Truch
DSD-4029-A	M	6:30-9:20	C. Gooch, R. Simms
DSD-4033-A	Th	3:20-6:10	D. Kammerzell
DSD-4036-A	Th	6:30-9:20	S. Hasto
DSD-4038-A	F	12:10-3:00	E. Baker
DSD-4039-A	Th	6:30-9:20	K. Deegan, B. Harvey
DSD-4041-A	Th	6:30-9:20	TBA
DSD-4043-A	F	6:30-9:20	TBA

*Note: DSD-4014-OL is held online.

Graphic Design Portfolio I: Motion Graphics

Fall semester: 3 studio credits

Course #	Day	Time	Instructor(s)
DSD-4044-A	M	6:30-9:20	TBA
DSD-4046-A	Tu	9:00-11:50	G. Soto
DSD-4054-A	Th	6:30-9:20	G. Lee, J. Yun

Graphic Design Portfolio I: Dynamic Design

Fall semester: 3 studio credits

Course #	Day	Time	Instructor(s)
DSD-4059-A	Tu	6:30-9:20	A. Herzog, S. Moosajee

Graphic Design Portfolio I: Interaction Design

Fall semester: 3 studio credits

Course #	Day	Time	Instructor
DSD-4064-A	Tu	6:30-9:20	H. Ko
DSD-4068-A	W	6:30-9:20	D. Poon
DSD-4074-A	Tu	6:30-9:20	J. Kim

Graphic Design Portfolio I: UX/UI Design

Fall semester: 3 studio credits

Course #	Day	Time	Instructor
DSD-4079-A	M	6:30-9:20	S. Chung

Graphic Design Portfolio I: 3D Design

Fall semester: 3 studio credits

Course #	Day	Time	Instructor
DSD-4081-A	Tu	6:30-9:20	K. O'Callaghan

DSD-4003-A

Graphic Design Portfolio I

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. Ahlberg

This laboratory/think tank/workshop will prepare the next wave of visual communicators, mark-makers and content creators for the design world. Students will undertake a major multicomponent, research-based, experimental thesis project as well as practical real-world assignments in all media—old and new, big and through small, static and kinetic, permanent and ephemeral, 2D and 3D—ultimately crafting a portfolio that sets them apart from their peers. With an emphasis on process, this course will demand a high level of conceptual thinking, problem solving and execution. Students will be encouraged to consider their work within the context of art, commerce and society in order to explore and expand the role

of design in the 21st century. Diversity of ideas, commitment to working hard and obsessive attention to detail wanted. Individual student meetings prior to the fall semester are recommended. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4007-A

Graphic Design Portfolio I

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: R. Medina

Designing your portfolio is about designing your future. Who are you and where do you see yourself working? This course is for the highly creative and experimental designer. You need to come with developed typography techniques and conceptual skills. The course will focus on developing student portfolios (interactive or print) and directing them toward the specific market they wish to enter. All student work to date will be analyzed and organized into an individual, conceptual, highly designed product. *Note: Those interested in producing interactive work should have experience in this area in order to complete an interactive portfolio. Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4008-A

Graphic Design Portfolio I

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Han

This course will create a framework for designers to make a body of work that is expressive in its concept, experimental in its use of systems, and highly relevant via storytelling. Through comprehensive projects, designers will learn to articulate ideas through formalized system thinking and compelling narratives, and challenge established methods of connecting concept with form. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4014-OL

Graphic Design Portfolio I

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: TBA

See DSD-4003 for course description. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only. DSD-4014-OL is held online.*

DSD-4017-A

Graphic Design Portfolio I

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: A. Truch

This course will enable each student to elevate the fundamentals of solid design with the end result being a strong and versatile portfolio based on the long-term career goals and interests of each individual. It will convey a timeless yet modern approach, allowing each student's talents to shine through. There will be a strong emphasis on typography, aesthetics, branding, attention to detail, communication and presentation. Additional focus on 'learning to see,' 'learning to edit' and learning to pick out 'what's good' from initial sketches and comps. Art direction will be suggested to help elevate each project to the highest level possible. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4029-A

Graphic Design Portfolio I: Senior Portfolio Development

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructors: C. Gooch, R. Simms

This course will provide a basis for approaching the design of identities. Students will create four identities for different types of clients through a range of applications. Each "client" will present a different set of criteria, and will allow students to explore different areas of design, including print, digital, environmental graphics, furniture/3D and motion. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4033-A**Graphic Design Portfolio I: Branding/Brand Identity**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: D. Kammerzell

The goal of this course is to develop a portfolio with a focus on branding-related projects. We will address how best to present your work in an appealing and creative way when interviewing for a job at branding consultancies and design studios (where the work scope typically includes identity design, structural packaging, packaging graphics, web development, collateral design, POS applications). We will concentrate on: the types of projects that should be part of the portfolio to create a high degree of relevance; refining, optimizing, and extending existing work that students have done; selecting and creating new projects to fill gaps; structuring the portfolio in a way that tells a continuous story and ensures the “audience” stays interested and excited; “the personal touch” that presents the individual as someone who is interesting, creative and in-the-know. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4036-A**Graphic Design Portfolio I**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Hasto

In a time of great transition in our profession we face many challenges. Although we might love the look and smell of ink on a buttery page of paper we must be realistic and willing to think about how our profession and our craft will continue to be a viable, rewarding and necessary vocation and art form. Through comprehensive projects, this portfolio course will focus on ideas, process, problem solving, articulation, passion, craft, culture and history and will, at times, probe some of the challenges and perceptions of the evolving graphic design profession. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4038-A**Graphic Design Portfolio I**

Friday 12:10-3:00

Fall semester: 3 studio credits

Instructor: E. Baker

The work you do now will help establish a path that can lead to what you want to do. Through comprehensive projects, you will learn to establish a consistent system of color, typography, scale relationships and style of photography that reveals how you think, how you process information and your point of view as a designer. Your portfolio is your door to a new life. Make it good! You are your own brand. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4039-A**Graphic Design Portfolio I**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructors: K. Deegan, B. Harvey

The objectives of this portfolio course are to delve into and apply the concept of design systems to a variety of projects. Through this approach students will explore how design thinking permeates across all mediums, such as print, digital and spatial design. Each assignment will contain certain parameters that must be met and will include a review of each student’s conceptual thinking, research and process. The course will have varying formats, including brief lectures, weekly critiques, screenings and guest lecturers. The outcome of each project will be reviewed at a professional level, thus seeking a highly considered execution and presentation. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4041-A**Graphic Design Portfolio I**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

See DSD-4003 for course description. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4043-A**Graphic Design Portfolio I**

Friday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

See DSD-4003 for course description. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4044-A**Graphic Design Portfolio I: Motion Graphics Portfolio**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: TBA

This course will help students develop a diverse and original motion portfolio while improving the skills needed to succeed in the motion graphics industry. Through a variety of projects students will explore the creative process from concept development to production. The goal is to guide students as they explore their own stylistic development and seek to define a unique style or skill set. A well-researched concept and treatment, mood boards, style frames, storyboards and animatics will be key to the evolution of each project. Presentations by design and motion professionals will complement studio work and provide students with a greater understanding of the many creative practices available in motion graphics. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4046-A**Graphic Design Portfolio I: Motion Graphics Portfolio**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: G. Soto

This course will focus on real-world standards and expectations in the field of broadcast design. Achieving conceptualization and storytelling alongside infused designs are the focal points. You will learn what it takes to bring a project from concept to completion. Utilizing Apple Final Cut Pro, Adobe After Effects and other applications to create new visual media, students will design and animate network promos and IDs, film titles and show packages, and more. A well-rounded knowledge of After Effects is greatly beneficial. Prerequisite: DSD-3222, Motion Graphics Workshop I. *Note: This course may be taken with another portfolio course. Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4054-A**Graphic Design Portfolio I: Motion Graphics Portfolio**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructors: G. Lee, J. Yun

This course will focus on creating a comprehensive motion portfolio and developing the skills to move into real-world production. You will take projects from concept to execution, learn how to use animation to tell a story or convey an idea, and develop a well-rounded collection of work that displays technical execution and the ability to concept and innovate. Each project will begin with a pitch process format to refine your presentation skills and consistently execute your vision. By breaking down real-world projects and hearing from guest professionals in the motion industry, we will examine all the pieces that go into creating a successful project: storyboards, animatic, style frames, pitch books, and more. We will explore real-world pipeline, and how that can be applied to working in a group or on personal projects. Assignments are designed to display your ability to tell a story and think creatively. Prerequisite: DSD-3222, Motion Graphics Workshop I. *Note: An intermediate knowledge of Adobe After Effects is recommended. Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4059-A**Graphic Design Portfolio I: Dynamic Design**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructors: A. Herzog, S. Moosajee

Interaction and motion offer entry points to viewers and participants not unique to our time but increasingly more utilized and familiar. The necessity to think about design through the lens of participation and narrative will be important for designers tasked with creating how we’ll evolve and utilize visual communication

in the future. In this course students will approach design through a multidisciplinary view that examines the interplay of interaction, motion and programming in design. There will be a strong emphasis on experimentation, presentation and process. In addition, we will discuss motion and interactive-based principles, practitioners and case studies. *Note: It is recommended that students have taken an interaction and motion design course. Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4064-A

Graphic Design Portfolio I: Interaction Design

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: H. Ko

As we become increasingly connected through technology, graphic design must create a paradigm of sustainability across disciplines. It requires designers to plan accordingly for this new ecosystem of "connectedness," so we can collaborate with professionals in related disciplines. In this course several short- and long-term projects will be assigned. Each project will help students to generate ideas and develop strategies to design things in simple, bold and compelling ways. Student portfolios will showcase various approaches in media, channels and platforms that will demonstrate the ability to adapt to the skills required by the industry. Prerequisite: At least one course in interaction design, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior advertising and design majors only.*

DSD-4068-A

Graphic Design Portfolio I: Interaction Design

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: D. Poon

The goal of this course is to develop a portfolio of work that reflects design and conceptual skills across all channels, both traditional and digital. Students will create a complete digital platform, as well as a campaign to drive traffic to the platform. In the first semester, students will concept and design the fundamentals of a brand experience platform, extending across multiple channels (such as web and mobile). Each student will also concept and design a campaign to drive traffic to the platform, also extending across multiple channels (such as social media and interactive OOH). In the spring semester, students will work in teams of advertising and design majors. The teams will collaborate to arrive at their key concepts together: Design students will own the development of the platform, and advertising students will own the development of the campaign. Prerequisite: At least one interaction design course, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior advertising and design majors only.*

DSD-4074-A

Graphic Design Portfolio I: Interaction Design

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructors: J. Kim

Design is about communication and finding your voice. What is your unique take and view of the world and what do you want to add to it as a designer? In this course we will work to develop our voices, not only as designers and makers of things but also as storytellers, culture shapers and entrepreneurs. We will look at ourselves and determine what each of us, as designers, can add to the world. In the process we will develop digital design skills, learn how to bring an idea to fruition and create portfolio-quality work to help you get the job you want. Along the way you will learn about execution and craft, and what goes into a successful portfolio. We will on projects big and small, learn and hear from industry leaders and develop our skills as presenters. Prerequisite: At least one interaction design course, or equivalent. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior advertising and design majors only.*

DSD-4079-A

Graphic Design Portfolio I: UX/UI Design

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: S. Chung

Your portfolio is your door to a new life, and this course will be the stepping stone. It aims to develop a product design / UIUX / start-up design / future-tech design portfolio that reflects strong problem solving, design thinking, and impactful

interactive design skills. You will learn to articulate problems and solutions through comprehensive projects through UX research, UX design and brand/UI designs, and take your design work to the next level. Own your narrative as you embark on showing your design story and talents to the world. How to present your portfolio for job interviews will be addressed. Prerequisite: Students must have at least one UIUX/product design case study with baseline UX knowledge. *Note: Open to senior design majors only.*

DSD-4081-A

Graphic Design Portfolio I: Three-Dimensional Portfolio

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: K. O'Callaghan

This course will deal with the making of a three-dimensional portfolio consisting of highly finished samples from the redesign of a game board to the creation of a light fixture. Using various methods and materials, this course will allow you to produce personal yet professional work that demonstrates your talents and that can appeal to various design markets such as industrial, stage, product, packaging and toy design. *Note: Students must bring a portfolio to the first session for instructor review. Open to senior design majors only.*

DSD-4103 through DSD-4181

Graphic Design Portfolio II

Spring semester: 3 studio credits

Limited to 12 students per section

This is the second part of a two-semester course. Please see the corresponding sections of DSD-4003 through DSD-4081 for course descriptions. *Note: Open to senior design majors only.*

Course #	Day	Time	Instructor(s)
DSD-4103-A	Tu	12:10-3:00	P. Ahlberg
DSD-4107-A	M	6:30-9:20	R. Medina
DSD-4108-A	M	6:30-9:20	J. Han
DSD-4114-OL*	Tu	12:10-3:00	TBA
DSD-4117-A	Tu	6:30-9:20	A. Truch
DSD-4129-A	M	6:30-9:20	C. Gooch, R. Simms
DSD-4133-A	Th	3:20-6:10	D. Kammerzell
DSD-4136-A	Th	6:30-9:20	S. Hasto
DSD-4138-A	F	12:10-3:00	E. Baker
DSD-4139-A	Th	6:30-9:20	K. Deegan, B. Harvey
DSD-4141-A	Th	6:30-9:20	TBA
DSD-4143-A	F	6:30-9:20	TBA

*Note: DSD-4114-OL is held online.

Graphic Design Portfolio II: Motion Graphics

Course #	Day	Time	Instructor(s)
DSD-4144-A	M	6:30-9:20	TBA
DSD-4146-A	Tu	9:00-11:50	G. Soto
DSD-4154-A	Th	6:30-9:20	G. Lee, J. Yun

Graphic Design Portfolio II: Dynamic Design

Course #	Day	Time	Instructor(s)
DSD-4159-A	Tu	6:30-9:20	A. Herzog, S. Moosajee

Graphic Design Portfolio II: Interaction Design

Course #	Day	Time	Instructor
DSD-4164-A	Tu	6:30-9:20	H. Ko
DSD-4168-A	W	6:30-9:20	D. Poon
DSD-4174-A	Tu	6:30-9:20	J. Kim

Graphic Design Portfolio II: UX/UI Design

Course #	Day	Time	Instructor
DSD-4179-A	M	6:30-9:20	S. Chung

Graphic Design Portfolio II: 3D Design

Course #	Day	Time	Instructor
DSD-4181-A	Tu	6:30-9:20	K. O'Callaghan

DSD-4300-OL**Presentation Skills Seminar**

Saturday 10:00-1:00

Fall semester: no credit (7 weeks, begins 9/10)

Instructor: S. Chung

Even the best work needs to be presented clearly and convincingly. This course will introduce students to industry standards and norms for constructing and presenting work—a skill critical for all creatives. From the development of decks to preferred software, this asynchronous online seminar will examine best practices, key techniques and terminology, and critical considerations needed to get a job, sell a pitch, be part of a team, and more. Each student will produce a video for review prior to completion of the course. *Note: Open to senior advertising and design majors only. This course is held online.*

DSD-4400**Intellectual Property and the Law**

Friday 9:00-11:50

One semester: no credit, 7 weeks

Instructor: F. Martinez

The general concepts of law and intellectual property law as they apply to the practice of design will be examined, including basic legal issues of contract and property law within the creative context. Among the topics explored will be the work-for-hire agreement, the consignment agreement and the agency agreement. The law of copyright, trademark and patents will also be explored. Issues such as registering a copyright, copyright infringement, registering a trademark and trade dress infringement and patents (in particular, design patents) will be examined from the perspective of the professional designer. In addition, design and information issues presented by new technology, such as the web, will be included throughout the course. *Note: Open to senior advertising and design majors only. This course is held online.*

Course #	Semester	Begins
DSD-4400-OL	fall	9/9
DSD-4400-OL1	fall	11/4
DSD-4400-OL2	spring	1/13
DSD-4400-OL3	spring	3/17

SENIOR PROJECT COURSES

These courses are intensive one- and two-semester offerings in specialized areas. Projects are geared toward additional diversity for student portfolios.

TWO-SEMESTER SENIOR PROJECT COURSES

Students who wish to register for the following two-semester courses must enroll for both semesters.

DSD-4706**MoGraph Essentials—CINEMA 4D and After Effects I**

Fall semester: 3 studio credits

Whether your field of work is print, advertising, graphic design, film, or motion graphics, MAXON CINEMA 4D gives you all the tools you need to make your ideas reality. Students can create 3D elements for storyboards, animations and designs. The software's intuitive interface and logical workflow make it possible for those new to 3D artistry to dive right in. In this course CINEMA 4D will be used for enhancing animation to go hand-in-hand with Adobe After Effects. Students will start by learning the application and working on real world projects ranging from a logo animation to a television promo spot. *Note: Students must have prior knowledge of Adobe After Effects or must be concurrently attending an After Effects course. Open to senior advertising and design majors only. This course is held online.*

Course #	Day	Time	Instructor
DSD-4706-OL	Tu	6:30-9:20	M Lane-Smith
DSD-4706-OL1	Tu	6:30-9:20	J. Siemon
DSD-4706-OL2	W	6:30-9:20	TBA

DSD-4707**MoGraph Essentials—CINEMA 4D and After Effects II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See DSD-4706 for course description. Prerequisite: DSD-4706, MoGraph Essentials—CINEMA 4D and After Effects I. *Note: No midyear entry. This course is held online.*

Course #	Day	Time	Instructor
DSD-4707-OL	Tu	6:30-9:20	M Lane-Smith
DSD-4707-OL1	Tu	6:30-9:20	J. Siemon
DSD-4707-OL2	W	6:30-9:20	TBA

ONE-SEMESTER SENIOR PROJECT COURSES**DSD-4701****Production Studio for the Graphic Designer**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Wahler

Today's graphic artist is required to have technical knowledge and production ability. This course offers an opportunity to work on projects in the classroom and then watch the final production on-site at A2A Studio, a full-service production studio. Complete instruction in the skills necessary to produce and manufacture finished portfolio pieces will be given. Using Adobe Illustrator, Photoshop and InDesign, we'll examine all aspects of production as they relate to print, including correct document construction, color space and color systems, separations, trapping, preflighting, print production and paper considerations. Assignments will be produced in the studio using various output devices, from inkjet proofers and large-format digital printers to high-resolution film imagesetters. Students will be able to produce their work combining digital output, transfers, direct imaging, laser cutting, UV printing, plotter cutters, embossing and three-dimensional packaging construction. The opportunity to experiment and work with digital and analog print production tools will be an invaluable experience. Prerequisite: A working knowledge of Adobe design applications. *Note: Open to senior advertising and design majors only.*

Course #	Semester
DSD-4701-A	fall
DSD-4701-B	spring

DSD-4711**Creative Computing for Interaction Experiences**

Thursday 6:30-9:20

One semester: 3 studio credits

Instructor: J. Yoo

This course will introduce the basics of computer programming as a tool for visual communications and user experiences. With no programming experience required, students will study computer graphics programming through hands-on experiences. During the semester p5.js (JavaScript library) will be used to illustrate the fundamentals of computation. The course will consist of lectures and presentations, with a short assignment after each session. We will also look at techniques to build the generative design, image manipulation and digital interaction. *Note: Open to junior and senior advertising and design majors only.*

Course #	Semester
DSD-4711-A	fall
DSD-4711-B	spring

DSD-4713**Metaverse: Augmented and Virtual Reality**

Friday 6:30-9:20

One semester: 3 studio credits

Instructor: S. Crumpton

From communication to commerce, much of our daily life has been defined by major shifts in technology. The latest major shift in technology is here, and it is the Metaverse—immersive worlds and virtual objects augmenting the real world. All delivered on Web 3 via new protocols on the blockchain. In this course you will create for the Metaverse by making 3D art, augmented reality and virtual reality through a series of hands-on exercises. Using visual prototyping tools, projects may include a blockchain NFT drop, memorable campaign, digital product, innovative service, or art installation. Knowing how to code is not necessary. The only prerequisites are an imagination and creative drive. *Note: Open to junior and senior advertising and design majors only.*

Course #	Semester
DSD-4713-A	fall
DSD-4713-B	spring

DSD-4716**Designing and Prototyping for Immersive Media (XR/AR/VR)**

Friday 6:30-9:20

One semester: 3 studio credits

Instructor: R. Dubois

To understand XR, spatial computing for immersive media, you need to understand the technologies that enable it, how they are used and what their future holds. In this course an introduction to XR will be introduced, using a broadly chronological approach—from historical milestones to the wide ranges of mainstream applications today. As you learn about the technology you will develop hands-on experience in the field. The course is structured to strengthen your knowledge of human-centered design principles and offers a dive deep into the design patterns of spatial computing. Lectures are directly tied to hands-on workshops, and you will be building small applications and prototypes across the entire mixed-reality spectrum; from Instagram AR filters and VR interfaces to social VR avatars, and even creating your own personal VR portfolio showcase. How to translate your artistic voice and style into the spatial context of the entire spectrum of immersive media will be included. This course is designed for beginners with very little practice in XR/AR/VR coding as well as those with experience who want to expand their practice. Although no coding knowledge is required, there is an element of coding HTML, CSS and JavaScript that will be taught and practiced in class and home assignments. *Note: Open to senior advertising and design majors only.*

Course #	Semester
DSD-4716-A	fall
DSD-4716-B	spring

DSD-4744**Designing a Business**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: L. Singer

If you have an entrepreneurial spirit, this course is for you. It will be a comprehensive experience for anyone who wants to learn the skills it takes to make a business idea become a business reality. We will cover the steps to bring an idea to the marketplace: defining the concept for a business or product of your choice, designing the prototype and corporate identity for your company, writing a business plan and the basic legal requirements to open a business and protect your intellectual property. The final step will be the art of the pitch. Guest speakers will offer their guidance and input. *Note: Open to senior advertising and design majors only.*

Course #	Semester
DSD-4744-A	fall
DSD-4744-B	spring

DSD-4746**Differentiate or Die: How to Get a Job When You Graduate**

One semester: 3 studio credits

Instructors: D. Millman, J. Cohen

You are about to graduate, and you might not have relatives that work at Apple or Google. You need to know how to sell, present, cold-call and talk about money to get a job. This course will address how to make a presentation with conviction and meaning; write a project proposal and how to talk about compensation; develop a unique point of view about design or advertising; craft a powerful résumé; sell your design services in the “real” world with more confidence and success; create persuasive, honest, and effective design presentations, and set yourself up to succeed after graduation. *Note: This course will be held at the SVA Innovation Design Lab, 132 West 21st Street, 11th floor. Open to senior advertising and design majors only.*

Course #	Day	Time	Semester
DSD-4746-A	M	6:30-9:20	fall
DSD-4746-B	Tu	6:30-9:20	spring

DSD-4754-A**Honors: Yearbook I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Newton

Students will create the concept and design of the SVA undergraduate yearbook. *Note: Registration for this course is by invitation only.*

DSD-4755-A**Honors: Yearbook II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: J. Newton

This is the second part of a two-semester course. See DSD-4754 for course description. *Note: Registration for this course is by invitation only.*

Independent Study: Design

One semester: 3 studio credits

Junior and senior design majors who wish to pursue a special project not covered by the parameters of their department's curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.50 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
DSD-4996-A	summer
DSD-4997-A	fall
DSD-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

ADVERTISING AND DESIGN FACILITIES ACCESS FOR ALL DEPARTMENTS

Some of the facilities in the BFA Advertising and Design departments are available to students in other departments. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Digital Imaging Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

For undergraduate students who are not advertising or design majors and who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
DSD-Access-A	fall
DSD-Access-B	spring

Digital Imaging Center Access: Graduate Students

One semester: no credit

Access fee: \$500

For graduate students who want access to the Digital Imaging Center.

Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
DIG-Access-A	fall
DIG-Access-B	spring

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Printmaking Workshop Access: Undergraduate Students

One semester: no credit

Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

Sculpture Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

RISOLAB FACILITIES ACCESS**RisoLAB Access**

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

BFA PHOTOGRAPHY DARKROOM ACCESS**Darkroom Access: Undergraduate Students**

One semester: no credit

Access fee: \$300

Undergraduate students who are not BFA Photography and Video majors and who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

EVA/Studio Program

In the fall and spring semesters, students in the EVA/Studio Program must register for a weekly minimum of 12 hours of study in English and the Visual Arts per semester. Students must register for EVD-0050/EVD-0055, Reading Strategies I and II, and EVD-0060/EVD-0065, Writing Strategies I and II. Students must also register for two EVA elective courses per semester in both the fall and spring semesters.

Students must register for studio and art history requirements in their field of study. Please refer to your studio department in the pages that follow for information on these required courses. Students must register for at least 12 credits per semester and may register for up to 15 credits per semester at no additional tuition charge.

Three semesters of English and the Visual Arts must be completed, beginning with the EVA/Studio Summer Program. Please refer to the EVA/Studio Summer Program in the summer 2021 section.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

ENGLISH AND THE VISUAL ARTS GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

EVD-0050

Reading Strategies I

Fall semester: no credit

Students will develop their vocabulary and critical reading and thinking skills through discussion of essays, short stories and related media. Students will be required to keep a reading journal.

Course #	Day	Time	Instructor
EVD-0050-A	M	9:00-11:50	J. Loli
EVD-0050-B	Tu	9:00-11:50	P. Ricci
EVD-0050-C	F	9:00-11:50	E. Blacksberg
EVD-0050-D	F	12:10-3:00	P. Ricci
EVD-0050-E	Tu	3:20-6:10	P. Ricci
EVD-0050-F	Tu	9:00-11:50	TBA

EVD-0055

Reading Strategies II

Spring semester: no credit

This is the second part of a two-semester course. See EVD-0050 for course description.

Course #	Day	Time	Instructor
EVD-0055-A	M	9:00-11:50	J. Loli
EVD-0055-B	Tu	9:00-11:50	P. Ricci
EVD-0055-C	F	9:00-11:50	E. Blacksberg
EVD-0055-D	F	12:10-3:00	P. Ricci
EVD-0055-E	Tu	3:20-6:10	P. Ricci
EVD-0055-F	Tu	9:00-11:50	TBA

EVD-0060

Writing Strategies I

Fall semester: no credit

This course will focus on essay writing using class readings and discussions as a basis for writing. Students will learn the fundamentals of grammar, sentence and paragraph logic, idea development, organization and sentence structure, as well as how to cite sources appropriately.

Course #	Day	Time	Instructor
EVD-0060-A	M	9:00-11:50	E. Upton
EVD-0060-B	Tu	9:00-11:50	S. Pulo
EVD-0060-C	W	9:00-11:50	H. Rubinstein
EVD-0060-D	Th	9:00-11:50	H. Rubinstein
EVD-0060-E	Th	3:20-6:10	E. Blacksberg
EVD-0060-F	M	6:30-9:20	M. Guida

EVD-0065

Writing Strategies II

Spring semester: no credit

This is the second part of a two-semester course. See EVD-0060 for course description.

Course #	Day	Time	Instructor
EVD-0065-A	M	9:00-11:50	E. Upton
EVD-0065-B	Tu	9:00-11:50	S. Pulo
EVD-0065-C	W	9:00-11:50	H. Rubinstein
EVD-0065-D	Th	9:00-11:50	H. Rubinstein
EVD-0065-E	Th	3:20-6:10	E. Blacksberg
EVD-0065-F	M	6:30-9:20	M. Guida

EVD-0070-A

The Language of Art I: The New York Art Scene and You

Monday 6:30-9:20

Fall semester: no credit

Instructor: J. Goldberg

This course will highlight the art of emerging NY artists as well as famous and lesser-known artists from around the globe as a springboard for art discussion and critique strategies improvement. Students will view images by these artists, followed by in-depth discussions. They will develop critiquing skills, ask and answer thought-provoking questions, and build a substantial art vocabulary. Students will also give commentary on artists of their choice and engage in critiques of their own artwork.

EVD-0070-B

The Language of Art I: World Culture in Character- and Time-Based Art

Wednesday 12:10-3:00

Fall semester: no credit

Instructor: D. Maier

This course will introduce students to iconic works of Western sequential art, including single-panel cartoons and multi-panel strips. We will study narrative art in motion, from GIFs to short animations to feature films. Students will use life experience, dreams, readings and views of society to create personal responses to what we study each week, building to a longer work or portfolio pieces. We will learn specific sequential art vocabulary, discuss and write about the process, critique each other's work, and view excellent narrative art during class sessions.

EVD-0070-C

The Language of Art I: Developing a Narrative Point of View

Friday 3:20-6:10

Fall semester: no credit

Instructor: J. Loli

The personal narrative is what defines us as artists and reflects our inner voices. The central focus of this course is to help students develop an individual point of view while engaging with the themes of artistic struggle, identity and the historic movements that helped shape the cultural landscape. Museum visits, in-class readings and selected films will provide fertile ground for discussion and debate. Students will also write about and give structured presentations, which help to expand each student's personal voice.

EVD-0071-A**The Language of Art II: The New York Art Scene in Global Perspective**

Monday 6:30-9:20

Spring semester: no credit

Instructor: J. Goldberg

This course is a continuation of EVD-0070-A, The Language of Art I: The New York Art Scene and You. See EVD-0070-A for course description.

EVD-0071-B**The Language of Art II: Character- and Time-Based Art**

Wednesday 12:10-3:00

Spring semester: no credit

Instructor: D. Maier

In this course students will explore more exemplars and broaden the discussion of the many artistic forms of character- and time-based media. We will delve into the artistic and philosophical questions surrounding the use of manipulated imagery, and visit exhibitions and artists' projects. Students will keep a journal or blog of their reactions and collaborative experiences, and create a hands-on group project and an individual project for live and/or web presentation and videotaping.

EVD-0071-C**The Language of Art II: Literature, Performing and Visual Arts**

Friday 3:20-6:10

Spring semester: no credit

Instructor: J. Loli

We will explore how different art genres interrelate from World War II to the present. Students will be encouraged to examine their own artistic, social and cultural influences. We will use readings, films and museum visits as a springboard for discussion and class presentations.

EVD-0073-A**TOEFL Strategies**

Wednesday 6:30-9:20

Fall semester: no credit

Instructor: C. Donnelly

The Internet-based Test of English as a Foreign Language (TOEFL iBT) will be used as the material for this course in improved academic language skills. Through reading selections, spoken English, problem solving, writing and listening exercises, participants will learn academic vocabulary, sharpen verbal skills and listening acuity. Writing practice, specifically targeting essay questions, will increase both grammar accuracy and critical thinking ability. Weekly discussions of topics typically brought up in the TOEFL will add an interactive component.

EVD-0078**Speak Fluently**

Tuesday 6:30-9:20

One semester: no credit

Instructor: C. Donnelly

Students will build fluency through acting and improvisation techniques. These exercises will help students to feel at ease with public speaking and class discussion of significant topics. Themes will vary each semester.

Course # Semester

EVD-0078-A fall

EVD-0078-B spring

EVD-0231**Improve Your Fluency**

One semester: no credit

This course will improve conversation, pronunciation and vocabulary through class discussion and structured debates to help students develop confidence and spontaneity. Reading and listening comprehension through select articles and videos will provide stimulating course content. Students will write short responses and keep a vocabulary journal.

Course #	Day	Time	Semester	Instructor
EVD-0231-A	M	3:20-6:10	fall	TBA
EVD-0231-B	Th	9:00-11:50	fall	E. Blacksberg
EVD-0231-C	M	3:20-6:10	spring	E. Upton
EVD-0231-D	Th	9:00-11:50	spring	E. Blacksberg
EVD-0231-E	F	9:00-11:50	fall	TBA
EVD-0231-F	F	9:00-11:50	spring	TBA

EVD-0283**Improve Your Vocabulary**

Thursday 12:10-3:00

One semester: no credit

Instructor: H. Rubinstein

This course will help you to increase your word power through TED Talks and news broadcasts, short video clips and articles, as well as participation in engaging discussions, presentations and exercises that elicit the natural use of words. You will study a wide variety of vocabulary words used in academic settings, and learn about word forms (noun, verb, adjective, adverb). A personal vocabulary journal will be required. *Note: Themes vary each semester.*

Course # Semester

EVD-0283-A fall

EVD-0283-B spring

EVD-0288**Acting the Memoir**

Tuesday 6:30-9:20

One semester: no credit

Instructor: P. Ricci

In this course students will read published memoirs, write their own memoirs and enact them within the structure of the improvisational techniques of the famed acting technique, The Method. This multifaceted learning experience will enrich each student's communication and speaking skills. Readings will vary each semester.

Course # Semester

EVD-0288-A fall

EVD-0288-B spring

EVD-0297-A**Video Storytelling**

Instructor: C. Donnelly

Wednesday 12:10-3:00

Fall semester: no credit

Instructor: C. Donnelly

In this course short narrative videos made by students touch on personal stories based on their interests and art-making. The basics of simple video production and editing are covered. Weekly video projects will be posted by participants for sharing and discussion in class, further strengthening narrative skills. Emphasis will be placed on short video narratives. A final project with teams of video-makers will conclude the course.

EVD-0334**Contemporary Culture Through Journalism and Multimedia**

Wednesday 9:00-11:50

One semester: no credit

Instructor: E. Blacksberg

Experience contemporary English language and American culture through journalistic pieces and video selections that will cover exciting stories and opinion pieces. Students will be encouraged to reflect on these stories and draw cross-cultural comparisons. This course is designed to boost reading comprehension, listening comprehension, speaking and vocabulary.

Course # Semester

EVD-0334-A fall

EVD-0334-B spring

EVD-0336-A**English Through Popular Music**

Wednesday 6:30-9:20

Spring semester: no credit

Instructor: C. Donnelly

Drawing on materials from contemporary music, this course will focus on song lyrics as a means of targeting vocabulary and grammatical forms. These materials will also prompt discussions about arts and culture. The semester is divided according to genre, beginning with ballads and folk songs, and followed by classic rock & roll, hip-hop and recent music hits. There will be weekly vocabulary and grammar quizzes, and each student will give a multimedia presentation of a song of their choice during the semester.

EVD-0338**English for Everyday Use**

Tuesday 6:30-9:20

One semester: no credit

Instructor: S. Pulo

In this course students will learn useful idiomatic vocabulary and grammar while acting out real-life situations, such as shopping, a job interview, being at the airport, ordering food at a restaurant and negotiating apartment rentals in NY.

We will dramatize a new real-life scenario in each session and students will see their communication skills grow. *Note: Topics vary each semester.*

Course #	Semester
EVD-0338-A	fall
EVD-0338-B	spring

EVD-0347-A**English through Role Play and Simulations**

Wednesday 12:10-3:00

Spring semester: no credit

Instructor: S. Pulo

In this course students will express ideas and argue points of view emanating from real-life, interpersonal experiences and social issues such as homelessness, tenants' rights, conservation, immigration, and other topics inspired by current events. Case studies based on real-life events, followed by role playing and simulations will prompt students to read, review, discuss, debate and partake in a variety of activities to enhance spoken proficiency, acquire vocabulary and gain self-confidence.

WORKSHOPS OPEN TO ALL INTERNATIONAL STUDENTS**EVD-0340-A****Public Speaking**

Monday 12:00-2:00 (6 weeks, begins 2/6)

Spring semester: no credit

instructor: C. Donnelly

In this course students will learn to develop and deliver informative, persuasive and demonstrative talks, sharing their passion and expertise. Both unscripted and scripted speeches will be covered. The ability to speak clearly and with confidence will be emphasized.

EVD-0341**English for Professional Communication**

(6 weeks, begins 10/17)

Fall semester: no credit

This course will develop communication skills as they relate to formal correspondence for academic and professional environments, and interview skills for jobs or internships, as well as networking skills. Fluency and pronunciation will be an important part of this course to build communicative confidence. *Note: This course is held online.*

Course #	Day	Time	Instructor
EVD-0341-OL	M	9:00-11:00	H. Rubinstein
EVD-0341-OL1	M	12:00-2:00	TBA

EVA/STUDIO PROGRAM ADVERTISING REQUIREMENTS

Advertising majors must take the courses listed that follow, as well as all English and the Visual Arts (EVA) course requirements. These courses must be successfully completed by the end of the program. *Note: If you are receiving credit in transfer for any of these courses and do not have to take the entire curriculum, contact your departmental advisor to arrange to take some elective credits.*

ADI-1010

Principles of Visual Language I

Fall semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own “visual language.” Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based: supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage.

ADI-1015

Principles of Visual Language II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADI-1010 for course description.

ADI-1030

Foundations of Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

ADI-1035

Foundations of Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADI-1030 for course description.

AHI-1010

European Painting: Late Gothic to Romanticism

Fall semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHI-1015

Modern Art: European (and American) Painting From Realism to Pop

One semester: 3 art history credits

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

DSI-1005

Thinking Design

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSI-1040

Fabrication and Innovation

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized.

SMI-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives

EVA/Studio Advertising Foundation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0060-A Writing Strategies I 9:00-11:50 E. Upton	EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	ADI-1030-1AD Foundations of Drawing I 9:00-2:50 R. Babboni
10					
11					
12			EVA Elective* 12:10-3:00		
1		ADI-1010-1AD Principles of Visual Language I 12:10-6:00 T. Simon		DSI-1040-1AD Fabrication and Innovation 12:10-6:00 K. O’Callaghan	
2					
3					
4	EVA Elective* 3:20-6:10				
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson		AHI-1010-A European Painting 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Advertising Foundation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0065-A Writing Strategies II 9:00-11:50 E. Upton	EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	ADI-1035-1AD Foundations of Drawing II 9:00-2:50 R. Babboni
10					
11					
12			EVA Elective* 12:10-3:00		
1		ADI-1015-1AD Principles of Visual Language II 12:10-6:00 T. Simon		SMI-1020-1AD Foundations of Visual Comp. 1:10-5:00 T. Fong	
2					
3					
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		AHI-1015-A Modern Art 6:30-9:20 A. Viti
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/STUDIO PROGRAM CARTOONING, FINE ARTS AND ILLUSTRATION REQUIREMENTS

Cartooning, fine arts and illustration majors must take the courses that follow, as well as all English and the Visual Arts (EVA) course requirements. These courses must be successfully completed by the end of the program. *Note: If you are receiving credit in transfer for any of these courses and do not have to take the entire curriculum, contact your departmental advisor to arrange to take some elective credits.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

AHI-1010

European Painting: Late Gothic to Romanticism

One semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHI-1015

Modern Art: European (and American) Painting From Realism to Pop

One semester: 3 art history credits

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

FII-1130

Drawing I

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FII-1135

Drawing II

One semester: 3 studio credits

This is the second part of a two-semester course. See FII-1130 for course description.

FII-1220

Painting I

One semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting.

FII-1225

Painting II

One semester: 3 studio credits

This is the second part of a two-semester course. See FII-1220 for course description.

FII-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

SMI-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

EVA/Studio Cartooning, Fine Arts and Illustration Program 1 / FALL					
	MON	TUES	WED	THURS	FRI
9					EVD-0050-C Reading Strategies I 9:00-11:50 E. Blacksberg
10	FII-1220-01G Painting I 9:00-2:50 L. Behnke				
11			FII-1130-01G Drawing I 9:00-2:50 I. Lang	FII-1430-01G Sculpture 9:00-2:50 D. Wapner	
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1					
2					
3				EVD-0060-E Writing Strategies I 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9					EVD-0055-C Reading Strategies II 9:00-11:50 E. Blacksberg
10		SMI-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett		EVA Elective* 9:00-11:50	
11	FII-1225-01G Painting II 9:00-2:50 L. Behnke		FII-1135-01G Drawing II 9:00-2:50 I. Lang		
12					AHI-1015-C Modern Art 12:10-3:00 C. Breed
1					
2					
3				EVD-0065-E Writing Strategies II 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 2 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10	FII-1220-02G Painting I 9:00-2:50 D. Chow	EVD-0050-F Reading Strategies I 9:00-11:50 Instructor: TBA	EVA Elective* 9:00-11:50	EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50
11					
12					EVA Elective* 12:10-3:00
1					
2			FII-1130-02G Drawing I 12:10-6:00 S. Etkin		
3				SMI-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMI-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4	EVA Elective* 3:20-6:10				
5					
6				AHI-1010-A European Painting 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10		EVD-0055-F Reading Strategies II 9:00-11:50 Instructor: TBA	EVA Elective* 9:00-11:50	EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	
11	FII-1225-02G Painting II 9:00-2:50 D. Chow				FII-1430-02G Sculpture 9:00-2:50 P. Dudek
12				EVA Elective* 12:10-3:00	
1					
2			FII-1135-02G Drawing II 12:10-6:00 S. Etkin		
3					EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6				AHI-1015-A Modern Art 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 3 / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0060-A Writing Strategies I 9:00-11:50 E. Upton				AHI-1010-D European Painting 9:00-11:50 L. Schiff
10				EVA Elective* 9:00-11:50	
11			FII-1130-03G Drawing I 9:00-2:50 M. Gacek		
12					
1					
2				FII-1430-03G Sculpture 12:10-6:00 J. Cohen	FII-1220-03G Painting I 12:10-6:00 M. Mattelson
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0065-A Writing Strategies II 9:00-11:50 E. Upton				AHI-1015-D Modern Art 9:00-11:50 L. Schiff
10				EVA Elective* 9:00-11:50	
11			FII-1135-03G Drawing II 9:00-2:50 M. Gacek		
12				EVA Elective* 12:10-3:00	
1					
2					FII-1225-03G Painting II 12:10-6:00 M. Mattelson
3		EVD-0055-E Reading Strategies I 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				
5					
6				SMI-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 4 / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo		SMI-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	EVA Elective* 9:00-11:50
10			FII-1220-04G Painting I 9:00-2:50 T. Kahn		
11					
12					
1					
2	FII-1130-04G Drawing I 12:10-6:00 B. Larsen				
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci		AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo			EVA Elective* 9:00-11:50
10			FII-1225-04G Painting II 9:00-2:50 T. Kahn		FII-1430-04G Sculpture 9:00-2:50 D. Wapner
11					
12					EVA Elective* 12:10-3:00
1					
2	FII-1135-04G Drawing II 12:10-6:00 B. Larsen				
3		EVD-0055-E Writing Strategies II 3:20-6:10 P. Ricci		AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 5 / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo			EVA Elective* 9:00-11:50
10			FII-1130-05G Drawing I 9:00-2:50 T. Roniger	FII-1220-05G Painting I 9:00-2:50 N. Chunn	
11					EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
12		SMI-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
1				AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
2					
3					
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 5 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo			EVA Elective* 9:00-11:50
10			FII-1135-05G Drawing II 9:00-2:50 T. Roniger	FII-1225-05G Painting II 9:00-2:50 N. Chunn	
11					EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
12		FII-1430-05G Sculpture 12:10-6:00 J. Silverthorne			
1				AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
2					
3					
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 6 / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	AHI-1010-D European Painting 9:00-11:50 L. Schiff
10					
11					
12			EVA Elective* 12:10-3:00		
1				FII-1130-06G Drawing I 12:10-6:00 T. Suzuki	FII-1220-06G Painting I 12:10-6:00 K. Raina
2	SMI-1020-06G Foundations of Visual Comp. 1:10-5:00 T. Fong				
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			
4					
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 6 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	AHI-1015-D Modern Art 9:00-11:50 L. Schiff
10					
11	FII-1430-06G Sculpture 9:00-2:50 J. Perlman				
12			EVA Elective* 12:10-3:00		
1				FII-1135-06G Drawing II 12:10-6:00 T. Suzuki	FII-1225-06G Painting II 12:10-6:00 K. Raina
2					
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 7 / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci		SMI-1020-07G Foundations of Visual Comp. 9:00-12:50 T. Fong	
10			FII-1220-07G Painting I 9:00-2:50 M. Sheehan		
11	FII-1130-07G Drawing I 9:00-2:50 S. DeFrank				
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1					
2					
3				EVD-0060-E Writing Strategies I 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 7 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci			
10			FII-1225-07G Painting II 9:00-2:50 M. Sheehan	FII-1430-07G Sculpture 9:00-2:50 A. Cziraki	
11	FII-1135-07G Drawing II 9:00-2:50 S. DeFrank				
12					AHI-1015-C Modern Art 12:10-3:00 C. Breed
1					
2					
3					EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10			EVD-0065-E Writing Strategies II 3:20-6:10 E. Blacksberg	EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 8 / FALL					
	MON	TUES	WED	THURS	FRI
9				EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	
10			EVA Elective* 9:00-11:50		FII-1430-08G Sculpture 9:00-2:50 P. Dudek
11	FII-1220-08G Painting I 9:00-2:50 G. Boorujy	FII-1130-08G Drawing I 9:00-2:50 N. Touron			
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci		AHI-1010-B European Painting 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 8 / SPRING					
	MON	TUES	WED	THURS	FRI
9				EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	SMD-1020-08G Foundations of Visual Comp. 9:00-12:50 M. Kovacevic
10			EVA Elective* 9:00-11:50		
11	FII-1225-08G Painting II 9:00-2:50 G. Boorujy	FII-1135-08G Drawing II 9:00-2:50 N. Touron			
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci		AHI-1015-B Modern Art 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 9 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10			EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11	FII-1430-09G Sculpture 9:00-2:50 J. Perlman				FII-1130-09G Drawing I 9:00-2:50 I. Burnley
12			EVA Elective* 12:10-3:00		
1				FII-1220-09G Painting I 12:10-6:00 B. Komoski	
2					
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1010-A European Painting 6:30-9:20 A. Viti	
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 9 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10	SMI-1020-09G Foundations of Visual Comp. 9:00-12:50 T. Fong		EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11					FII-1135-09G Drawing II 9:00-2:50 I. Burnley
12			EVA Elective* 12:10-3:00		
1				FII-1225-09G Painting II 12:10-6:00 B. Komoski	
2					
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Viti	
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 10 / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci	EVD-0060-C Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
2					
3					
4					EVA Elective* 3:20-6:10
5	FII-1130-10G Drawing I 3:20-9:10 M. Jones		FII-1220-10G Painting I 3:20-9:10 T.M. Davy	SMI-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
6		EVA Elective* 6:30-9:20			
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 10 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci	EVD-0065-C Writing Strategies II 9:00-11:50 H. Rubinstein		EVA Elective* 9:00-11:50
10					
11				FII-1430-10G Sculpture 9:00-2:50 R. Baron	
12					
1				EVA Elective* 12:10-3:00	AHI-1015-C Modern Art 12:10-3:00 C. Breed
2					
3					
4					EVA Elective* 3:20-6:10
5	FII-1135-10G Drawing II 3:20-9:10 M. Jones		FII-1225-10G Painting II 3:20-9:10 T.M. Davy		
6		EVA Elective* 6:30-9:20			
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 11 / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0050-A Reading Strategies I 9:00-11:50 J. Loli	EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo		EVA Elective* 9:00-11:50	
10			FII-1430-11G Sculpture 9:00-2:50 R. Baron		FII-1220-11G Painting I 9:00-2:50 J. Jurayj
11					
12				EVA Elective* 12:10-3:00	
1					
2	FII-1130-11G Drawing I 12:10-6:00 L. Scott				EVA Elective* 3:20-6:10
3					
4					
5					
6				AHI-1010-A European Painting 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Cartooning, Fine Arts and Illustration Program 11 / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0055-A Reading Strategies II 9:00-11:50 J. Loli	EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo		EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10			EVA Elective* 9:00-11:50		
11					FII-1225-11G Painting II 9:00-2:50 J. Jurayj
12				EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00
1					
2	FII-1135-11G Drawing II 12:10-6:00 L. Scott	SMI-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3					EVA Elective* 3:20-6:10
4					
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Viti	
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/STUDIO PROGRAM

COMPUTER ART, COMPUTER ANIMATION AND VISUAL EFFECTS REQUIREMENTS

Computer art, computer animation and visual effects majors must take the courses that follow, as well as all English and the Visual Arts (EVA) course requirements. These courses must be successfully completed by the end of the program. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Note: If you are receiving credit in transfer for any of these courses and do not have to take the entire curriculum, contact your departmental advisor to arrange to take some elective credits.

AHI-1015

Modern Art: European (and American) Painting From Realism to Pop

One semester: 3 art history credits

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

ANI-1060

Drawing for Animation I

Fall semester: 3 studio credits

Focusing on the fundamental elements of line, space, scale and texture, as well as topics that include anatomy, color theory, perspective and observation, this course will provide a framework for students to translate what they see to how they convey it through the act of drawing. Pencil, charcoal, pen-and-ink and watercolor will be among the materials explored. Projects will range from the figure to nature and still life, and field trips will include drawing on location. *Note: Available in EVA/Studio Computer Art 2.*

ANI-1065

Drawing for Animation II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ANI-1060 for course description. *Note: Available in EVA/Studio Computer Art 2.*

FII-1130

Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding. *Note: Available in EVA/Studio Computer Art 1.*

FII-1135

Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FII-1130 for course description. *Note: Available in EVA/Studio Computer Art 1.*

SDI-1050

Narrative Workshop

One semester: 3 studio credits

This course will examine the history of storytelling and its fundamental elements, including story and character development, timing and narrative structure.

Translating a story to the screen will be explored through film language and shot construction. Students will tell and write their own stories, polish them in class and create illustrated storyboards.

SMI-1200

Imaging Tools and Workflows

Fall semester: 3 studio credits

The correlation of digital tools and content to their analog predecessors and equivalents will be the starting point for conversation and creation. We will discuss how to use cameras to capture both photographs and videos, and how to use basic lighting setups to change the mood of these images. From simple image manipulation of photographs to creating complex collages of layered images, students will use raster, vector and page-layout programs to create and present original images. We will explore the basics of design skills and how to prepare images for a variety of output options. Basic visual computing skills, file-naming conventions, color management and color modes will be taught, and we will explore emerging technologies as they relate to the creation, delivery and consumption of content.

SMI-1230

3D Animation Pipeline I

Fall semester: 3 studio credits

In this course students will explore 3D computer-generated imagery concepts using Autodesk Maya. Through in-class exercises and assignments, students will create Maya projects as they investigate the stages in a visual effects pipeline. Projects will include basic poly modeling, creating textures and materials, and keyframe animation. How to manage paths, data and hierarchies will be addressed, and students will become familiar with rigs. An introduction to lighting and shading is included.

SMI-1235

3D Animation Pipeline II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See SMI-1230 for course description.

SMI-1250

Introduction to Digital Tools and Techniques

Spring semester: 3 studio credits

Students will be introduced to the essentials of digital technologies, with a concentration on basics of video production, nonlinear editing and digital post-production. Students will explore the use of cameras, cinematography and file compression. Projects will take students from still and video images to composited animation to final edited productions with sound.

EVA/Studio Computer Art, Computer Animation and Visual Effects Program 1 / FALL						
	MON	TUES	WED	THURS	FRI	
9	EVD-0050-A Reading Strategies I 9:00-11:50 J. Loli	SMI-1200-1C Imaging Tools 9:00-2:50 E. Reinfeld	FII-1130-1C Drawing I 9:00-2:50 B. Larsen	EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	SMI-1230-1C 3D Animation Pipeline I 9:00-11:50 B. Gallagher	
10						
11						
12						
1				EVA Elective* 12:10-3:00		
2						
3	AHI-1015-1C Modern Art 6:30-9:20 L. Schiff				EVA Elective* 3:20-6:10	
4						
5						
6						
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20			
8						
9						

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Computer Art, Computer Animation and Visual Effects Program 1 / SPRING						
	MON	TUES	WED	THURS	FRI	
9	EVD-0055-A Reading Strategies II 9:00-11:50 J. Loli	SMI-1250-1C Digital Video Tools/Tech. 3:20-6:10 E. Reinfeld	FII-1135-1C Drawing II 9:00-2:50 B. Larsen	EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	SMI-1235-1C 3D Animation Pipeline II 9:00-11:50 B. Gallagher	
10						
11						
12						
1				EVA Elective* 12:10-3:00		
2						
3				SDI-1050-1C Narrative Workshop 3:20-6:10 C. Mauch	EVA Elective* 3:20-6:10	
4						
5						
6						
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20			
8						
9						

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Computer Art, Computer Animation and Visual Effects Program 2 / FALL					
	MON	TUES	WED	THURS	FRI
9		ANI-1060-3C Drawing for Animation I 9:00-2:50 Instructor: TBA	SMI-1200-3C Imaging Tools/Techniques 9:00-11:50 A. Meyers	EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	SMI-1200-3C Imaging Tools 9:00-11:50 A. Meyers
10					
11					
12	SDI-1050-3C Narrative Workshop 12:10-3:00 J. Calhoun			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00
1					
2					
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Computer Art, Computer Animation and Visual Effects Program 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHI-1015-3C Modern Art 9:00-11:50 L. Schiff	ANI-1065-3C Drawing for Animation II 9:00-2:50 Instructor: TBA	EVA Elective* 9:00-11:50	EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50
10					
11					
12	SMI-1250-3C Digital Video Tools/Tech. 12:10-3:00 E. Reinfeld			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00
1					
2					
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci			EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/STUDIO PROGRAM FIRST-YEAR CURRICULUM DESIGN TRACK OPTIONS

First-year design majors must successfully complete all required foundation-year courses by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

The BFA Design program offers students four curriculum track options in the first year, which may be selected from the block schedules that follow. Please look over each track and decide which best suits your needs. Each block has a limited number of seats; please select alternative choices in the event that your first preference has been filled. Design majors must take all of the courses in their track as well as all English and the Visual Arts (EVA) course requirements.

Note: Thinking Design, Drawing I and II and the art history courses are required of all first-year design majors. The remaining studio courses offer a few variations based on student interest.

DESIGN TRACK 1 REQUIREMENTS

ADI-1010	Principles of Visual Language I
ADI-1015	Principles of Visual Language II
AHI-1010	European Painting: Late Gothic to Romanticism
AHI-1015	Modern Art: European (and American) Painting From Realism to Pop
DSI-1005	Thinking Design
DSI-1040	Fabrication and Innovation
FII-1130	Drawing I
FII-1135	Drawing II
SMI-1020	Foundations of Visual Computing

DESIGN TRACK 2 REQUIREMENTS

ADI-1010	Principles of Visual Language I
ADI-1015	Principles of Visual Language II
AHI-1010	European Painting: Late Gothic to Romanticism
AHI-1015	Modern Art: European (and American) Painting From Realism to Pop
DSI-1005	Thinking Design
DSI-1050	Visual Computing in the Studio I
DSI-1055	Visual Computing in the Studio II
FII-1130	Drawing I
FII-1135	Drawing II

DESIGN TRACK 3 REQUIREMENTS

AHI-1010	European Painting: Late Gothic to Romanticism
AHI-1015	Modern Art: European (and American) Painting From Realism to Pop
DSI-1005	Thinking Design
DSI-1010	Introduction to Visual Language
FII-1130	Drawing I
FII-1135	Drawing II
FII-1220	Painting I
FII-1225	Painting II
SMI-1020	Foundations of Visual Computing

DESIGN TRACK 4 REQUIREMENTS

AHI-1010	European Painting: Late Gothic to Romanticism
AHI-1015	Modern Art: European (and American) Painting From Realism to Pop
DSI-1005	Thinking Design
FII-1130	Drawing I
FII-1135	Drawing II
FII-1220	Painting I
FII-1225	Painting II
FII-1430	Sculpture
SMI-1020	Foundations of Visual Computing

FIRST-YEAR COURSE LISTINGS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

ADI-1010

Principles of Visual Language I

Fall semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own “visual language.” Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based: supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage. *Note: Available EVA/Studio design tracks 1 and 2.*

ADI-1015

Principles of Visual Language II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADI-1010 for course description. *Note: Available EVA/Studio design tracks 1 and 2.*

AHI-1010

European Painting: Late Gothic to Romanticism

Fall semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHI-1015

Modern Art: European (and American) Painting From Realism to Pop

Spring semester: 3 art history credits

The transitions from 19th-century modernism to the advent of contemporary painting in the mid-20th century will be examined in this course. How trends in art influence and respond to major social transitions in the modern world will be considered.

DSI-1005

Thinking Design

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSI-1010

Introduction to Visual Language

One semester: 3 studio credits

An exploration of the fundamentals of two-dimensional design and how they relate to visual communication will take place through experimentation and critique in this course. Through hands-on exercises, assignments and independent projects, students will develop and refine their own visual language. Students will also learn how to communicate effectively about their own artwork and that of their peers. *Note: Available EVA/Studio design track 3.*

DSI-1040

Fabrication and Innovation

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized. *Note: Available EVA/Studio design track 1.*

DSI-1050

Visual Computing in the Studio I

Fall semester: 3 studio credits

This two-semester course is an introduction to design techniques using the Adobe Creative Cloud applications as tools for visual creation. The essentials of Adobe Photoshop and Illustrator will be covered in the first semester, while InDesign and web design will be covered in the second. We will also touch upon other applications that can assist you in creating multifaceted visual solutions. A minimum of three hours per week of lab time outside of class is required. *Note: Available EVA/Studio design track 2.*

DSI-1055

Visual Computing in the Studio II

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see DSI-1050 for course description. *Note: Available EVA/Studio design track 2.*

FII-1130

Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FII-1135

Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FII-1130 for course description.

FII-1220

Painting I

Fall semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting. *Note: Available EVA/Studio design tracks 3 and 4.*

FII-1225

Painting II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FII-1220 for course description. *Note: Available EVA/Studio design tracks 3 and 4.*

FII-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

SMI-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. *Note: Available EVA/Studio design tracks 1, 3 and 4.*

EVA/Studio Design Track 1 / 1DS / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0050-A Reading Strategies I 9:00-11:50 J. Loli		EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	ADI-1010-1DS Principles of Visual Language I 9:00-2:50 R. Mehl
10					
11					
12					
1					
2			DSI-1040-1DS Fabrication and Innovation 12:10-6:00 S. Killman	FII-1130-1DS Drawing I 12:10-6:00 C. Fabricatore	
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20	AHI-1010-A European Painting 6:30-9:20 A. Vitti	
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 1 / 1DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0055-A Reading Strategies II 9:00-11:50 J. Loli		EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	ADI-1015-1DS Principles of Visual Language II 9:00-2:50 R. Mehl
10					
11					
12					
1					
2			SMI-1020-1DS Foundations of Visual Comp. 1:10-5:00 B. Bobkoff	FII-1135-1DS Drawing II 12:10-6:00 C. Fabricatore	
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Vitti	
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 1 / 2DS / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1		ADI-1030-2DS Foundations of Drawing I 12:10-6:00 S. Maku	ADI-1010-2DS Principles of Visual Language I 12:10-6:00 R. Mehl	EVA Elective* 12:10-3:00	
2					
3					
4	EVA Elective* 3:20-6:10				SMI-1020-2DS Foundations of Visual Comp. 3:20-7:10 D. Newcomb
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7					
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 1 / 2DS / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12					AHI-1015-C Modern Art 12:10-3:00 C. Breed
1		ADI-1035-2DS Foundations of Drawing II 12:10-6:00 S. Maku	ADI-1015-2DS Principles of Visual Language II 12:10-6:00 R. Mehl	DSI-1040-2DS Fabrication and Innovation 12:10-6:00 K. O'Callaghan	
2					
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
7					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 2 / 3DS / FALL					
	MON	TUES	WED	THURS	FRI
9	DSI-1050-3DS Visual Computing in the Studio I 9:00-11:50 J. Rosman			EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50
10			EVA Elective* 9:00-11:50		
11					
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
1	ADI-1010-3DS Principles of Visual Language I 12:10-6:00 S. Fox	FII-1130-3DS Drawing I 12:10-6:00 A. Fox			
2					
3				AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6	EVA Elective* 6:30-9:20	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7					
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 2 / 3DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	DSI-1055-3DS Visual Computing in the Studio II 9:00-11:50 J. Rosman			EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50
10			EVA Elective* 9:00-11:50		
11					
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
1	ADI-1015-3DS Principles of Visual Language II 12:10-6:00 S. Fox	FII-1135-3DS Drawing II 12:10-6:00 A. Fox			
2					
3				AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 2 / 4DS / FALL					
	MON	TUES	WED	THURS	FRI
9					DSI-1050-4DS Visual Computing in the Studio I 9:00-11:50 J. Rosman
10			EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11		FII-1130-4DS Drawing I 9:00-2:50 C. Gerard			
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
1	ADI-1010-4DS Principles of Visual Language I 12:10-6:00 T. Simon				
2					
3				AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7					
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 2 / 4DS / SPRING					
	MON	TUES	WED	THURS	FRI
9					DSI-1055-4DS Visual Computing in the Studio II 9:00-11:50 J. Rosman
10			EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11		FII-1135-4DS Drawing II 9:00-2:50 C. Gerard			
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
1	ADI-1015-4DS Principles of Visual Language II 12:10-6:00 T. Simon				
2					
3				AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
7					
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 5DS / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0060-A Writing Strategies I 9:00-11:50 E. Upton	FII-1220-5DS Painting I 9:00-2:50 J. Jurayj	EVA Elective* 9:00-11:50	DSI-1010-5DS Introduction to Visual Language 9:00-2:50 Instructor: TBA	EVD-0050-C Reading Strategies I 9:00-11:50 E. Blacksberg
10					
11					
12			EVA Elective* 12:10-3:00		
1					FII-1130-5DS Drawing I 12:10-6:00 S. Dentz
2					
3				AHI-1010-B European Painting 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 5DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0065-A Writing Strategies II 9:00-11:50 E. Upton	FII-1225-5DS Painting II 9:00-2:50 J. Jurayj	EVA Elective* 9:00-11:50	SMI-1020-5DS Foundations of Visual Comp. 9:00-12:50 Instructor: TBA	EVD-0055-C Reading Strategies II 9:00-11:50 E. Blacksberg
10					
11					
12			EVA Elective* 12:10-3:00		
1					FII-1135-5DS Drawing II 12:10-6:00 S. Dentz
2					
3				AHI-1015-B Modern Art 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				
5					
6		EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 6DS / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0060-A Writing Strategies I 9:00-11:50 E. Upton		EVA Elective* 9:00-11:50	FII-1130-6DS Drawing I 9:00-2:50 A. Gerndt	AHI-1010-D European Painting 9:00-11:50 L. Schiff
10					
11					
12		FII-1220-6DS Painting I 12:10-6:00 S. Dawson	SMI-1020-6DS Foundations of Visual Comp. 12:30-4:20 B. Bobkoff		EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
1					
2					
3					EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 6DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0065-A Writing Strategies II 9:00-11:50 E. Upton		EVA Elective* 9:00-11:50	FII-1135-6DS Drawing II 9:00-2:50 A. Gerndt	AHI-1015-D Modern Art 9:00-11:50 L. Schiff
10					
11					
12		FII-1225-6DS Painting II 12:10-6:00 S. Dawson	DSI-1010-6DS Introduction to Visual Language 12:10-6:00 F. Young		EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
1					
2					
3					EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6		EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 7DS / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	EVD-0050-C Reading Strategies I 9:00-11:50 E. Blacksberg
10					
11					
12		FII-1130-7DS Drawing I 12:10-6:00 I. Richer	DSI-1010-7DS Introduction to Visual Language 12:10-6:00 F. Young	EVA Elective* 12:10-3:00	FII-1220-7DS Painting I 12:10-6:00 N. Karsten
1					
2					
3					
4					
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20	AHI-1010-A European Painting 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 3 / 7DS / SPRING					
	MON	TUES	WED	THURS	FRI
9	SMI-1020-7DS Foundations of Visual Comp. 9:00-11:00 M. Kovacevik	EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo	SMI-1020-7DS Foundations of Visual Comp. 9:00-11:00 M. Kovacevik	EVA Elective* 9:00-11:50	EVD-0055-C Reading Strategies II 9:00-11:50 E. Blacksberg
10					
11					
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	FII-1225-7DS Painting II 12:10-6:00 N. Karsten
1					
2	FII-1135-7DS Drawing II 12:10-6:00 I. Richer				
3					
4					
5					
6		EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Viti
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 1G / FALL					
	MON	TUES	WED	THURS	FRI
9					EVD-0050-C Reading Strategies I 9:00-11:50 E. Blacksberg
10	FII-1220-01G Painting I 9:00-2:50 L. Behnke				
11			FII-1130-01G Drawing I 9:00-2:50 I. Lang	FII-1430-01G Sculpture 9:00-2:50 D. Wapner	
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1					
2					
3				EVD-0060-E Writing Strategies I 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 1G / SPRING					
	MON	TUES	WED	THURS	FRI
9					EVD-0055-C Reading Strategies II 9:00-11:50 E. Blacksberg
10		SMI-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett		EVA Elective* 9:00-11:50	
11	FII-1225-01G Painting II 9:00-2:50 L. Behnke		FII-1135-01G Drawing II 9:00-2:50 I. Lang		
12					AHI-1015-C Modern Art 12:10-3:00 C. Breed
1					
2					
3				EVD-0065-E Writing Strategies II 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EEVA/Studio Design Track 4 / 2G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-F Reading Strategies I 9:00-11:50 Instructor: TBA		EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50
10	FII-1220-02G Painting I 9:00-2:50 D. Chow		EVA Elective* 9:00-11:50		
11					
12					EVA Elective* 12:10-3:00
1					
2			FII-1130-02G Drawing I 12:10-6:00 S. Etkin		
3				SMI-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMI-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4	EVA Elective* 3:20-6:10				
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson		AHI-1010-A European Painting 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 2G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-F Reading Strategies II 9:00-11:50 Instructor: TBA		EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	
10	FII-1225-02G Painting II 9:00-2:50 D. Chow		EVA Elective* 9:00-11:50		
11					FII-1430-02G Sculpture 9:00-2:50 P. Dudek
12					EVA Elective* 12:10-3:00
1					
2			FII-1135-02G Drawing II 12:10-6:00 S. Etkin		
3					EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6				AHI-1015-A Modern Art 6:30-9:20 A. Viti	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 3G / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0060-A Writing Strategies I 9:00-11:50 E. Upton				AHI-1010-D European Painting 9:00-11:50 L. Schiff
10				EVA Elective* 9:00-11:50	
11			FII-1130-03G Drawing I 9:00-2:50 M. Gacek		
12					
1					
2				FII-1430-03G Sculpture 12:10-6:00 J. Cohen	FII-1220-03G Painting I 12:10-6:00 M. Mattelson
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				
5					
6		DSI-1005-OL 6:30-8:00 G. Anderson			
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 3G / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0065-A Writing Strategies II 9:00-11:50 E. Upton				AHI-1015-D Modern Art 9:00-11:50 L. Schiff
10				EVA Elective* 9:00-11:50	
11			FII-1135-03G Drawing II 9:00-2:50 M. Gacek		
12				EVA Elective* 12:10-3:00	
1					
2					FII-1225-03G Painting II 12:10-6:00 M. Mattelson
3		EVD-0055-E Reading Strategies I 3:20-6:10 P. Ricci			
4	EVA Elective* 3:20-6:10				
5					
6				SMI-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 4G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo		SMI-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	EVA Elective* 9:00-11:50
10			FII-1220-04G Painting I 9:00-2:50 T. Kahn		
11					
12					
1					
2	FII-1130-04G Drawing I 12:10-6:00 B. Larsen				
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci		AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7	EVA Elective* 6:30-9:20				
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 4G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo			
10			FII-1225-04G Painting II 9:00-2:50 T. Kahn	EVA Elective* 9:00-11:50	
11					FII-1430-04G Sculpture 9:00-2:50 D. Wapner
12					EVA Elective* 12:10-3:00
1					
2	FII-1135-04G Drawing II 12:10-6:00 B. Larsen				
3		EVD-0055-E Writing Strategies II 3:20-6:10 P. Ricci		AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
4					
5					
6	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 5G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo			EVA Elective* 9:00-11:50
10			FII-1130-05G Drawing I 9:00-2:50 T. Roniger	FII-1220-05G Painting I 9:00-2:50 N. Chunn	
11					EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
12		SMI-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
1				AHI-1010-B European Painting 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
2					
3	EVA Elective* 3:20-6:10				
4					
5					
6	EVA Elective* 6:30-9:20	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 5G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo			EVA Elective* 9:00-11:50
10			FII-1135-05G Drawing II 9:00-2:50 T. Roniger	FII-1225-05G Painting II 9:00-2:50 N. Chunn	
11					EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
12		FII-1430-05G Sculpture 12:10-6:00 J. Silverthorne			
1				AHI-1015-B Modern Art 3:20-6:10 A. Viti	EVA Elective* 3:20-6:10
2					
3	EVA Elective* 3:20-6:10				
4					
5					
6	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 6G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	AHI-1010-D European Painting 9:00-11:50 L. Schiff
10					
11					
12			EVA Elective* 12:10-3:00		
1	SMI-1020-06G Foundations of Visual Comp. 1:10-5:00 T. Fong			FII-1130-06G Drawing I 12:10-6:00 T. Suzuki	FII-1220-06G Painting I 12:10-6:00 K. Raina
2		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			
3					
4					
5					
6	EVA Elective* 6:30-9:20	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20		
7					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 6G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	AHI-1015-D Modern Art 9:00-11:50 L. Schiff
10					
11	FII-1430-06G Sculpture 9:00-2:50 J. Perلمان				
12			EVA Elective* 12:10-3:00		
1				FII-1135-06G Drawing II 12:10-6:00 T. Suzuki	FII-1225-06G Painting II 12:10-6:00 K. Raina
2					
3	EVA Elective* 3:20-6:10	EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci			
4					
5					
6	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
7					
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 7G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci		SMI-1020-07G Foundations of Visual Comp. 9:00-12:50 T. Fong	
10					
11	FII-1130-07G Drawing I 9:00-2:50 S. DeFrank		FII-1220-07G Painting I 9:00-2:50 M. Sheehan		
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1					
2					
3				EVD-0060-E Writing Strategies I 3:20-6:10 E. Blacksberg	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 7G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci			
10					
11	FII-1135-07G Drawing II 9:00-2:50 S. DeFrank		FII-1225-07G Painting II 9:00-2:50 M. Sheehan	FII-1430-07G Sculpture 9:00-2:50 A. Cziraki	
12					AHI-1015-C Modern Art 12:10-3:00 C. Breed
1					
2					
3					EVD-0065-E Writing Strategies II 3:20-6:10 E. Blacksberg
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6		EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	
7	EVA Elective* 6:30-9:20				
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 8G / FALL					
	MON	TUES	WED	THURS	FRI
9				EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	
10			EVA Elective* 9:00-11:50		
11	FII-1220-08G Painting I 9:00-2:50 G. Boorujy	FII-1130-08G Drawing I 9:00-2:50 N. Touron			FII-1430-08G Sculpture 9:00-2:50 P. Dudek
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci		AHI-1010-B European Painting 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7	EVA Elective* 6:30-9:20		EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 8G / SPRING					
	MON	TUES	WED	THURS	FRI
9				EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	SMD-1020-08G Foundations of Visual Comp. 9:00-12:50 M. Kovacevic
10			EVA Elective* 9:00-11:50		
11	FII-1225-08G Painting II 9:00-2:50 G. Boorujy	FII-1135-08G Drawing II 9:00-2:50 N. Touron			
12			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci		AHI-1015-B Modern Art 3:20-6:10 A. Viti	
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6		EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	
7	EVA Elective* 6:30-9:20				
8					
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 9G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10			EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11	FII-1430-09G Sculpture 9:00-2:50 J. Perlman				FII-1130-09G Drawing I 9:00-2:50 I. Burnley
12			EVA Elective* 12:10-3:00		
1					
2				FII-1220-09G Painting I 12:10-6:00 B. Komoski	
3		EVD-0050-E Reading Strategies I 3:20-6:10 P. Ricci			EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson		AHI-1010-A European Painting 6:30-9:20 A. Viti	
7			EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 9G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10	SMI-1020-09G Foundations of Visual Comp. 9:00-12:50 T. Fong		EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
11					FII-1135-09G Drawing II 9:00-2:50 I. Burnley
12			EVA Elective* 12:10-3:00		
1					
2				FII-1225-09G Painting II 12:10-6:00 B. Komoski	
3		EVD-0055-E Reading Strategies II 3:20-6:10 P. Ricci			EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Viti	
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 10G / FALL					
	MON	TUES	WED	THURS	FRI
9		EVD-0050-B Reading Strategies I 9:00-11:50 P. Ricci	EVD-0060-C Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12					AHI-1010-C European Painting 12:10-3:00 C. Breed
1			EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
2					
3					
4					EVA Elective* 3:20-6:10
5	FII-1130-10G Drawing I 3:20-9:10 M. Jones		FII-1220-10G Painting I 3:20-9:10 T.M. Davy	SMI-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
6		DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
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9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 10G / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-B Reading Strategies II 9:00-11:50 P. Ricci	EVD-0065-C Writing Strategies II 9:00-11:50 H. Rubinstein		EVA Elective* 9:00-11:50
10					
11				FII-1430-10G Sculpture 9:00-2:50 R. Baron	
12					
1				EVA Elective* 12:10-3:00	AHI-1015-C Modern Art 12:10-3:00 C. Breed
2					
3					
4					EVA Elective* 3:20-6:10
5	FII-1135-10G Drawing II 3:20-9:10 M. Jones		FII-1225-10G Painting II 3:20-9:10 T.M. Davy		
6		EVA Elective* 6:30-9:20			
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* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 11G / FALL					
	MON	TUES	WED	THURS	FRI
9	EVD-0050-A Reading Strategies I 9:00-11:50 J. Loli	EVD-0060-B Writing Strategies I 9:00-11:50 S. Pulo		EVA Elective* 9:00-11:50	
10			FII-1430-11G Sculpture 9:00-2:50 R. Baron		FII-1220-11G Painting I 9:00-2:50 J. Jurayj
11					
12				EVA Elective* 12:10-3:00	
1					
2	FII-1130-11G Drawing I 12:10-6:00 L. Scott				
3					EVA Elective* 3:20-6:10
4					
5					
6	EVA Elective* 6:30-9:20	DSI-1005-OL Thinking Design 6:30-8:00 G. Anderson	EVA Elective* 6:30-9:20	AHI-1010-A European Painting 6:30-9:20 A. Viti	
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Design Track 4 / 11G / SPRING					
	MON	TUES	WED	THURS	FRI
9	EVD-0055-A Reading Strategies II 9:00-11:50 J. Loli	EVD-0065-B Writing Strategies II 9:00-11:50 S. Pulo	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	
10					FII-1225-11G Painting II 9:00-2:50 J. Jurayj
11					
12				EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00
1					
2	FII-1135-11G Drawing II 12:10-6:00 L. Scott	SMI-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3					EVA Elective* 3:20-6:10
4					
5					
6	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	AHI-1015-A Modern Art 6:30-9:20 A. Viti	
7					
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9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/STUDIO PROGRAM

INTERIOR DESIGN: BUILT ENVIRONMENTS REQUIREMENTS

Interior design majors must take the courses that follow, as well as all English and the Visual Arts (EVA) course requirements. These courses must be successfully completed by the end of the program. *Note: If you are receiving credit in transfer for any of these courses and do not have to take the entire curriculum, contact your departmental advisor to arrange to take some elective credits.*

IDI-1010

Drafting and Presentation Drawing

One semester: 3 studio credits

This course will introduce students to the tools and methods of hand drafting, drawing and presentation techniques, and basic standards that help you create drawings that express your ideas. Topics will include: an introduction to the methods, tools and materials used in drafting; drawing symbols; surveying existing conditions; converting survey information into drawings; developing plans into sections and elevations; site plans; axonometric drawings; descriptive geometry principles; drawing details; and the characteristics of clear graphics and drawing skills. The important role of the hierarchy of line weights is emphasized. Guided by lectures and exercises, students will learn to create drawings that evoke clarity and skill, and will use that clarity and skill in developing a studio project.

IDI-1020

Drawing: Perspective

One semester: 3 studio credits

This course will focus on architectural sketching, perspectival drawing and graphic skills necessary to complete interior sketches that depict spatial depth. Students will learn how to develop and present interior ideas and concepts quickly, graphically and to a scale that reflects actual space dimensions.

IDI-1030

Drawing: Environment and Composition

One semester: 3 studio credits

The majority of class sessions will be spent at various New York City locations, learning to draw the particular details of different environments. Composition will be stressed, along with line drawing and the use of tone. Capturing the mood of a building and its locale will be emphasized.

IDI-1050

Principles of Interior Design

One semester: 3 studio credits

This course is designed to help each student explore design principles and develop a personal vision within the context of the design process. Basic design principles for interiors will be introduced through two- and three-dimensional projects. Line, mass, texture, volume, form, shape, configuration, symmetry, balance, proportion, scale, rhythm, repetition, axis, alignment, light and color will be covered, and will provide the tools necessary for careful consideration of interior design issues in future projects.

IDI-1060

Introduction to Designing Interiors

One semester: 3 studio credits

This course will provide an introduction to the three types of interiors: retail, office and residential projects. Students will explore all three through analysis, sketching, design, presentation techniques and model building. We will build upon the investigation of concept, form and materials that began in the first semester.

IDI-1130

Lecture Series I: Inside the Box

Fall semester: no credit

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically designed to learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give students the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester. *Note: This course is held online. Lecture dates will be posted on Canvas.*

IDI-1135

Lecture Series II: Inside the Box

Spring semester: no credit

This is the second part of a two-semester course. See IDI-1130 for course description.

IDI-1160

Computer-Aided Drafting and Design

One semester: 3 studio credits

Serving as an introduction to computer-aided design and drafting (CAD), this course will explore ideas for layout, line weights, dimensions and annotation using AutoCAD. We will approach drawings as a visual communication tool that is both artistic and informative. Study will revolve around a semester-long project that contains various types of plans, elevations and sections of an interior space. *Note: Three hours per week of lab time is required.*

IDI-1170

Introduction to Computer Design

One semester: 3 studio credits

Digital tools are constantly in flux. As software continually evolves, technical problem solving becomes a necessary component of project creation. This course will explore art-making using many of the digital tools provided by Adobe Photoshop and Illustrator to create composite images, illustrations and graphics that have both narrative and conceptual components. Adobe InDesign will be used to combine work created in Photoshop and Illustrator into a final project. Key concepts such as resolution, basic color theory and project management are included.

IDI-1240

Furniture and Furnishings

One semester: 3 studio credits

This course will familiarize students with furniture and furnishings of the 20th century and the beginning of the 21st century. The evolution of furniture, including form, function, ergonomic and sustainable aspects of the design, will be considered. How to identify designers and manufacturers of freestanding and systems furniture will be examined. We will explore furnishings that are an integral component of interior design, such as carpets, lamps, artworks and plants. In addition, we will resource these products through field trips to museums, showrooms and workshops, as well as catalogs and online discovery.

Interior Design Foundation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	IDI-1050-1D Principles of Interior Design 9:00-11:50 S. Mager	EVD-0050-F Reading Strategies I 9:00-11:50 Instructor: TBA	EVD-0060-C Writing Strategies I 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12	IDI-1010-1D Drafting and Presentation 12:10-3:00 E. Martin	IDI-1170-1D Computer Design 12:10-3:00 S. Aronoff	EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	IDI-1030-1D Drawing: Environment and Composition 12:10-4:10 J. Gonzalez
1					
2					
3	EVA Elective* 3:20-6:10			IDI-1050-1D Principles of Interior Design 3:20-6:10 S. Mager	
4					
5					
6	EVA Elective* 6:30-9:20	IDD-1130-OL Lecture Series I 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
7					
8					
9					

Interior Design Foundation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9		EVD-0055-F Reading Strategies II 9:00-11:50 Instructor: TBA	EVD-0065-C Writing Strategies II 9:00-11:50 H. Rubinstein	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12	IDI-1060-1D Intro/Designing Interiors 12:10-3:00 S. Mager		EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	IDI-1240-1D Furniture and Furnishings 12:10-3:00 E. Martin
1					
2					
3	IDI-1160-1D CAD/Design 3:20-6:10 R. Fernandez			IDI-1060-1D Intro/Designing Interiors 3:20-6:10 S. Mager	IDI-1020-1D Drawing: Perspective 3:20-6:10 R. Spokowski
4					
5					
6	EVA Elective* 6:30-9:20	IDD-1135-OL Lecture Series II 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
7					
8					
9					

EVA/Studio Interior Design Program 2 / FALL					
	MON	TUES	WED	THURS	FRI
9	IDI-1050-2D Principles of Interior Design 9:00-11:50 E. Martin	EVD-0050-F Reading Strategies I 9:00-11:50 Instructor: TBA	EVD-0060-C Writing Strategies I 9:00-11:50 H. Rubinstein	IDI-1050-2D Principles of Interior Design 9:00-11:50 E. Martin	EVA Elective* 9:00-11:50
10					
11					
12	IDI-1170-2D Computer Design 3:20-6:10 B. Bobkoff		EVA Elective* 12:10-3:00	IDI-1010-2D Drafting and Presentation 12:10-3:00 Instructor: TBA	IDI-1030-2D Drawing: Environment and Composition 12:10-4:10 J. Gonzalez
1					
2					
3	EVA Elective* 6:30-9:20	IDD-1130-OL Lecture Series I 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
4					
5					
6	EVA Elective* 6:30-9:20	IDD-1130-OL Lecture Series I 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
7					
8					
9					

EVA/Studio Interior Design Program 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9	IDI-1060-2D Intro/Designing Interiors 9:00-11:50 E. Martin	EVD-0055-F Reading Strategies II 9:00-11:50 Instructor: TBA	EVD-0065-C Writing Strategies II 9:00-11:50 H. Rubinstein	IDI-1060-2D Intro/Designing Interiors 9:00-11:50 E. Martin	IDI-1240-2D Furniture and Finishings 9:00-11:50 S. Mager
10					
11					
12	EVA Elective* 3:20-6:10	IDI-1160-2D CAD/Design 3:20-6:10 D. Chou		EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00
1					
2					
3	EVA Elective* 6:30-9:20	IDD-1135-OL Lecture Series II 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
4					
5					
6	EVA Elective* 6:30-9:20	IDD-1135-OL Lecture Series II 7:30-8:30 C. Bentel	EVA Elective* 6:30-9:20		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/STUDIO PROGRAM PHOTOGRAPHY AND VIDEO REQUIREMENTS

Photography and video majors must take the courses that follow, as well as all English and the Visual Arts (EVA) course requirements. These courses must be successfully completed by the end of the program. *Note: If you are receiving credit in transfer for any of these courses and do not have to take the entire curriculum, contact your departmental advisor to arrange to take some elective credits.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please choose alternative choices in the event that your first preference has been filled.

AHI-1090

History of Photography

One semester: 3 art history credits

Serving as an introduction to the history of photography, this course will examine the major photographic movements and technological advances of the medium from its invention through the first half of the 20th century. Prominent figures from these periods will be closely studied to provide a foundation for understanding not only the medium's history but also the limitations of canonical approach to understanding photography's democratic reach. *Note: Open to photography and video majors only. Students must register for the section of AHI-1090 that corresponds with their foundation program.*

PHI-1030

Workshop I

One semester: 3 studio credits

With an emphasis on extensive darkroom work and group critique, this course will cover printing, negative development, spotting and mounting. Assignments will be given and students will submit a portfolio at the end of the semester. *Note: Please bring your portfolio to the first session.*

PHI-1035

Workshop II

One semester: 3 studio credits

A continuation of PHI-1030, Workshop I, this course will balance weekly critiques of student work with advanced black-and-white darkroom technique—both traditional and experimental. In the second half of the semester, students will have the opportunity to explore creative practices that address the similarities and differences between analog and digital workflow and processes. Color theory will also be discussed, and student video work will be critiqued as part of a larger conversation about developing one's visual style. Weekly assignments will be given, and students will submit a portfolio for review at the end of the semester.

PHI-1060

Photography on Assignment

One semester: 3 studio credits

This course in photographic nuts and bolts will include technical demonstrations and assignments concerning the use of meters, filters, lighting and flash, among other topics. Students will be given location assignments, which will imitate those of a commercial or editorial photographer working in the current marketplace. The course emphasizes the practical, and will help students be flexible and resourceful in their problem-solving abilities. Students will receive individual critique of their work.

PHI-1080

Digital Imaging

One semester: 3 studio credits

Gaining a fundamental understanding of Adobe Photoshop, Bridge and Lightroom applications will be the focus of this course. Topics covered include image size and resolution, flatbed and film scanning, color modes, file formats, painting and editing tools, file management, image adjustments, working with layers and layer masks, and output options. By the end of the semester, students will have a basic understanding of how to work with photographs in a digital environment.

PHI-1085

Digital Photography

One semester: 3 studio credits

The emphasis of this course will be placed on an exploration of the full potential of Adobe Photoshop. Students will apply advanced digital imaging techniques to their work and critically examine the effects that imaging technologies have on the ways we see and make art. A variety of topics will be covered, including advanced selection techniques, shape-and-text tools, channels, paths, blending modes, filter effects, service bureaus, color management, monitor calibration and digital cameras.

PHI-1110

Video I

One semester: 3 studio credits

The goal of this course is to familiarize students with video in its technical form as well as its conceptual possibilities. Various genres of the medium will be explored, and students will articulate their interests in narrative form.

PHI-1280

Picture Symposium

One semester: 3 studio credits

This foundational course unpacks students preexisting and potential relationships with pictures and image, two central elements of contemporary art, commerce, communication and exchange. Striving toward fluency in the making (speaking) and interpreting (reading) of pictures in all contexts, students will work collaboratively to build a foundation for how to create and circulate still and moving images with the necessary agency to distinguish their voices and identities while communicating with one another as well as audiences beyond their classroom. The current relationships between printed pictures and pictures on screens (computers, smartphones, tablets, etc.) will be closely examined, providing students with a stronger understanding of how to navigate their presence as picture makers in both physical and online spaces of the 21st century.

EVA/Studio Photography and Video Program 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	PHI-1080-01P Digital Photography I 9:00-11:50 J. Seado	EVD-0050-F Reading Strategies I 9:00-11:50 Instructor: TBA	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12	PHI-1060-01P Photography on Assignment 12:10-3:00 S. Klein	PHI-1030-01P Workshop I 12:10-6:00 J. Astor	EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0060-F Writing Strategies I 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	AHI-1090-01P History of Photography 6:30-9:20 K. Moscovitch		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Photography and Video Program 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	PHI-1110-01P Video I 9:00-11:50 K. Newbegin	EVD-0055-F Reading Strategies II 9:00-11:50 Instructor: TBA	PHI-1085-01P Digital Photography II 9:00-11:50 J. Seador	EVA Elective* 9:00-11:50	EVA Elective* 9:00-11:50
10					
11					
12		PHI-1035-01P Workshop II 12:10-6:00 J. Astor	EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6	EVD-0065-F Writing Strategies II 6:30-9:20 M. Guida	EVA Elective* 6:30-9:20	PHI-1280-01P Picture Symposium 6:30-9:20 Instructor: TBA		
7					
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Photography and Video Program 2 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10			EVA Elective* 9:00-11:50		EVA Elective* 9:00-11:50
11				PHI-1030-02P Workshop I 9:00-2:50 A. Robinson	
12		AHI-1090-02P History of Photography 12:10-3:00 K. Moscovitch	PHI-1080-02P Digital Photography I 12:10-3:00 J. Seador		EVD-0050-D Reading Strategies I 12:10-3:00 P. Ricci
1					
2					
3			PHI-1280-02P Picture Symposium 3:20-6:10 Instructor: TBA	EVD-0060-E Writing Strategies I 3:20-6:10 E. Blacksberg	EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Photography and Video Program 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9		PHI-1060-02P Photography on Assignment 9:00-11:50 S. Klein	EVA Elective* 9:00-11:50		PHI-1085-02P Digital Photography II 9:00-11:50 J. Seador
10					
11				PHI-1035-02P Workshop II 9:00-2:50 A. Robinson	EVD-0055-D Reading Strategies II 12:10-3:00 P. Ricci
12		PHI-1110-02P Video I 12:10-3:00 K. Newbegin	EVA Elective* 12:10-3:00		
1					
2					
3				EVD-0065-E Writing Strategies II 3:20-6:10 E. Blacksberg	EVA Elective* 3:20-6:10
4	EVA Elective* 3:20-6:10				
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Photography and Video Program 3 / FALL					
	MON	TUES	WED	THURS	FRI
9	PHI-1060-03P Photography on Assignment 9:00-11:50 J. Sinnott	PHI-1030-03P Workshop I 9:00-2:50 A. McTigue	EVA Elective* 9:00-11:50	EVD-0060-D Writing Strategies I 9:00-11:50 H. Rubinstein	EVD-0050-C Reading Strategies I 9:00-11:50 E. Blacksberg
10					
11					
12	PHI-1080-03P Digital Photography I 12:10-3:00 Instructor: TBA		EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	PHI-1280-03P Picture Symposium 12:10-3:00 Instructor: TBA
1					
2					
3					
4	EVA Elective* 3:20-6:10				EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

EVA/Studio Photography and Video Program 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9		PHI-1035-03P Workshop II 9:00-2:50 A. McTigue	EVA Elective* 9:00-11:50	EVD-0065-D Writing Strategies II 9:00-11:50 H. Rubinstein	EVD-0055-C Reading Strategies II 9:00-11:50 E. Blacksberg
10					
11					
12	PHI-1085-03P Digital Photography II 12:10-3:00 Instructor: TBA		EVA Elective* 12:10-3:00	EVA Elective* 12:10-3:00	
1					
2					
3					
4			PHI-1110-03P Video I 3:20-6:10 Instructor: TBA		EVA Elective* 3:20-6:10
5					
6					
7	EVA Elective* 6:30-9:20	AHI-1090-03P History of Photography 6:30-9:20 K. Humphries	EVA Elective* 6:30-9:20		
8					
9					

* Students must complete two EVA elective courses each semester. Please refer to the EVA/Studio course listing for elective choices.

BFA Film

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.
Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.
All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.
 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.
2. Students must meet all requirements of the BFA Film Department.
3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

Freshman film majors must take all the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1070

Film History and Criticism

One semester: 3 art history credits

Through an interdisciplinary approach to contemporary theoretical discourses of cinema, the goal of this course is to familiarize students with the formal and stylistic features of film history and analysis. We will examine forms of interpretation and subjects of representation via the evolution of the cinema. Beginning with the Lumière brothers, Georges Méliès and the early works of D. W. Griffith, we will trace the historical development of film with an exploration of genres that include American silent comedies, German expressionism, surrealism and Soviet formalism. Classical Hollywood films and the establishment of the studio system will also be examined. The final segment of the course will be devoted to an analysis of postwar European masters such as Rossellini, Truffaut, Godard, Bergman, Fellini and Antonioni.

AHD-1075

Film History: Analysis of Genre

Spring semester: 3 art history credits

This course will investigate a variety of cinematic genres, such as the Western, horror, experimental cinema, period drama, the musical and science fiction. Screening will be preceded by an overview of the genre in question, and a follow-up discussion of how each film represents and/or subverts conventions or traditions.

CFD-1020

Introduction to Production I

Fall semester: 3 studio credits

Limited to 17 students per section

Utilizing a project-based curriculum, this course will provide students with the necessary skills to write, produce and execute a short film. The fundamentals of preproduction, cinematography, lighting and sound will be explored through structured exercises in order for students to practice and hone their skills. Working in tandem with both their writing and editing courses, students will complete a ten-minute film by the end of the spring semester.

CFD-1025

Introduction to Production II

Spring semester: 3 studio credits

Limited to 17 students per section

Serving as a continuation of CFD-1020, Introduction to Production I, in the spring semester students will develop and practice their craft through the preproduction, production and postproduction of their short films. Progressive cuts, including dailies, assemblies, rough and final cuts will be screened in class for review and critique.

CFD-1075

Introduction to Sound

Fall semester: no credit

This course will examine sound theory, production sound mixing and postproduction sound finishing. We will embark on an exploration of sound and its impact on how and what we hear. Notable examples of sound mixes in cinema as well as students' recordings made in class will be heard. Hands-on instruction with sound equipment will offer students the opportunity to explore best practices for making a great recording. Production sound mixes will be analyzed and brought into postproduction for adjustment to improve student recordings.

CVD-1080

Editing I

Fall semester: 3 studio credits

Limited to 17 students per section

The grammar, structure and aesthetics of editing in the visual storytelling process will be the focus of this course. We will examine the theory and process of editing through lectures, screenings, assignments and exercises. Areas of exploration will include editorial and narrative structure, rhythm and pacing, and

how each shot represents drama as it moves through a scene. Scene study and editing choices that maximize the actors' performances will be emphasized.

CVD-1085

Editing II

Spring semester: 3 studio credits
 Limited to 17 students per section

This is the second part of a two-semester course. Students will continue to refine their skills as editors. Short films and scenes will be analyzed for their structure and meaning, and students will continue to hone their skills with the editing process through demonstration and assignments.

CFD-1140

Fundamentals of Narrative I

Fall semester: 3 studio credits
 Gaining the necessary skills for writing well-structured scripts will be the focus of this course. Geared to short screenplays that students can use in their production classes, assignments will emphasize the fundamentals of visual language, in-depth character development and narrative structure. We will explore the dramatic choices involved in fiction, nonfiction, and adapted narratives as ways of expressing their individual voices. *Note: Students must have access to Final Draft software for home assignments.*

CFD-1145

Fundamentals of Narrative II

Spring semester: 3 studio credits
 Building upon the basics introduced in CFD-1140, Fundamentals of Narrative I, this course will explore more advanced forms of storytelling for the screen. While assignments will include diverse forms, such as genre, documentary and webisodes, the focus is on the construction and sequencing of scenes within the context of the character-driven narrative.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits
 This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits
 This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

Film Foundation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10			CFD-1020-01F Introduction to Production I 9:00-12:50 G. LaVoo	CFD-1140-01F Fundamentals of Narrative I 9:00-11:50 A. Degas	HCD-1020 Writing and Thinking 9:00-11:50
11					
12				CFD-1075-01F Introduction to Sound 12:10-1:40 Instructor: TBA	
1					
2					
3			CVD-1080-01F Editing I 3:20-6:10 C. Collins	AHD-1070-01F Film History and Criticism 3:20-7:10 P. Cronin	
4					
5					
6					
7					

Film Foundation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHD-1075-01F Film History: Analysis of Genre 9:00-11:50 P. Cronin		CFD-1025-01F Introduction to Production II 9:00-12:50 G. LaVoo	CFD-1145-01F Fundamentals of Narrative II 9:00-11:50 A. Degas	HCD-1025 Writing and Literature 9:00-11:50
10					
11					
12					
1					
2					
3			CVD-1085-01F Editing II 3:20-6:10 C. Collins		
4					
5					
6					

Film Foundation 2 / FALL					
	MON	TUES	WED	THURS	FRI
9	CFD-1140-02F Fundamentals of Narrative I 9:00-11:50 G. Abatemarco			CFD-1075-02F Introduction to Sound 10:00-11:30 Instructor: TBA	
10					
11					
12		HCD-1020 Writing and Thinking 12:10-3:00		CVD-1080-02F Editing I 12:10-3:00 K. Dobrowolski	
1					
2					
3	AHD-1070-02F Film History and Criticism 3:20-7:10 P. Cronin	CFD-1020-02F Introduction to Production I 3:20-7:10 M. Ciccarello			
4					
5					
6					
7					

Film Foundation 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9	CFD-1145-02F Fundamentals of Narrative II 9:00-11:50 G. Abatemarco				AHD-1075-02F Film History: Analysis of Genre 9:00-11:50 P. Cronin
10					
11					
12		HCD-1025 Writing and Literature 12:10-3:00		CVD-1085-02F Editing II 12:10-3:00 K. Dobrowolski	
1					
2					
3		CFD-1025-02F Introduction to Production II 3:20-7:10 M. Ciccarello			
4					
5					
6					
7					

Film Foundation 3 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10	CFD-1075-03F Introduction to Sound 10:00-11:30 Instructor: TBA	CFD-1020-03F Introduction to Production I 9:00-12:50 A. Zeka	HCD-1020 Writing and Thinking 9:00-11:50		
11					
12			CFD-1140-03F Fundamentals of Narrative I 12:10-3:00 C. Kipps		
1					
2					
3	AHD-1070-03F Film History and Criticism 3:20-7:10 P. Cronin	CVD-1080-03F Editing I 3:20-6:10 M. Rusciano			
4					
5					
6					
7					

Film Foundation 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10	AHD-1075-03F Film History: Analysis of Genre 9:00-11:50 P. Cronin	CFD-1025-03F Introduction to Production II 9:00-12:50 A. Zeka	HCD-1025 Writing and Literature 9:00-11:50		
11					
12			CFD-1145-03F Fundamentals of Narrative II 12:10-3:00 C. Kipps		
1					
2					
3		CVD-1085-03F Editing II 3:20-6:10 M. Rusciano			
4					
5					
6					
7					

Film Foundation 4 / FALL						
	MON	TUES	WED	THURS	FRI	
9						
10		CFD-1075-04F Introduction to Sound 10:00-11:30 Instructor: TBA	HCD-1020 Writing and Thinking 9:00-11:50	CVD-1080-04F Editing I 9:00-11:50 M. Artola		
11						
12					CFD-1140-04F Fundamentals of Narrative I 12:10-3:00 G. Richards	
1		CFD-1020-04F Introduction to Production I 12:10-4:00 I. Sunara				
2						
3						
4				AHD-1070-04F Film History and Criticism 3:20-7:10 P. Cronin		
5						
6						
7						

Film Foundation 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10			HCD-1025 Writing and Literature 9:00-11:50	CVD-1085-04F Editing II 9:00-11:50 M. Artola	AHD-1075-04F Film History: Analysis of Genre 9:00-11:50 P. Cronin
11					
12		CFD-1025-04F Introduction to Production II 12:10-4:00 I. Sunara	CFD-1145-04F Fundamentals of Narrative II 12:10-3:00 G. Richards		
1					
2					
3					
4					
5					
6					
7					

Film Foundation 5 / FALL						
	MON	TUES	WED	THURS	FRI	
9						
10		HCD-1020 Writing and Thinking 9:00-11:50	CFD-1020-05F Introduction to Production I 9:00-12:50 T. Stephens			
11						
12				CFD-1140-05F Fundamentals of Narrative I 1:00-3:50 G. LaVoo		
1						
2						
3	AHD-1070-05F Film History and Criticism 3:20-7:10 P. Cronin	CFD-1075-05F Introduction to Sound 4:20-5:50 Instructor: TBA	CVD-1080-05F Editing I 3:20-6:10 M. Artola			
4						
5						
6						
7						

Film Foundation 5 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10		HCD-1025 Writing and Literature 9:00-11:50	CFD-1025-05F Introduction to Production II 9:00-12:50 T. Stephens		AHD-1075-05F Film History: Analysis of Genre 9:00-11:50 P. Cronin
11					
12				CFD-1145-05F Fundamentals of Narrative II 1:00-3:50 G. LaVoo	
1					
2					
3					
4			CVD-1085-05F Editing II 3:20-6:10 M. Artola		
5					
6					
7					

Film Foundation 6 / FALL					
	MON	TUES	WED	THURS	FRI
9	CFD-1075-06F Introduction to Sound 10:00-11:30 Instructor: TBA		CVD-1080-06F Editing I 9:00-11:50 K. Dobrowolski		HCD-1020 Writing and Thinking 9:00-11:50
10					
11					
12	CFD-1140-06F Fundamentals of Narrative I 12:10-3:00 J. Ricker				
1					
2					
3	AHD-1070-06F Film History and Criticism 3:20-7:10 P. Cronin		CFD-1020-06F Introduction to Production I 3:20-7:10 E. Anjou		
4					
5					
6					
7					

Note: Film Foundation 6 will be made available after Film Foundation programs 1 through 5 have reached capacity.

Film Foundation 6 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHD-1075-06F Film History: Analysis of Genre 9:00-11:50 P. Cronin		CVD-1085-06F Editing II 9:00-11:50 K. Dobrowolski		HCD-1025 Writing and Literature 9:00-11:50
10					
11					
12	CFD-1145-06F Fundamentals of Narrative II 12:10-3:00 J. Ricker				
1					
2					
3			CFD-1025-06F Introduction to Production II 3:20-7:10 E. Anjou		
4					
5					
6					
7					

Note: Film Foundation 6 will be made available after Film Foundation programs 1 through 5 have reached capacity.

Film Foundation 7 / FALL						
	MON	TUES	WED	THURS	FRI	
9	CVD-1080-07F Editing I 9:00-11:50 K. Dobrowolski			CFD-1140-07F Fundamentals of Narrative I 9:00-11:50 G. Abatemarco		
10						
11						
12		HCD-1020 Writing and Thinking 12:10-3:00				
1						
2						
3	CFD-1020-07F Introduction to Production I 3:20-7:10 R. Castro		CFD-1075-07F Introduction to Sound 4:20-5:50 Instructor: TBA	AHD-1070-07F Film History and Criticism 3:20-7:10 P. Cronin		
4						
5						
6						
7						

Note: Film Foundation 7 will be made available after Film Foundation programs 1 through 6 have reached capacity.

Film Foundation 7 / SPRING					
	MON	TUES	WED	THURS	FRI
9	CVD-1085-07F Editing II 9:00-11:50 K. Dobrowolski			CFD-1145-07F Fundamentals of Narrative II 9:00-11:50 G. Abatemarco	AHD-1075-07F Film History: Analysis of Genre 9:00-11:50 P. Cronin
10					
11					
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2					
3	CFD-1025-07F Introduction to Production II 3:20-7:10 R. Castro				
4					
5					
6					
7					

Note: Film Foundation 7 will be made available after Film Foundation programs 1 through 6 have reached capacity.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Second-year students must choose a specialization in one of the following categories and must complete all required courses within that specialization. This concentration must be followed in the third and fourth years of study.

CINEMATOGRAPHY

Course #	Title	Semester
CFD-2010	Production Workshop I	fall
CFD-2015 or CFD-2017 CFD-2018	Production Workshop II Documentary Workshop I Documentary Workshop II	spring fall spring
CFD-2070	Cinematography I	fall
CFD-2080	Production Design	fall or spring
AHD-2068 or AHD-2070	The Language of Film International Cinema	fall or spring fall or spring

DIRECTING

Course #	Title	Semester
CFD-2010	Production Workshop I	fall
CFD-2015 or CFD-2017 CFD-2018	Production Workshop II Documentary Workshop I Documentary Workshop II	spring fall spring
CFD-2128	Writing the Short Film	fall
CFD-2129	Directing for Film	spring
AHD-2068 or AHD-2070	The Language of Film International Cinema	fall or spring fall or spring

EDITING

Course #	Title	Semester
CFD-2010	Production Workshop I	fall
CFD-2015 or CFD-2017 CFD-2018	Production Workshop II Documentary Workshop I Documentary Workshop II	spring fall spring
CVD-2060	Avid I	fall
CVD-2061	Avid II	spring
CVD-2066 or CVD-2067	Advanced Final Cut Pro Advanced Premiere Pro	fall or spring fall or spring
AHD-2712	The Art of Editing	fall or spring
AHD-2068 or AHD-2070	The Language of Film International Cinema	fall or spring fall or spring

SCREENWRITING

Course #	Title	Semester
CFD-2128	Writing the Short Film	fall
CFD-2140	Writing the Feature-Length Script I	fall
CFD-2145	Writing the Feature-Length Script II	spring
CFD-2350	Adaptation	spring
AHD-2068 or AHD-2070	The Language of Film International Cinema	fall or spring fall or spring

SOUND

Course #	Title	Semester
CFD-2050	Sound Production I	fall
CFD-2051	Sound Production II	spring
CFD-2053	Introduction to Mixing	fall
CFD-2162	Sound Design	fall
CFD-2346	Music and Sound	fall or spring
AHD-2068 or AHD-2070	The Language of Film International Cinema	fall or spring fall or spring

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

CINEMATOGRAPHY

Course #	Title	Semester
CVD-3010	Advanced Production I	fall
CVD-3015 or CFD-3326 CFD-3327	Advanced Production II Advanced Documentary Workshop I Advanced Documentary Workshop II	spring fall spring
CFD-3030	Advanced Lighting/Cinematography I	fall
CFD-3428	DaVinci Resolve: Color Correcting Your Film	fall or spring
HLD-3130	Film and Literature I	fall
HLD-3135	Film and Literature II	spring

DIRECTING

Course #	Title	Semester
CVD-3010	Advanced Production I	fall
CVD-3015 or CFD-3326 CFD-3327	Advanced Production II Advanced Documentary Workshop I Advanced Documentary Workshop II	spring fall spring
CFD-3060	Advanced Writing and Directing I	fall
CFD-3065	Advanced Writing and Directing II	spring
HLD-3130	Film and Literature I	fall
HLD-3135	Film and Literature II	spring

EDITING

Course #	Title	Semester
CFD-2162	Sound Design	fall or spring
or CFD-3428	DaVinci Resolve: Color Correcting Your Film	fall or spring
CFD-3432	Postproduction: Digital Workflow I	fall
CFD-3436	Postproduction: Digital Workflow II	spring
HLD-3130	Film and Literature I	fall
HLD-3135	Film and Literature II	spring

SCREENWRITING

Course #	Title	Semester
CFD-3060	Advanced Writing and Directing I	fall
CFD-3065 or CFD-3170 CFD-3175	Advanced Writing and Directing II Writing for Television I Writing for Television II	spring fall spring
CFD-3140	Advanced Screenwriting I	fall
CFD-3145	Advanced Screenwriting II	spring
HLD-3130	Film and Literature I	fall
HLD-3135	Film and Literature II	spring

SOUND

Course #	Title	Semester
CFD-3054	Advanced Sound: Mixing	fall
CFD-3055	Advanced Sound: Mastering	spring
CFD-3056 or CFD-3057	New Audio Formats Score Your Film	spring fall
HLD-3130	Film and Literature I	fall
HLD-3135	Film and Literature II	spring

FOURTH-YEAR REQUIREMENTS

The recommended course load is 15 credits each semester. Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements to be eligible to graduate.

CFD-4940	Film Thesis I	fall
CFD-4945	Film Thesis II	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Film majors may register for courses in the BFA Computer Art, Computer Animation and Visual Effects Department with the proper prerequisites and permission from both department chairs. Students will not be charged any course fee associated with these classes. Please refer to the undergraduate computer art, computer animation and visual effects course listing.

Note: Courses are listed in numerical order.

CFD-2010

Production Workshop I

Fall semester: 3 studio credits

Limited to 16 students per section

Production Workshop I is designed as a project-based course culminating in a short film by the end of spring semester. Advanced strategies in cinematography, lighting and sound will be introduced through in-class and assigned exercises structured to advance each student's craft. Films will be nurtured through every step, reviewing footage, cuts, sound and color. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CFD-2010-A	M	9:00-12:50	I. Sunara
CFD-2010-B	M	3:20-7:10	P. Chelkowski
CFD-2010-C	Tu	9:00-12:50	G. LaVoo
CFD-2010-D	Tu	3:20-7:10	J. Brooker-Marks
CFD-2010-E	W	9:00-12:50	TBA

CFD-2015

Production Workshop II

Spring semester: 3 studio credits

Limited to 16 students per section

This is the second part of a two-semester course. See CFD-2010 for course description. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CFD-2015-A	M	9:00-12:50	I. Sunara
CFD-2015-B	M	3:20-7:10	P. Chelkowski
CFD-2015-C	Tu	9:00-12:50	G. LaVoo
CFD-2015-D	Tu	3:20-7:10	J. Brooker-Marks
CFD-2015-E	W	9:00-12:50	TBA

CFD-2017-A

Documentary Workshop I

Monday 3:20-7:10

Fall semester: 3 studio credits

Instructor: J. Brooker-Marks

Combining theory and practice, students will research, write, plan and execute a short documentary on a subject of their choice. Through various assigned exercises, students will also receive instruction in camera, sound and lighting, as well as evolving technology in postproduction. Progressive cuts will be reviewed in class, culminating in an end-of-year public screening. *Note: This is the first part of a two-semester course. Open to students from all departments.*

CFD-2018-A

Documentary Workshop II

Monday 3:20-7:10

Spring semester: 3 studio credits

Instructor: J. Brooker-Marks

This is the second part of a two-semester course. See CFD-2017 for course description. *Note: Open to students from all departments.*

CFD-2050

Sound Production I

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Agudo

Limited to 18 students per section

This is a comprehensive course that analyzes the connection between sound and storytelling in filmmaking. Students will explore the role that sound plays in creating a scene and how to critically listen. To apply this knowledge, students will be introduced to the elements of recording on set—using a mixer, a recorder, a boom mic and Lavalier microphones. Students will also be introduced to the elements of postproduction sound. *Note: Open to students from all departments.*

Course #	Semester
CFD-2050-A	fall
CFD-2050-B	spring

CFD-2051-A

Sound Production II

Thursday 9:00-11:50

Spring semester: 3 studio credits

Instructor: A. Agudo

This course is a continuation of CFD-2050, Sound Production I. Students will perform recording lab exercises for video and film, utilizing state-of-the-art, multitrack sound recorders, expanded input sound mixers and video cameras. Advanced use of multiple radio microphones and boom microphones will be explored. Students will be introduced to the latest professional sound equipment, and be given independent recording assignments throughout the semester. Prerequisite: CFD-2050, Sound Production I. *Note: Open to students from all departments.*

CFD-2053-A

Introduction to Mixing

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: P. Goodrich

Mixing is the art of making a coherent whole of the various parts of sound for film. The mix influences the audience's perception of a film and helps express underlying emotional content. In this course students will explore notable examples to see how superlative mixes are accomplished, and will also examine the use of music and effects, including when one is more appropriate than the other. Students will work on project through hands-on mixing. *Note: Open to students from all departments.*

CVD-2060

Avid I

Fall semester: 3 studio credits

Instructor: TBA

Limited to 20 students per section

Working with the Avid Media Composers, this course will examine the concepts and principles of random-accessed digital editing. We will discuss various ways of editorial problem solving for postproduction projects that range from documentary to commercial spots, industrials and music videos. Projects will be digitized and edited to a final master. *Note: Open to students from all departments.*

Course #	Day	Time
CVD-2060-A	M	6:30-9:20
CVD-2060-B	W	9:00-11:50

CVD-2061

Avid II

Spring semester: 3 studio credits

Instructor: TBA

Limited to 20 students per section

Advanced editing features and techniques of Avid will be examined. Topics will include: media management, effect editing, multiclip editing, color correction, signal measurement, film-to-tape projects, EDLs and professional output methods. Integration with other programs such as Adobe After Effects, Photoshop and

DVD Studio Pro, as well as how to upgrade an Apple Final Cut Pro project to Avid for professional finishing will be explored. Prerequisite: CVD-2060, Avid I, or equivalent. *Note: Open to students from all departments.*

Course #	Day	Time
CVD-2061-A	M	9:00-11:50
CVD-2061-B	W	9:00-11:50

CVD-2066-A

Advanced Final Cut Pro

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Collins

Limited to 17 students

The industry standard organizational and editing techniques required to take your film to the big screen will be the focus of this course. Topics include how to use keywords, roles, smart collections, rating for better organization, trimming using the precision editor, advanced masking, color grading, sound design techniques, integrating third-party plug-ins, media management, team collaboration, multi-cam, subtitles and captions, advanced online/offline workflows, versioning, outputting and archiving. *Note: Open to students from all departments.*

CVD-2067

Advanced Premiere Pro

One semester: 3 studio credits

Limited to 17 students per section

Students will advance their skills in Adobe Premiere Pro, examining the industry standard organizational and editing techniques required to take films to the big screen. Topics will include round tripping with other applications, such as Adobe After Effects, Photoshop and Audition; advanced organizational workflows; media management; advanced trimming; masking; color grading, sound design techniques; advanced online/offline workflows; subtitles and captions; team collaboration; multicam; versioning; outputting and archiving. *Note: Open to all departments.*

Course #	Day	Time	Semester	Instructor
CVD-2067-A	Th	3:20-6:10	fall	M. Artola
CVD-2067-B	Tu	12:10-3:00	spring	I. Holden

AHD-2068

The Language of Film

Wednesday 3:20-6:10

One semester: 3 art history credits

Instructor: A. Sinha

Serving as an introduction to the basic terms and concepts of cinematic language, this course will explore the vocabulary, grammar, sign and syntax of film through screenings, lectures and discussion. Feature-length narratives as well as animated, experimental and documentary shorts will be addressed, with an emphasis on examining the function of the film as a formal construct—the basic principles of film form. We will also pay particular attention to the techniques of the film medium along with the questions of types and genres of films. The course is analytical but with a thoroughly pragmatic bent: to map the extraordinary diversity of contemporary cinematic practice in relation to editing, sound, cinematography, framing, genre, auteur and narration. *Note: This course is cross-listed with AHD-2068-C and AHD-2068-D.*

Course #	Semester
AHD-2068-A	fall
AHD-2068-B	spring

AHD-2070

International Cinema

Friday 12:10-3:00

One semester: 3 art history credits

Instructor: A. Sinha

Designed to facilitate an understanding of classic and contemporary international cinema, this course is dedicated to the study of films that have adopted a different aesthetic framework from Hollywood. We will discuss themes, ideologies, forms, the impact of history—both political and social—and the background stories of the filmmakers. Screenings will be drawn from the cinema of Mira Nair (India), Jean-Luc Godard (France), Andrei Tarkovsky (Russia), Federico Fellini

(Italy) Carl Dreyer (Denmark), Luis Buñuel (Spain/Mexico) and Peter Weir (Australia), among others. *Note: This course is cross-listed with AHD-2070-C and AHD-2070-D.*

Course #	Semester
AHD-2070-A	fall
AHD-2070-B	spring

CFD-2070

Cinematography I

Fall semester: 3 studio credits

Limited to 16 students per section

The technical and aesthetic aspect of lighting for film and digital video will be explored in this course. We will begin with an examination of basic lighting instruments and their use in the art of lighting: composition, color, light-and-shadow, three-point lighting, cameras and lenses. The course will then focus on creating and controlling the cinematic style, and studying the differences between film and digital video. Exposure, latitude, interior, exterior, shooting, high-key and low-key styles, narrative and commercial production will all be covered. The spring semester will concentrate on lens, film stock, and digital video compression. Assignments will vary from 30-second commercials to tabletop and blue-screen productions to recreating scenes from feature films. The close relationship of production and postproduction in a computerized world will be examined. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CFD-2070-A	M	3:20-7:10	K. Hung
CFD-2070-B	Tu	3:20-7:10	F. Prinzi

CFD-2075

Cinematography II

Spring semester: 3 studio credits

Limited to 16 students per section

This is the second part of a two-semester course. See CFD-2070 for course description. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CFD-2075-A	M	3:20-7:10	K. Hung
CFD-2075-B	Tu	3:20-7:10	F. Prinzi

CFD-2080

Production Design

One semester: 3 studio credits

Instructor: C. Nowak

Understand the role of production design in the filmmaking process will be explored in this course. It will begin by tracing the history of art direction in the Hollywood studio system through the work of leading art directors. Particular attention will be given to William Cameron Menzies and how his contributions led to the advent of the production designer. The craft, process and working methods of the production designer will be explored in detail. How directors collaborate with designers to capture their vision on film will also be examined. *Note: Open to film majors only.*

Course #	Day	Time	Semester
CFD-2080-A	F	3:20-6:10	fall
CFD-2080-B	Tu	3:20-6:10	spring

CFD-2082

Generations of Makeup

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: TBA

This hands-on course will explore various techniques of achieving character demands, the breaking down of character creation and the importance of consistency. Students will follow industry standards while designing, creating and executing a full character look. The art and history behind movies most iconic makeup looks will also be examined. *Note: This course is cross-listed with CFD-2082-C and CFD-2082-D.*

Course #	Semester
CFD-2082-A	fall
CFD-2082-B	spring

CFD-2088

Makeup for Film and Television

One semester: 3 studio credits

Instructor: TBA

Beginning with an overview of makeup design and application (painting, construction methods and prosthesis), this course will then focus on exploration and experimentation of various materials used in the field of makeup for broadcast media. Students will design and create their own full 'character' makeup, which may be used for their film and animation projects. *Note: This course is cross-listed with CFD-2088-D through CFD-2088-F.*

Course #	Day	Time	Semester
CFD-2088-A	Tu	9:00-11:50	fall
CFD-2088-B	Tu	12:10-3:00	fall
CFD-2088-C	Tu	9:00-11:50	spring

CFD-2128

Writing the Short Film

Fall semester: 3 studio credits

This course is designed to assist students in writing short screenplays for their second-year production courses. Through various exercises students will be exposed to multiple strategies for the development of scripts that are both highly visual and character-driven. Students will explore the elements of visual language to convey key elements of theme and story, and workshop in class with actors to deepen their understanding of characters. Scripts are read and discussed by class members with respect to style, structural elements and visualization. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CFD-2128-A	M	6:30-9:20	J. Ricker
CFD-2128-B	Tu	9:00-11:50	G. Abatemarco
CFD-2128-C	W	6:30-9:20	G. Abatemarco
CFD-2128-D	Th	3:20-6:10	D. Black

CFD-2129

Directing for Film

Spring semester: 3 studio credits

This is a practical craft workshop emphasizing the visual realization of film scripts and the relationship between performer and camera. Through the screening of clips as well as shooting assignments in class, students will explore directorial choices including script, character and scene analysis; casting and rehearsal; design and visual style; actor and camera blocking; framing and camera placement and coverage. Through work with actors students will discuss various strategies for director/actor communication. They also gain experience in how to communicate with the crew during preproduction, production and postproduction. Students will be encouraged to work on scenes from their own film projects.

Note: Open to film majors only.

Course #	Day	Time	Instructor
CFD-2129-A	M	6:30-9:20	J. Ricker
CFD-2129-B	Tu	9:00-11:50	G. Abatemarco
CFD-2129-C*	Tu	3:20-6:10	G. Abatemarco
CFD-2129-D	W	3:20-6:10	D. Black

* *Note: Directors of nonfiction should register for CFD-2129-C.*

CFD-2131

Directing Actors

One semester: 3 studio credits

This course will cover practical skills for soliciting great performances from actors by focusing on, and demystifying, the actor/director collaboration. By exploring effective directorial techniques and approaches, students will consider various ways to work effectively—with both experienced actors and novices alike—to elicit spontaneous, authentic and nuanced performances. Script analysis, casting, rehearsal techniques and improvisation will be addressed. Each student will have the opportunity to direct with professional actors. *Note: Open to students from all departments.*

Course #	Day	Time	Semester	Instructor
CFD-2131-A	Tu	12:10-3:00	fall	M. Goldfried
CFD-2131-B	M	6:30-9:20	fall	M. Mihut
CFD-2131-C	M	6:30-9:20	spring	M. Mihut
CFD-2131-D	Tu	12:10-3:00	spring	M. Goldfried

CFD-2132-A**Casting for Film**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: B. Hopkins

This hands-on course will give directors the experience and tools to properly cast for the camera. We will examine which material to choose for auditions, how to write a casting notice that will attract the actors you want to audition, how to run casting interviews and casting sessions, and the critical callbacks. What to look for when casting both “real” people and trained actors and how to talk to stage actors and amateurs to get successful film performances will also be covered. Students will work with a wide range of professional actors and non-actors in every session. We will shoot the auditions and watch playback so that students can begin to evaluate the difference between the actor live and the impact on screen. *Note: Open to film majors only.*

CFD-2140-A**Writing the Feature-Length Script I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: G. Abatemarco

Limited to 12 students per section

Required for all screenwriting majors, this course will focus on constructing a character-driven screenplay in three-acts. Students are introduced to the Writers Guild Short-Form Contract, and develop their scripts through each stage of professional screenwriting processes, including character research, logline, synopsis, outline and drafts. Students will finish a full outline of their screenplay and a first draft of the first act by the end of the semester. *Note: Open to students from all departments.*

CFD-2145-A**Writing the Feature-Length Script II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: G. Abatemarco

Limited to 12 students per section

A continuation of CFD-2140, Writing the Feature-Length Script I, in this course students will revise the first act of their screenplays, and complete the second and third acts. Emphasis is on pacing, knowing what to take out as well as what to put in. Actors may be brought in to explore the dramatic potential in scenes and to help students write natural dialogue. Students will complete a second draft of their screenplay by the end of the semester. *Note: Open to students from all departments.*

CFD-2162**Sound Design**

One semester: 3 studio credits

Instructor: N. Simopoulos

Limited to 12 students per section

Filmmakers will tell you that sound is 50% of a film. Great sound can enhance a story. Through hands-on experience in a recording studio, students will explore recording dialogue, sound effects and Foley, and synchronize these elements to the moving image. Techniques in audio editing, using effects and mixing will also be covered with Pro Tools software. Students will record, create, mix and output sound for several projects throughout the course. *Note: Open to students from all departments.*

Course #	Day	Time	Semester
CFD-2162-A	Tu	12:10-3:00	fall
CFD-2162-B	Th	12:10-3:00	fall
CFD-2162-C	Tu	12:10-3:00	spring

CFD-2202-A**Directing Actors II**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: M. Mihut

Limited to 16 students

This course is for students who want to increase their understanding of the actor’s work. Advanced techniques will be taught as well as communication skills for both actor and director. *Note: Open to film majors only.*

CFD-2212-A**Shooting on Film**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: I. Sunara

In this course students will become familiar with the history of 8mm, 16mm and 35mm film. Though screening dailies and rough cuts, we will explore filmmaking techniques from start to finish, culminating in each student producing a five-minute film. Camera operation, film stock choices, exposure and lenses will all be addressed. We will screen footage in class and discuss reshooting and editing options. All film material will be provided. *Note: Open to film majors only.*

CFD-2262-A**Creating Character (The Actor/Writer Collaboration)**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructors: A. Rapoport, J. Ricker

Great stories rely on great characters. This multidisciplinary course is ideal for aspiring screenwriters and writer/directors who want to write more dynamic character-driven drama. You will work with professional actors and use exciting techniques and exercises to make vivid characters come to life. A unique fusion of directing, writing and acting allows you to create scripts in action and to hone your skills for dialogue, unlocking the mysteries of specific characters. Taught by a screenwriter and an actor/director, the goal of this course is for students to develop exciting new material for film, both short and long form. *Note: Open to students from all departments.*

Course #	Semester
CFD-2262-A	fall
CFD-2262-B	spring

CFD-2344-A**Movement in Storytelling**

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: C. Heilman

This course will explore movement as a key component in storytelling and screenwriting, helping directors, writers, editors and visual artists to understand movement and its meaning. Students will investigate how internal motivations can be expressed externally without dialogue, and explore how we read—and write—body language, movement and stillness. Class time will be divided between moving the body, writing and discussion. Students will be given the opportunity to experience how movement affects expression and enhances creativity. *Note: Open to students from all departments.*

CFD-2346 (previously CFD-3431)**Music and Sound**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: N. Simopoulos

Limited to 12 students

You don’t have to be a professional musician to make great soundtracks for your films and videos. With a keyboard and cutting-edge computer software programs such as Reason and Pro Tools, you can create great music to sync with your images. Students will have hands-on experience in a recording studio and will learn techniques of songwriting, editing and mixing. Basic music theory will be explained as well as how to use prerecorded music and drum loops in various musical styles—hip-hop, world, jazz, rock and classical, among others. If you are a musician, you can enhance your compositions with these amazing tools. *Note: No prior experience in music is required. Open to students from all departments.*

Course #	Semester
CFD-2346-A	fall
CFD-2346-B	spring

CFD-2350**Adaptation for the Short Film**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Degas

Limited to 12 students per section

The challenges in transforming material from other media onto the screen will be the focus of this course. Screenplays may be developed from virtually any source material—fiction, nonfiction, journalism, poetry—and students will investigate how to obtain screen rights for their work, including public domain, options and ownership. Emphasis is on short films that students can produce themselves.

Note: Students are responsible for obtaining all rights to the works they choose to adapt, or must use public domain material. Open to film majors only.

Course # Semester

CFD-2350-A fall

CFD-2350-B spring

CFD-2442**Comedy Improvisation**

One semester: 3 studio credits

Instructor: A. Rapoport

Improvisation is the jazz of theater. It's spontaneous and creative and an essential acting and life skill. This course will focus on short-form comedy improv. Whether you use it to improve your commercial and theatrical auditions, incorporate it into your rehearsal process, become a better writer, or feel more at ease when speaking in public, improv will free you up and "get you out of your head." In a supportive and energetic group atmosphere, we will examine the basic elements of improvising a scene and developing characters. Discover the secret of making it look easy. *Note: Students must wear comfortable clothing and shoes. Open to students from all departments.*

Course # Day Time Semester

CFD-2442-A M 3:20-6:10 fall

CFD-2442-B W 6:30-9:20 spring

CFD-2456-A**Visual Translation for Production Design I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. von Brandenstein

The goal of this course is to introduce methods used to create meaningful imagery from screenplays. The process of previsualizing and how to determine the salient points that establish the visual representation of a film will be addressed, beginning with the initial steps of previsualization—from first impression rough-response drawings to pattern-recognition responses. Each student will complete three projects using a variety of mediums, such as watercolor, acrylics, drawing, photography and digital technologies to express ideas for a given production. Toward the end of the semester various design software programs will be presented. *Note: Open to students from all departments.*

CFD-2457-A**Visual Translation for Production Design II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: P. von Brandenstein

This course is a continuation CFD-2456, Visual Translation for Production Design I. Working with Autodesk SketchUp, we will explore how to achieve visual interpretations of scripts and other texts, and how to build a consensual approach to design for a project. Using scripts for film and television, students will take a concept and create physical set solutions from models, drawings, photography and digital technology. Prerequisite: CFD-2456, Visual Translation for Production Design I. *Note: Open to students from all departments.*

CFD-2568-A**The Video Essay**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: P. Cronin

The video essay, a form of creative and intellectual expression, is a vibrant and relatively new mode of film studies. The articulation of thought in audiovisual form, it includes technical, theoretical and critical analysis through the editing of footage from one or more films, plus voice-over, interview extracts, captions and graphics, in order to reveal new insights. YouTube and other platforms are full of video essays that examine national cinemas, film directors, films, scenes, even individual shots. This course will survey a number of the different kinds of video essay and platforms that currently exist, and incorporate an exploration of film theory and other writings that analyze film form and its social functions and effects. Students will read various texts from the film theory canon, contribute to online discussions, and work on creating two video essays throughout the semester. Students can produce work in the language of their choice; subtitles are required for videos that are not in English. *Note: Students must have a phone with a camera or video camera for this course. Open to students from all departments.*

CFD-2571-A**The Activist Film**

Tuesday 3:20-6:10

Spring semester 3 studio credits

Instructor: P. Cronin

Cinema doesn't just serve to reflect upon political realities or as a way of denouncing abuses or social injustice. Filmmakers have for decades used their work as a foundation for action, as tools for community organizing, and to advocate for social and political change. This course interweaves lectures on key political concepts with screenings of important fictional and documentary cinema. Students will be expected to produce a detailed proposal for a piece of activist filmmaking. *Note: Open to students from all departments.*

AHD-2712**The Art of Editing**

Tuesday 9:00-11:50

One semester: 3 art history credits

Instructor: K. Dobrowski

Editing is the creative process by which visual and aural elements are rhythmically integrated to produce meaning in film. This historical survey investigates interrelations of storytelling and story-showing by screening classic and contemporary film scenes and sequences. Students explore cinema's bonds to painting, photography, theater and literature, as well as its profound links to music and dance, to discover how editing strategies developed—and continue to do so—inspiring one of the world's most powerful art forms.

Course Day Time Semester

AHD-2712-A Tu 9:00-11:50 fall

AHD-2712-B Th 9:00-11:50 spring

CFD-2733-A**Visually Planning Your Films: Storyboards for Live Action**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: B. Rodriguez

Limited to 17 students

Students will gain hands-on experience in creating storyboards and storyboard animatics from their own short scripts, both on paper and digitally. We will explore a variety of storyboarding software, though emphasis will be placed on storyboard theory and psychology, thumbnail storyboards, and collaboration, as students work to strategically plan a film through sequential art. *Note: No prior drafting experience is required. Open to students from all departments.*

CFD-2743

Pitching and Development

Monday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

Writers, directors and producers must know how to pitch, and to whom they are pitching. Students will bring their own projects to class, pitch their log lines and refine them, as they workshop synopses in class. Students also write bios branding themselves. Guests from various branches of the film and television industries will share their pitching techniques and students will pitch to them. *Note: Open to film majors only.*

Course #	Semester
CFD-2743-A	fall
CFD-2743-B	spring

CFD-2752-A

Marketing and Publicity

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

Students will research the tools and techniques necessary to find an audience in the digital age. Topics include premarketing, social media profiles, sentiment analysis and other data-driven methods, how AI is transforming content marketing and the many-faceted roles of publicists. Students will meet guests from the industry as they create a marketing strategy for a film from packaging to distribution. *Note: Open to film majors only.*

Course #	Semester
CFD-2752-A	fall
CFD-2752-B	spring

CVD-3010

Advanced Production I

Fall semester: 3 studio credits

Limited to 16 students per section

This course will explore sophisticated and developing languages of the moving image. Through exercises, demonstrations and production, we will focus on the craft, aesthetics and content of film and moving-image making, as practiced in emerging and traditional forms. *Note: It is recommended that students review the syllabus for each section and meet with the instructor before registering. Open to film majors only.*

Course #	Day	Time	Instructor
CVD-3010-A	M	1:00-5:50	G. LaVoo
CVD-3010-B	Tu	9:00-1:50	D. Georgevich
CVD-3010-C	Th	1:00-5:50	TBA
CVD-3010-D	Th	3:20-8:10	J. Brooker-Marks

CVD-3015

Advanced Production II

Spring semester: 3 studio credits

Limited to 16 students per section

This is the second part of a two-semester course. During the spring semester, each student will undertake a major project or series of smaller projects. Alternatively editing and cinematography majors may function as editors or cinematographers on two, third-year projects. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
CVD-3015-A	M	1:00-5:50	G. LaVoo
CVD-3015-B	Tu	9:00-1:50	D. Georgevich
CVD-3015-C	Th	1:00-5:50	TBA
CVD-3015-D	Th	3:20-8:10	J. Brooker-Marks

CFD-3030

Advanced Cinematography I

Fall semester: 3 studio credits

Limited to 16 students per section

Three interrelated areas of cinematography that are essential to the realization of the dramatic demands of the script—visualization of the script, communicating with actors, lighting and postproduction processes—will be the focus of this course. Through demonstrations, discussions, screenings, critiques and hands-on

projects, students will explore sophisticated lighting techniques for film and digital cinematography. How to translate ideas into images, experiment with varied lighting styles and create specific moods for interiors and exteriors will be examined, as well as the collaboration between the director and director of photography in planning action scenes, structure, coverage and the interpretation of the script. We will discuss emulsions, tonality, contrast, the “quality” of light, exposure, angles, composition, movement, continuity, lenses, depth of field, filters, special effects, lab liaisons (timing lights, printing, digital mastering and transfers) and managing camera and lighting crews. Arriflex 16-SR camera, advanced digital cameras, super speed lenses, dolly, Jib-arm, Gear head, Steadicam, Tungsten, HMI and Kino-Flo lights will be used in class. *Note: Open to cinematography specialists only.*

Course #	Day	Time	Instructor
CFD-3030-A	W	3:20-8:10	F. Prinzi
CFD-3030-B	Th	9:00-1:50	D. Georgevich

CFD-3035

Advanced Cinematography II

Spring semester: 3 studio credits

Limited to 16 students per section

This is the second part of a two-semester course. See CFD-3030 for course description. *Note: Open to cinematography specialists only.*

Course #	Day	Time	Instructor
CFD-3035-A	W	3:20-8:10	F. Prinzi
CFD-3035-B	Th	9:00-1:50	D. Georgevich

CFD-3054-A

Advanced Sound: Mixing

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: P. Goodrich

Limited to 12 students

Designed for those who want to pursue sound on a professional level, this course will explore advanced mixing techniques and automation tips and tricks. Projects will include setting up a mix to deliver to a dub stage, advanced routing and plug-in automation, and best practices when working with a complex mix. Projects will address mono to stereo to 5.1 up to Atmos mixing. Prerequisite: CFD-2053, Introduction to Mixing. *Note: Open to film majors only.*

CFD-3055-A

Advanced Sound: Mastering

Tuesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: P. Goodrich

Limited to 12 students

This course is designed for those who want to pursue sound on a professional level. We will explore the issues involved in delivering your project in the correct form and levels. Projects will include mastering for sound as well as for delivery requirements. Stem mixing and mastering levels will also be covered. The QC (Quality Control) process will be addressed. Prerequisite: CFD-2053, Introduction to Mixing. *Note: Open to film majors only.*

CFD-3056-A

New Audio Formats

Thursday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Agudo

Limited to 12 students

Students will be introduced to cutting-edge, multichannel technology, such as like Dolby Atmos and will explore techniques for recording to new audio standards. A comprehensive walkthrough of components, applications and workflow will be given, including hardware and software requirements for various setups. We will also discuss new ways of imagining sound design and the best practices to integrate them in different projects. *Note: Open to students from all departments.*

CFD-3057-A**Score Your Film**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: N. Simopoulos

The focus on this course will be on creating musical scores for film. With the use of software such as Pro Tools, Reason and Logic Audio, students will learn the fundamentals of creating music that evokes suspense, nostalgia romance, adventure, and more. With hands-on practice in a recording studio, students will compose, record and edit using synthesizers, samplers and loop players to make thematic musical cues while learning the techniques of film scoring. *Note: Open to students from all departments.*

CFD-3060**Advanced Writing and Directing I**

Fall semester: 3 studio credits

Limited to 12 students per section

Building on the fused writing and directing approach introduced in second year, students will refine their scripts for third-year production courses, and begin their thesis films. Students will be exposed to innovative, professional techniques in screenwriting and storytelling, and encouraged to find their own styles. Working with actors, students will employ sophisticated directorial strategies, analyze their artistic choices and find their own strengths before going on set. *Note: Open to film majors only.*

Course #	Day	Time	Instructors
CFD-3060-A	W	3:20-6:10	J. Ricker, G. Stuhr
CFD-3060-B	Th	9:00-11:50	J. Brooker-Marks, G. LaVoo
CFD-3060-C	Th	3:20-6:10	T. Stephens

CFD-3065**Advanced Writing and Directing II**

Spring semester: 3 studio credits

Limited to 16 students per section

This is the second part of a two-semester course. It is intended to support the development of the thesis script. Students will have the opportunity to take creative risks and collaborate with actors. Scripts will be rehearsed, discussed and revised every week. As the scripts produced in the previous semester go into postproduction, films are screened with feedback to help students polish their final cuts. *Note: Open to film majors only.*

Course #	Day	Time	Instructor(s)
CFD-3065-A	W	3:20-6:10	J. Ricker, G. Stuhr
CFD-3065-B	Th	9:00-11:50	J. Brooker-Marks, G. LaVoo
CFD-3065-C	Th	3:20-6:10	T. Stephens

HLD-3130**Film and Literature I**

Fall semester: 3 humanities and sciences credits

Film and literature, two of the most important modes of storytelling, exist in a complex and dynamic relationship, each drawing from the other. This course explores the rich interaction between key films and texts, particularly drama and the novel, analyzing how filmmakers use literary structures, strategies and techniques in ways that have become synonymous with film. At the root is storytelling in all its ancient and contemporary forms, and the goal is to enrich students' understanding of story, increase their ability to see films critically, improve their writing and help make them powerful storytellers in their own work. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
HLD-3130-A	Tu	3:20-7:10	M. Grisanti
HLD-3130-B	W	9:00-12:50	D. Riccuito
HLD-3130-C	Th	9:00-12:50	W. Beckley

HLD-3135**Film and Literature II**

Spring semester: 3 humanities and sciences credits

This is the second part of a two-semester course. See HLD-3130 for course description. *Note: Open to film majors only.*

Course #	Day	Time	Instructor
HLD-3135-A	Tu	3:20-7:10	M. Grisanti
HLD-3135-B	W	9:00-12:50	D. Riccuito
HLD-3135-C	Th	9:00-12:50	W. Beckley

CFD-3140-A**Advanced Screenwriting I**

Monday-Friday, first week per month; hours: 6:30-9:50

Fall semester: 3 studio credits

Instructor: D. Black

Limited to 12 students per section

This course is designed to encourage the development of the writer's own style by exploring advanced strategies of character development and approaches. In the first semester students will write a proposal, outline and revised outline, and complete a first draft in accordance with the expectations of the Writers Guild short-form contract. *Note: This course meets the first full week of each month, five days a week. Students then have two weeks to write and email the instructor. In the third week of each month, the instructor will offer notes and suggestions; the next month, the cycle begins again. In-class sessions will be held on: 9/6-9/9, 10/3-10/7, 11/7-11/11, 12/5-12/9. Open to film majors only.*

CFD-3145-A**Advanced Screenwriting II**

Monday-Friday, first week per month; hours: 6:30-9:50

Spring semester: 3 studio credits

Instructor: D. Black

Limited to 12 students per section

This is the second part of a two-semester course. See CFD-3140 for course description. The spring semester begins with the first rewrite of the first draft and goes on through the second rewrite, in accordance with the Writers Guild contract. Students are expected to have a complete second draft by the end of the semester. *Note: This course meets the first full week of each month, five days a week. Students then have two weeks to write and email the instructor. In the third week of each month, the instructor will offer notes and suggestions; the next month, the cycle begins again. In-class sessions will be held on: 1/9-1/13, 2/6-2/10, 3/13-3/17, 4/3-4/7. Open to film majors only.*

CFD-3170-A**Writing for Television I**

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: C. Kipps

Limited to 12 students

This intensive course in writing for television will begin with writing a spec script (hour or half hour) for an existing television show. Treatments, synopsis, story outlines, the pitch, log lines and career strategies will all be addressed and explored. Guest lecturers, both producers and writers, will share their experiences and offer strategies on how to break into the television market. *Note: Open to film majors only.*

CFD-3175-A**Writing for Television II**

Wednesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: C. Kipps

Limited to 12 students

This is the second part of a two-semester course. Please see CFD-3170 for course description. In the spring semester, students will create and write original pilot episodes for their own television show. *Note: Open to film majors only.*

CFD-3190-A

The Business and Craft of Writing for Television

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: C. Kipps

Limited to 12 students

The Business and Craft of Television Writing will prepare students for the challenges they will face when pursuing a career in television. Industry experts will provide insight into how the business works and ways to break in. The course will explore broadcast, cable and streaming television while defining the differences in creating shows for each format. Episodic versus serialized story structure will be addressed. What to do before writing a pilot will include how to concisely communicate a series concept in a one-page overview followed by a detailed beat sheet, essentially a script without dialogue. Beyond writing, students will develop skills designed to aid in successfully marketing their projects. Composing a query letter that gets results and using networking to broaden their television business contacts will be emphasized. The course will also cover how to verbally pitch an idea in an effective manner. To facilitate that effort, students will be supplied with documents from networks and production companies explaining what they want to hear in a pitch. By the end of the semester, students will have been exposed to the realities of being professional television writers and will be ready to write their pilot script. *Note: Open to students from all departments.*

CFD-3194-A

Creative Producing

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: K. Fulton

Limited to 16 students

This course will explore the responsibilities of the creative producer from project inception through distribution. Students will learn how to manage a project and about the principles and tools for creating and controlling their own work, as well as how to collaborate successfully with other film professionals and remain true to their artistic vision. From selecting the material, working with the writer, hiring the director, collaborating on casting choices and selecting a production crew to involvement with distribution and marketing strategies, the focus will be on the creative skill and business acumen necessary to be a successful producer. Guest speakers will share their insights into producing for the film and television industries. Both narrative and documentary filmmaking will be examined. *Note: Open to film majors only.*

CFD-3241

Advanced Production Design

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: C. Nowak

Transforming the physical and psychological environments of a student's script into the visual reality of their own film will be explored in this course. Students will bring in scenes from their scripts to explore subtext, analyze character and discuss theme. Through sketches, location scouting, dressing the set, defining construction needs and research, students will begin the process of building an environmental visual palette for their story. Attention will be given to the psychology of the characters in order to study the impact of the characters on their environment and the environment's effect on the characters. *Note: Open to film majors only.*

Course #	Semester
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CFD-3241-A	fall
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CFD-3241-B	spring
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CFD-3248

VFX: Introduction to After Effects

One semester: 3 studio credits

Instructor: B. Aylward

Limited to 20 students

In this course students will explore the techniques needed in creating seamless motion picture effects. The Adobe After Effects interface, including timeline navigation, render settings and output module templates, animation and geometric transformations through keyframes, plug-in effects and presets, keyboard shortcuts, basic motion graphics, shapes, masks, transfer modes and 3D space will be explored. Additionally, the process of matte making in Adobe Photoshop will be covered. Specifically, in-depth coverage of Bezier curves and other selection

tools in Photoshop and After Effects will be covered in thorough detail. Examples of each technique will be shown to nurture an understanding of what's possible and to help in choosing the most efficient path to the desired results. Students will ultimately apply these techniques to live-action sequences. *Note: Open to all departments.*

Course #	Day	Time	Semester
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CFD-3248-A	M	12:10-3:00	fall
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CFD-3248-B	M	3:20-6:10	spring
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CFD-3249

VFX: Advanced After Effects

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: B. Aylward

Limited to 20 students

A willing "suspension of disbelief" requires constant observation of the world around us. How does a leaf blow in the wind? How does a ball bounce on a sidewalk? What does an exploding rocket look like? Observing physical behavior informs believable effects in animation. Digitally fabricating or enhancing scenes to look real is essential in creating an impactful work of fiction. Along with a trained eye, Adobe After Effects can be a powerful tool. This course will cover the techniques needed in creating believable, seamless motion picture effects. Keying, compositing, motion tracking, image stabilization, rotoscoping, basic color correction and particle systems will be addressed in detail. The course will include examples of each technique to nurture understanding of what's possible and choosing the most efficient path to the desired results. Prerequisite: CFD-3248, VFX: Introduction to After Effects. *Note: Open to film majors only.*

CFD-3258-A

Advanced Makeup for Film and Television: Prosthesis

Tuesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Monteleone

Limited to 16 students

The world of makeup goes beyond color and powder when the artist has the skill to alter the structure of a face using prosthetic appliances. This hands-on course will explore the materials and techniques of prosthetic fabrication and application. Students will design, sculpt, mold and cast a full-face prosthetic appliance, and use the resulting piece as a building block for other projects in prosthetic/visual effects makeup. Prerequisite: CFD-2088, Makeup for Film and Television. *Note: Open to students from all departments.*

CFD-3261-A

Advanced Directing

Thursday 2:00-5:50

Fall semester: 3 studio credits

Instructor: TBA

Limited to 10 students

Students will meet with guest directors and other industry professionals on a weekly basis. They will observe practical approaches to working with actors, establishing character, mise-en-scène, blocking, composition and creating a sequence, and be given the opportunity to develop their own styles. Students will gain practice in effective communication with various on-set departments and key crew members. Prerequisite: CFD-2015, Production Workshop II, or CFD-2129, Directing for Film. *Note: Open to film majors only.*

CFD-3273-A

Experimental Cinematography

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: B. Gonzalez

Cinematography does not just serve storytelling; it also expands our perception of what the story experience can be. Film inherently uses elements of photography, music, painting, dance, etc.; however, narrative and documentary films do not always use all of these artistic elements to their full potential. In this course we will mix and manipulate these elements as tools for the cinematographer's eye. We will study analog techniques including dry for wet to pinhole to contemporary approaches (including virtual reality), while balancing both technical and

expressive awareness, drawing on influence not just from experimental cinema, but also from contemporary light artists who can expand how we experience emotion and narrative in exciting new ways and learn to craft one's own language of experimentation. *Note: Open to film majors only.*

CFD-3326-A

Advanced Documentary Workshop I

Monday 3:20-7:10

Fall semester: 3 studio credits

Instructor: TBA

This intensive, year-long course for emerging documentary filmmakers will delve deep into the study of documentary film across the genres. Students will find their subjects, workshop their stories in class, shoot, produce, and edit their films. Weekly lectures and visiting doc filmmakers will examine the production process, the ethics of nonfiction filmmaking, the art of editing, documentary funding structures and modes of distribution. By the end of the spring semester students will have completed a 15- to 18-minute documentary, and gained a comprehensive view of documentary film production. *Note: Open to film majors only.*

CFD-3327-A

Advanced Documentary Workshop II

Monday 3:20-7:10

Spring semester: 3 studio credits

Instructor: TBA

This is the second part of a two-semester course. See CFD-3326 for course description. *Note: Open to film majors only.*

CFD-3342-A

Thesis Writing Workshop

Wednesday 3:20-6:10

Spring semester: 3 studio credits

Limited to 14 students

Instructor: TBA

This course is designed for students who intend to make a film for thesis, but have not taken writing courses—generally, specialists in editing, cinematography and sound. Students will explore their ideas and outline, and develop and revise a short script suitable for a thesis film. *Note: Open to film majors only.*

CFD-3428

DaVinci Resolve: Color Correcting Your Film

One semester: 3 studio credits

Instructor: F. Yang

The fundamentals of color grading and finishing with DaVinci Resolve software will be covered in this course. Students will explore the process of color grading from picture lock to final delivery. Topics include: creating a look for a project, enhancing storytelling by drawing the eye, scene matching and project management. The course will focus on both the technical and aesthetic requirements of finishing projects for broadcast, commercial and theatrical release. *Note: Open to film majors only.*

Course #	Day	Time	Semester
CFD-3428-A	M	3:20-6:10	fall
CFD-3428-B	M	6:30-9:20	fall
CFD-3428-C	M	3:20-6:10	spring
CFD-3428-D	M	6:30-9:20	spring

CFD-3429

Introduction to Virtual Reality Filmmaking

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: A. Zeka

The newest tools of immersive storytelling—360, virtual reality and augmented reality—will be introduced in this course. We will examine examples of key immersive experiences, and students will explore their storytelling potential in the areas of news, documentary, fine arts and advertising. Special focus will be placed on developing skills for directing a 360 film, including the use of 360 cameras, creating ambisonic landscapes and editing techniques. The final objective

of the course will be to produce a series of 360 videos and demonstrate fluency in this new technology and its tools for production. *Note: This course is cross-listed with CFD-3429-C and CFD-3429-D.*

Course # Semester

CFD-3429-A	fall
CFD-3429-B	spring

CFD-3432

Postproduction: Digital Workflow I

Fall semester: 3 studio credits

Instructor: K. Dobrowolski

Postproduction professionals must be fluent in the digital language of filmmaking for their creative projects. This course will address the technical side of postproduction and the principles integral to digital cinema workflows. Through lectures, screenings and assignments, students will explore how to problem solve technical hurdles. Subjects will include discussions on computer technology, storage options, resolutions, frame rates, color space, codecs, compression techniques, DCPs, RED RAW workflow, aspect ratios, Pro Tools output and delivery, camera media, color grading, bit depth and bitrate. This is an indispensable course for editors. *Note: Open to film majors only.*

Course #	Day	Time
CFD-3432-A	M	12:10-3:00
CFD-3432-B	Tu	12:10-3:00

CFD-3434-A

Postproduction: Structures in Storytelling

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Collins

Inspired by the teachings of Sergei Eisenstein, Stefan Sharff, Karel Reisz, Andrei Tarkovsky, Alexander Mackendrick, Ingmar Bergman and Akira Kurosawa, this course will offer an advanced study into aesthetic solutions to shape image and sound compositions. An emphasis will be placed on the applications and significance of European montage. With a concentration on crafting a visual story via elements that are concurrently cohesive and divergent, we will screen student projects, theatrical releases and trailers, as well as discuss assigned readings in film criticism. The goal of the course is to master the elusive properties of moving-image editing. *Note: Open to students from all departments.*

CFD-3436

Postproduction: Digital Workflow II

Spring semester: 3 studio credits

Instructor: K. Dobrowolski

This course will examine digital language—from media acquisition to digital exhibition. Students will work on their own projects to tackle real-world workflow hurdles and explore how to quickly get past them and get back to the creative process. We will focus on proxy and offline/online options, transcoding, remote editing, compression techniques, color grading, ARRI and RED RAW workflows, Pro Tools output and delivery and DCPs. Students will complete the course with a heightened knowledge of postproduction. Prerequisite: CFD-3432, Postproduction: Digital Workflow I. *Note: Open to film majors only.*

Course #	Day	Time
CFD-3436-A	M	12:10-3:00
CFD-3436-B	Tu	12:10-3:00

CFD-3512

Film and Entertainment Law

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: M. Miles

This course will focus on the fundamentals of entertainment law by exploring the business and legal relationships within the broadcasting and film industries. How to anticipate and avoid legal problems prior to production will be addressed. Key issues in the areas of copyright law, sources of financing, distribution agreements, insurance and union consideration will be discussed. There will be guest speakers from the field. *Note: Open to students from all departments.*

Course #	Semester
CFD-3512-A	fall
CFD-3512-B	spring

CFD-3614**Line Producing and Budgeting for Your Film**

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Herman

This course will address the process of professionally managing a film project from development to distribution. Using EP software, we will cover such topics as breaking down a script, creating schedules and a realistic budget, as well as how to access information concerning the most up-to-date union rates, actor agreements and location fees. Students will complete a professional production book relating to short or feature film. *Note: Open to students from all departments.*

Course #	Semester
CFD-3614-A	fall
CFD-3614-B	spring

CFD-3921-A**Finance and Distribution**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Oppedisano

This course will explore sources of financing and distribution and the resources, materials and methods to attain them. We will begin with the budgeting process and production costs to publicity, marketing, delivery, legal costs, and other—often overlooked—areas that can come back to haunt you. The tried-and-true sources of financing will be reviewed, and students will investigate other financing techniques. We will practice the art of sales—from creating a prospectus to marketing and publicity, prospecting for investors and pitching the project. *Note: Open to film majors only.*

CFD-4010**Career Strategies**

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: K. Fulton

Limited to 35 students per section

The goal of this course is to facilitate the successful transition from college to the professional world. Experts from key areas in the entertainment industry will provide insight in all areas of film specialization, covering such subjects as intellectual property rights, marketing and promotion, finance, agents, producer reps and distributors: the tactical information necessary to move your career to the next level. Emphasis will be given to each student's work, and on creating a market identity through social media and other strategies. *Note: Open to film majors only.*

Course #	Semester
CFD-4010-A	fall
CFD-4010-B	spring

CFD-4040-A**Master Class in Screenwriting I**

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: C. Kipps

This course will reinforce the basics of screenwriting and prepare students to become working screenwriters. Concepts such as how to make a script producible will be discussed by breaking down each student's screenplay from the previous year. How to be economical when structuring a screenplay will also be addressed. Students will begin a new project with a logline, one-page overview and a detailed beat sheet. In addition, industry professionals will visit the class, including an executive from the Writers Guild of America who will explain how contracts, residuals and other legal aspects affect writers. *Note: Open to film majors only.*

CFD-4045-A**Master Class in Screenwriting II**

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Kipps

This is the second part of a two-semester course. See CFD-4040 for course description. *Note: Open to film majors only.*

CFD-4101-A**Master Class in Cinematography I**

Friday 9:00-12:50

Fall semester: 3 studio credits

Instructor: D. Georgevich

This course is designed to challenge thesis cinematography students to refine their lighting skills by reproducing scenes from paintings by masters. Recent theorists and artists such as David Hockney contend that painters like Vermeer used optics in the form of lenses and mirrors to create distortions and soft focus effects that could not be seen by the naked eye. Included will be Georges de la Tour's paintings with stunning candlelight scenes, the heightened naturalism and strong lighting in Caravaggio's work, and John Singer Sargent's use of precise patina to reveal mood and psychological nuance. Lectures by a distinguished group of guest cinematographers will complement coursework. *Note: Open to senior cinematography specialists only.*

CFD-4102-A**Master Class in Cinematography II**

Friday 9:00-12:50

Spring semester: 3 studio credits

Instructor: D. Georgevich

This is the second part of a two-semester course. See CFD-4101 for course description. *Note: Open to senior cinematography specialists only.*

CFD-4940-A**Film Thesis I**

Day/Time: TBA

Fall semester: 6 studio credits

Instructor: M. Grisanti

Students are required to complete a thesis project that demonstrates an advanced level of craft and technique. All candidates will meet with the Thesis Committee at the end of their third year for instructions and deadlines. The College may reproduce work in matters pertaining to accreditation and promotion. *Note: Open to film majors only.*

CFD-4945-A**Film Thesis II**

Day/Time: TBA

Spring semester: 6 studio credits

Instructor: M. Grisanti

This is the second part of a two-semester course. See CFD-4940 for course description. *Note: Open to film majors only.*

Independent Study

One semester: 3 studio credits

Junior and senior students who wish to pursue a special project not covered by the parameters of their department's curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.00 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
CFD-4996-A	summer
CFD-4997-A	fall
CFD-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

FILM ELECTIVES OPEN TO STUDENTS FROM ALL DEPARTMENTS

CFD-2050

Sound Production I

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Agudo

Limited to 18 students per section

This is a comprehensive course that analyzes the connection between sound and storytelling in filmmaking. Students will explore the role that sound plays in creating a scene and how to critically listen. To apply this knowledge, students will be introduced to the elements of recording on set—using a mixer, a recorder, a boom mic and Lavalier microphones. Students will also be introduced to the elements of postproduction sound.

Course #	Semester
CFD-2050-A	fall
CFD-2050-B	spring

CFD-2082

Generations of Makeup

Monday 12:10-3:00

One semester: 3 studio credits

Materials fee: \$95

Instructor: TBA

This hands-on course will explore various techniques of achieving character demands, the breaking down of character creation and the importance of consistency. Students will follow industry standards while designing, creating and executing a full character look. The art and history behind movies most iconic makeup looks will also be examined. *Note: This course is cross-listed with CFD-2082-A and CFD-2082-B.*

Course #	Semester
CFD-2082-C	fall
CFD-2082-D	spring

CFD-2088

Makeup for Film and Television

One semester: 3 studio credits

Materials fee: \$95

Instructor: TBA

Beginning with an overview of makeup design and application (painting, construction methods and prosthesis), this course will then focus on exploration and experimentation of various materials used in the field of makeup for broadcast media. Students will design and create their own full 'character' makeup, which may be used for their film and animation projects. *Note: This course is cross-listed with CFD-2088-A through CFD-2088-C.*

Course #	Day	Time	Semester
CFD-2088-D	Tu	9:00-11:50	fall
CFD-2088-E	Tu	12:10-3:00	fall
CFD-2088-F	Tu	9:00-11:50	spring

CFD-2344-A

Movement in Storytelling

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: C. Heilman

This course will explore movement as a key component in storytelling and screenwriting, helping directors, writers, editors and visual artists to understand movement and its meaning. Students will investigate how internal motivations can be expressed externally without dialogue, and explore how we read—and write—body language, movement and stillness. Class time will be divided between moving the body, writing and discussion. Students will be given the opportunity to experience how movement affects expression and enhances creativity.

CFD-2442

Comedy Improvisation

One semester: 3 studio credits

Instructor: A. Rapoport

Improvisation is the jazz of theater. It's spontaneous and creative and an essential acting and life skill. This course will focus on short-form comedy improv. Whether you use it to improve your commercial and theatrical auditions, incorporate it into your rehearsal process, become a better writer, or feel more at ease when speaking in public, improv will free you up and "get you out of your head." In a supportive and energetic group atmosphere, we will examine the basic elements of improvising a scene and developing characters. Discover the secret of making it look easy. *Note: Students must wear comfortable clothing and shoes.*

Course #	Day	Time	Semester
CFD-2442-A	M	3:20-6:10	fall
CFD-2442-B	W	6:30-9:20	spring

CFD-2346 (previously CFD-3431)

Music and Sound

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: N. Simopoulos

Limited to 12 students

You don't have to be a professional musician to make great soundtracks for your films and videos. With a keyboard and cutting-edge computer software programs such as Reason and Pro Tools, you can create great music to sync with your images. Students will have hands-on experience in a recording studio and will learn techniques of songwriting, editing and mixing. Basic music theory will be explained as well as how to use prerecorded music and drum loops in various musical styles—hip-hop, world, jazz, rock and classical, among others. If you are a musician, you can enhance your compositions with these amazing tools. *Note: No prior experience in music is required. Open to students from all departments.*

Course #	Semester
CFD-2346-A	fall
CFD-2346-B	spring

CFD-2456-A

Visual Translation for Production Design I

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. von Brandenstein

The goal of this course is to introduce methods used to create meaningful imagery from screenplays. The process of previsualizing and how to determine the salient points that establish the visual representation of a film will be addressed, beginning with the initial steps of previsualization—from first impression rough-response drawings to pattern-recognition responses. Each student will complete three projects using a variety of mediums, such as watercolor, acrylics, drawing, photography and digital technologies to express ideas for a given production. Toward the end of the semester various design software programs will be presented.

CFD-3429

Introduction to Virtual Reality Filmmaking

Thursday 3:20-6:10

One semester: 3 studio credits

Equipment fee: \$100

Instructor: A. Zeka

The newest tools of immersive storytelling—360, virtual reality and augmented reality—will be introduced in this course. We will examine examples of key immersive experiences, and students will explore their storytelling potential in the areas of news, documentary, fine arts and advertising. Special focus will be placed on developing skills for directing a 360 film, including the use of 360 cameras, creating ambisonic landscapes and editing techniques. The final objective of the course will be to produce a series of 360 videos and demonstrate fluency in this new technology and its tools for production. *Note: No prior filmmaking experience necessary. This course is cross-listed with CFD-3429-A and CFD-3429-B.*

Course #	Semester
CFD-3429-C	fall
CFD-3429-D	spring

BFA Fine Arts

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

- 18 credits in art history courses that carry a prefix of AHD or VCD.
2. Students must meet all requirements of the BFA Fine Arts Department and complete a review of work at the end of each year.
 3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year fine arts majors must successfully complete all required foundation-year courses by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Freshmen who begin their studies in the spring 2023 semester should refer to Fine Arts Foundation program GS.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR CURRICULUM TRACK OPTIONS

The BFA Fine Arts program offers students two curriculum tracks in the first year, which may be selected from the block schedules that follow. Please look over each curriculum track and decide which best suits your needs. Each track has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Note: Drawing I and II, Painting I and II and Sculpture are included in all fine arts foundation programs. The remaining courses offer a few variations based on student interest.

FINE ARTS TRACK 1 REQUIREMENTS

Track 1 sections, only open to fine arts students, are interdisciplinary in nature. The focus is to integrate art history and the humanities into studio practice. Students will learn to use art history and the humanities as a data bank for their own work. Visual cultures and multicultural concerns are geared toward connecting ideas and practices in both images and words as they relate to contemporary art.

AHD-1018	Introduction to Modern Art
AHD-1019	Global Perspectives
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
FID-1430	Sculpture
FID-1530	Digital Fabrication
HCD-1020	Writing and Thinking: New York City
HCD-1025	Writing Visual Culture

FINE ARTS TRACK 2 REQUIREMENTS

AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
FID-1430	Sculpture
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
SMD-1020	Foundations of Visual Computing

FIRST-YEAR COURSE LISTINGS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1010

European Painting: Late Gothic to Romanticism

One semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe. *Note: Available in blocks 01G through 13G.*

AHD-1015 through AHD-1017

One semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period. *Note: Please refer to the art history listing for course descriptions. Available in blocks 01G through 13G.*

AHD-1018

Introduction to Modern Art

One semester: 3 art history credits

Beginning with the invention of photography in 1839, this course will reflect the visual expansion of practices involving painting, sculpture, film and architecture. Surveying the discourses surrounding the prominent “isms” (impressionism, symbolism, cubism, etc.) of the 19th century and finally arriving at the inception of pop art in the 20th century, radical shifts in iconography, material applications and the infusion of media into fine arts will be cited. Seminal texts and visits to museums will augment this course. *Note: Foundation-year students must register for the section of these courses that corresponds with their foundation-year program. Available in blocks 1FA and 2FA.*

AHD-1019

Global Perspectives

One semester: 3 art history credits

As much of the world is connected through the World Wide Web, a global perspective of the arts, crafts and architecture is relevant to contemporary understandings concerning non-Western art. Discussions of the indigenous, the colonized and the transcultural will be explored. From concepts such as memory, ceremony, domestic life, the body and beliefs about the natural and cosmic worlds will intersect with visual culture. The paintings, drawings, ceramics, architecture, textiles and food cultures from Africa, Asia, the Middle East, Latin America and Oceania will focus on how ideas are represented in objects and edifices reflecting cultural difference. *Note: Foundation-year students must register for the section of these courses that corresponds with their foundation-year program. Available in blocks 1FA and 2FA.*

FID-1130

Drawing I

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135

Drawing II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220

Painting I

One semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting.

FID-1225

Painting II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description.

FID-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

FID-1530

Digital Fabrication

One semester: 3 studio credits

This studio course is an introduction to computer-based fabrication techniques through fundamental software: Adobe Illustrator, Adobe Photoshop and Sculptis. Along with studying the basic tools, terms and techniques of digital art, students will explore how computers can assist artists in the composition and conception of visual art as it relates to painting, drawing and sculpture. Applications and printed matter techniques that will be explored are fabric and photo printing, CNC laser and plasma cutting, and 3D digital sculpture. *Note: Available in blocks 1FA and 2FA.*

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information. Available in blocks 01G through 13G.*

HCD-1020

Writing and Thinking: New York City

Fall semester: 3 humanities and sciences credits

This course assists students to become critical and independent writers by questioning and learning about New York City. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. We will read books, poems and articles as well as visit New York City locales—virtually or in person—such as the High Line and the Central Park. By the end of the course, students will have an enhanced understanding of writing as a means to think critically and better communicate their ideas. *Note: Students are required*

to take and pass the Proficiency Examination during their first semester at SVU (except for students enrolled in HCD-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information. Available in blocks 1FA and 2FA.

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program. Available in blocks 01G through 13G.*

HCD-1025

Writing Visual Culture

Spring semester: 3 humanities and sciences credits

In this writing-intensive course, students will learn how to consider artworks from aesthetic, social and political viewpoints to gain a better understanding of contemporary visual culture. Using writing as a means to clarify ideas and present them coherently, the course will first introduce students to methods of examining

art by considering its intersections with history, literature and science, and current discussions on race, gender and sexuality. It will then explore the significant role visual culture plays in reflecting and shaping social values by looking at how cultural institutions engage with current issues, such as social practice and climate change, through exhibitions, commissioned works and provenance research. Topics include: the question of who owns antiquities; repatriation of artworks; representations of artworks from different cultures; public memorials; recent exhibits in response to discussions about diversity, equity and inclusivity. *Note: Foundation-year students should register for the section of HCD-1025 that corresponds to their foundation program. Please refer to your studio department for information. Available in blocks 1FA and 2FA.*

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. *Note: Available in blocks 01G through 13G.*

FINE ARTS FOUNDATION COURSE SCHEDULES FALL 2022 / SPRING 2023

Fine Arts Track 1 / Foundation Block 1FA / FALL					
	MON	TUES	WED	THURS	FRI
9				HCD-1020-1FA Writing and Thinking 9:00-11:50	FID-1530-1FA Digital Fabrication 9:00-2:50 L. Navarro
10			FID-1130-1FA Drawing I 9:00-2:50 S. DeFrank		
11					
12					
1				FID-1220-1FA Painting I 12:10-6:00 M. Sheehan	
2					
3			AHD-1018-1FA Modern Art 3:20-6:10 K. Johansson		
4					
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7					
8					
9					

Fine Arts Track 1 / Foundation Block 1FA / SPRING					
	MON	TUES	WED	THURS	FRI
9				HCD-1025-1FA Writing Visual Culture 9:00-11:50	
10			FID-1135-1FA Drawing II 9:00-2:50 S. DeFrank		
11					
12					
1				FID-1225-1FA Painting II 12:10-6:00 M. Sheehan	
2					
3			AHD-1019-1FA Global Perspectives 3:20-6:10 S. Rodriguez		
4					
5					FID-1430-1FA Sculpture 3:20-9:10 J. Choi
6					
7					
8					
9					

Fine Arts Track 1 / Foundation Block 2FA / FALL					
	MON	TUES	WED	THURS	FRI
9				HCD-1020-2FA Writing and Thinking 9:00-11:50	
10		FID-1130-2FA Drawing I 9:00-2:50 N. Karsten			
11					
12					
1				FID-1220-2FA Painting I 12:10-6:00 D. Chow	
2					
3			AHD-1018-2FA Modern Art 3:20-6:10 Instructor: TBA		
4					FID-1430-2FA Sculpture 3:20-9:10 R. Dupont
5					
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Fine Arts Track 1 / Foundation Block 2FA / SPRING					
	MON	TUES	WED	THURS	FRI
9				HCD-1025-2FA Writing Visual Culture 9:00-11:50	
10		FID-1135-2FA Drawing II 9:00-2:50 N. Karsten	FID-1530-2FA Digital Fabrication 9:00-2:50 G. Murillo		
11					
12					
1				FID-1225-2FA Painting II 12:10-6:00 D. Chow	
2					
3			AHD-1019-2FA Global Perspectives 3:20-6:10 Y. Alipour		
4					
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6					
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8					
9					

Fine Arts Track 2 / Foundation Block 01G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-01G European Painting 9:00-11:50 D. Dumbadze
10	FID-1220-01G Painting I 9:00-2:50 L. Behnke		FID-1130-01G Drawing I 9:00-2:50 I. Lang	FID-1430-01G Sculpture 9:00-2:50 D. Wapner	
11					
12					
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
5					
6					

Fine Arts Track 2 / Foundation Block 01G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-01G Modern Art 9:00-11:50 Instructor: TBA
10	FID-1225-01G Painting II 9:00-2:50 L. Behnke	SMD-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1135-01G Drawing II 9:00-2:50 I. Lang		
11					
12					
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2					
3					HCD-1025 Writing and Literature 3:20-6:10
4					
5					
6					

Fine Arts Track 2 / Foundation Block 02G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10	FID-1220-02G Painting I 9:00-2:50 D. Chow				
11					
12					
1		HCD-1020 Writing and Thinking 12:10-3:00			
2			FID-1130-02G Drawing I 12:10-6:00 S. Etkin		
3		AHD-1010-02G European Painting 3:20-6:10 R. Arnold		SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4					
5					
6					

Fine Arts Track 2 / Foundation Block 02G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10	FID-1225-02G Painting II 9:00-2:50 D. Chow				FID-1430-02G Sculpture 9:00-2:50 P. Dudek
11					
12					
1		HCD-1025 Writing and Literature 12:10-3:00			
2			FID-1135-02G Drawing II 12:10-6:00 S. Etkin		
3		AHD-1015-02G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Fine Arts Track 2 / Foundation Block 03G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-03G European Painting 9:00-11:50 L. Gamwell
10			FID-1130-03G Drawing I 9:00-2:50 M. Gacek		
11					
12		HCD-1020 Writing and Thinking 12:10-3:00			
1				FID-1430-03G Sculpture 12:10-6:00 J. Cohen	FID-1220-03G Painting I 12:10-6:00 M. Mattelson
2					
3					
4					
5					
6					
7					
8					
9					

Fine Arts Track 2 / Foundation Block 03G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-03G Modern Art 9:00-11:50 Instructor: TBA
10			FID-1135-03G Drawing II 9:00-2:50 M. Gacek		
11					
12		HCD-1025 Writing and Literature 12:10-3:00			
1					FID-1225-03G Painting II 12:10-6:00 M. Mattelson
2					
3					
4					
5					
6			SMD-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver		
7					
8					
9					

Fine Arts Track 2 / Foundation Block 04G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10				SMD-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	
11			FID-1220-04G Painting I 9:00-2:50 T. Kahn		
12	FID-1130-04G Drawing I 12:10-6:00 B. Larsen	HCD-1020 Writing and Thinking 12:10-3:00			
1					
2					
3				AHD-1010-04G European Painting 3:20-6:10 R. Sarkissian	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 04G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11			FID-1225-04G Painting II 9:00-2:50 T. Kahn		FID-1430-04G Sculpture 9:00-2:50 D. Wapner
12	FID-1135-04G Drawing II 12:10-6:00 B. Larsen	HCD-1025 Writing and Literature 12:10-3:00			
1					
2					
3				AHD-1017-04G Ancient and Classical Art 3:20-6:10 Instructor: TBA	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 05G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11			FID-1130-05G Drawing I 9:00-2:50 T. Roniger	FID-1220-05G Painting I 9:00-2:50 N. Chunn	
12					
1		SMD-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
2					
3				AHD-1010-05G European Painting 3:20-6:10 J. Keesling	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 05G / SPRING					
	MON	TUES	WED	THURS	FRI
9					HCD-1025 Writing and Literature 9:00-11:50
10					
11			FID-1135-05G Drawing II 9:00-2:50 T. Roniger	FID-1225-05G Painting II 9:00-2:50 N. Chunn	
12					
1		FID-1430-05G Sculpture 12:10-6:00 J. Silverthorne			
2					
3				AHD-1015-05G Modern Art 3:20-6:10 Instructor: TBA	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 06G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10		HCD-1020 Writing and Thinking 9:00-11:50			
11					
12					
1	SMD-1020-06G Foundations of Visual Comp. 1:10-5:00 T. Fong				
2				FID-1130-06G Drawing I 12:10-6:00 T. Suzuki	FID-1220-06G Painting I 12:10-6:00 K. Raina
3		AHD-1010-06G European Painting 3:20-6:10 J. Edwards			
4					
5					
6					

Fine Arts Track 2 / Foundation Block 06G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10		HCD-1025 Writing and Literature 9:00-11:50			
11	FID-1430-06G Sculpture 9:00-2:50 J. Perلمان				
12					
1					
2				FID-1135-06G Drawing II 12:10-6:00 T. Suzuki	FID-1225-06G Painting II 12:10-6:00 K. Raina
3		AHD-1015-06G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Fine Arts Track 2 / Foundation Block 07G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-07G European Painting 9:00-11:50 D. Carvalho
10				SMD-1020-07G Foundations of Visual Comp. 9:00-12:50 T. Fong	
11	FID-1130-07G Drawing I 9:00-2:50 S. DeFrank		FID-1220-07G Painting I 9:00-2:50 M. Sheehan		
12					
1					
2					
3				HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 07G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1017-07G Ancient and Classical Art 9:00-11:50 Instructor: TBA
10					
11	FID-1135-07G Drawing II 9:00-2:50 S. DeFrank		FID-1225-07G Painting II 9:00-2:50 M. Sheehan	FID-1430-07G Sculpture 9:00-2:50 A. Cziraki	
12					
1					
2					
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 08G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10				HCD-1020 Writing and Thinking 9:00-11:50	
11	FID-1220-08G Painting I 9:00-2:50 G. Boorujy	FID-1130-08G Drawing I 9:00-2:50 N. Touron			FID-1430-08G Sculpture 9:00-2:50 P. Dudek
12					
1					
2					
3		AHD-1010-08G European Painting 3:20-6:10 D. Dumbadze			
4					
5					
6					

Fine Arts Track 2 / Foundation Block 08G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10				HCD-1025 Writing and Literature 9:00-11:50	SMD-1020-08G Foundations of Visual Comp. 9:00-12:50 M. Kovacevic
11	FID-1225-08G Painting II 9:00-2:50 G. Boorujy	FID-1135-08G Drawing II 9:00-2:50 N. Touron			
12					
1					
2					
3		AHD-1015-08G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Fine Arts Track 2 / Foundation Block 09G / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-09G European Painting	
10		HCD-1020 Writing and Thinking 9:00-11:50		9:00-11:50 S. Koo	
11	FID-1430-09G Sculpture 9:00-2:50 J. Perlman				FID-1130-09G Drawing I 9:00-2:50 I. Burnley
12					
1					
2				FID-1220-09G Painting I 12:10-6:00 B. Komoski	
3					
4					
5					
6					

Fine Arts Track 2 / Foundation Block 09G / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1017-09G Ancient and Classical Art 9:00-11:50	
10	SMD-1020-09G Foundations of Visual Comp. 9:00-12:50 T. Fong	HCD-1025 Writing and Literature 9:00-11:50			
11					FID-1135-09G Drawing II 9:00-2:50 I. Burnley
12					
1					
2				FID-1225-09G Painting II 12:10-6:00 B. Komoski	
3					
4					
5					
6					

Fine Arts Track 2 / Foundation Block 10G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11					
12					
1					
2					
3		AHD-1010-10G European Painting 3:20-6:10 R. Sarkissian			
4	FID-1130-10G Drawing I 3:20-9:10 M. Jones		FID-1220-10G Painting I 3:20-9:10 T.M. Davy		
5				SMD-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
6					
7					
8					
9					

Fine Arts Track 2 / Foundation Block 10G / SPRING					
	MON	TUES	WED	THURS	FRI
9					HCD-1025 Writing and Literature 9:00-11:50
10				FID-1430-10G Sculpture 9:00-2:50 R. Baron	
11					
12					
1					
2					
3		AHD-1017-10G Ancient and Classical Art 3:20-6:10 Instructor: TBA			
4	FID-1135-10G Drawing II 3:20-9:10 M. Jones		FID-1225-10G Painting II 3:20-9:10 T.M. Davy		
5					
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7					
8					
9					

Fine Arts Track 2 / Foundation Block 11G / FALL					
	MON	TUES	WED	THURS	FRI
9				AHD-1010-11G European Painting	
10				9:00-11:50 D. Dumbadze	
11			FID-1430-11G Sculpture 9:00-2:50 R. Baron		FID-1220-11G Painting I 9:00-2:50 J. Jurayj
12					
1					
2	FID-1130-11G Drawing I 12:10-6:00 L. Scott				
3				HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 11G / SPRING					
	MON	TUES	WED	THURS	FRI
9				AHD-1016-11G Non-European Art Histories 9:00-11:50 Instructor: TBA	
10					FID-1225-11G Painting II 9:00-2:50 J. Jurayj
11					
12					
1					
2	FID-1135-11G Drawing II 12:10-6:00 L. Scott	SMD-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3				HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					

Fine Arts Track 2 / Foundation Block 12G / FALL					
	MON	TUES	WED	THURS	SAT
9			HCD-1020 Writing and Thinking 9:00-11:50		
10					
11					
12	SMD-1020-12G Foundations of Visual Comp. 12:30-4:20 J. Rosman				FID-1220-12G Painting I 12:10-6:00 Z. Wu
1					
2		AHD-1010-12G European Painting 3:20-6:10 P. Kloehn			
3				FID-1130-12G Drawing I 3:20-9:10 A. Hawley	
4					
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7					
8					
9					

Note: Fine Arts Foundation 12G will be made available after Fine Arts Foundation programs 01G through 11G have reached capacity. Cartooning Foundation 12G courses are held Monday through Thursday and on Saturday.

Fine Arts Track 2 / Foundation Block 12G / SPRING					
	MON	TUES	WED	THURS	SAT
9			HCD-1025 Writing and Literature 9:00-11:50		
10					
11					
12					
1			FID-1430-12G Sculpture 12:10-6:00 E. Scott		FID-1225-12G Painting II 12:10-6:00 Z. Wu
2					
3		AHD-1016-12G Non-European Art Histories 3:20-6:10 Instructor: TBA			
4				FID-1135-12G Drawing II 3:20-9:10 A. Hawley	
5					
6					
7					
8					
9					

Note: Fine Arts Foundation 12G will be made available after Fine Arts Foundation programs 01G through 11G have reached capacity. Cartooning Foundation 12G courses are held Monday through Thursday and on Saturday.

Fine Arts Track 2 / Foundation Block 13G / FALL					
	MON	TUES	WED	THURS	FRI
9		SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic			SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic
10					
11	FID-1130-13G Drawing I 9:00-2:50 J. Cohen				
12					
1					
2					
3				AHD-1010-13G European Painting 3:20-6:10 S. Flach	HCD-1020 Writing and Thinking 3:20-6:10
4					
5			FID-1220-13G Painting I 3:20-9:10 P. Lievano		
6					
7					
8					
9					

Note: Fine Arts Foundation 13G will be made available after all other fall/spring Fine Arts Foundation programs have reached capacity.

Fine Arts Track 2 / Foundation Block 13G / SPRING					
	MON	WED	THURS	FRI	SAT
9					
10					
11	FID-1135-13G Drawing II 9:00-2:50 J. Cohen				FID-1430-13G Sculpture 9:00-2:50 J. Pastor
12					
1					
2					
3			AHD-1015-13G Modern Art 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10	
4					
5		FID-1225-13G Painting II 3:20-9:10 P. Lievano			
6					
7					
8					
9					

Note: Fine Arts Foundation 13G will be made available after all other fall/spring Fine Arts Foundation programs have reached capacity. Fine Arts Foundation 13G spring semester courses are held on Monday, Wednesday, Thursday, Friday and Saturday.

FINE ARTS FOUNDATION COURSES FOR STUDENTS ENTERING SPRING 2023

Fine Arts majors who begin their studies in the spring semester must register for spring 2023 and summer 2023 Fine Arts Foundation GS.

Fine Arts Foundation GS / SPRING 2023					
	MON	TUES	WED	THURS	FRI
9		AHD-1010-GS European Painting 9:00-11:50 D. Carvalho	SMD-1020-GS Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1220-GS Painting I 9:00-2:50 Instructor: TBA	
10					
11					
12					
1					
2					
3	FID-1130-GS Drawing I 3:20-9:10 Instructor: TBA	HCD-1020 Writing and Thinking 3:20-6:10			
4					
5					
6					
7					
8					
9					

Fine Arts Foundation GS / SUMMER 2023					
	5/8 – 5/26	5/9 – 6/27	5/10 – 6/28	5/30 – 6/20	6/21 – 7/13
9	FID-1135-GS Drawing II 9:00-1:10 M-F A. Gerndt			FID-1430-GS Sculpture 9:00-1:10 M-F R. Hu	FID-1225-GS Painting II 9:00-1:10 M-F R. Hu
10					
11					
12					
1					
2					
3		HCD-1025 Writing and Literature 3:20-6:10 Tu/Th	AHD-1015-GS Modern Art 3:20-6:10 W/F Instructor: TBA		
4					
5					
6					

Note: Summer foundation schedules are subject to change.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. Second-year students must take 9 studio credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Second-year fine arts majors must take:

REQUIREMENT A

One semester of:

AHD-2010	The Origins of Art*
or AHD-2020	Modern Art Through Pop I*
AHD-2025	Modern Art Through Pop II*
FID-2020	Sophomore Seminar

* Note: Students who have completed AHD-1018, Introduction to Modern Art, must register for AHD-2010, The Origins of Art, and an elective course in art history in lieu of AHD-2020/AHD-2025, Modern Art Through Pop I and II. The elective course in art history may be taken in the junior year.

REQUIREMENT B

Choose at least one of the following studio elective courses in drawing each semester: FID-2120-FID-3168: Drawing; Advanced Drawing; Drawing the Figure; Anatomy; Fur, Feathers and Scales: Comparative Animal Anatomy; Urban Botanicals.

REQUIREMENT C

Choose the remaining number of required studio credits from the following elective courses:

FID-2000 through FID-3999: Students should select courses that will benefit them in defining their studio practice. Second- and third-year level courses (FID-2000s and FID-3000s) are interchangeable.

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Third-year fine arts majors must take:

REQUIREMENT A

One semester of:

AHD-3200	Ideas in Art
or AHD-2302	History of Video Art: 1965-1985
or AHD-2303	History of Video Art: 1985 to Present

REQUIREMENT B

Choose 9 studio credits per semester from among the following elective courses: FID-2000 through FID-3999: Students should select courses that will benefit them in defining their studio practice. Second- and third-year level courses (FID-2000s and FID-3000s) are interchangeable.

REQUIREMENT C

Visiting Artist/Critic Seminar

Fine arts majors are required to attend all visiting artists/critics lectures during their junior and senior years. Refer to the Third-Year Seminars for schedule details.

FOURTH-YEAR REQUIREMENTS

Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, to be eligible to graduate.

Fourth-year fine arts majors must take:

REQUIREMENT A

One semester of:

AHD-4140	Senior Seminar
or AHD-2302	History of Video Art: 1965-1985
or AHD-2303	History of Video Art: 1985 to Present
FID-4500	Senior Workshop I
FID-4505	Senior Workshop II
FID-4507-FID-4521	Senior Workshop III *
FID-4524-FID-4544	Senior Workshop III *
FID-4554-FID-4577	Senior Workshop IV *
FID-4582-FID-4596	Senior Workshop IV *
FID-4850	Thesis I
FID-4855	Thesis II

* Note: Students may substitute a fine arts digital, electronics or bio art course for two seven-week senior workshops. Both seven-week workshops to be substituted must be offered within the same semester.

REQUIREMENT B

A senior project consisting of a cohesive body of work and a written thesis that supports the ideas and concerns expressed in the work must be completed. All students must submit 15 high-resolution images (TIFF and JPEG formats) of artwork completed during the senior year.

REQUIREMENT C

Visiting Artist/Critic Seminar

Fine arts majors are required to attend all visiting artists/critics lectures during their junior and senior years. Refer to the Fourth-Year Seminars for schedule details.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

SECOND-YEAR ART HISTORY REQUIREMENT

AHD-2010

The Origins of Art*

Fall semester: 3 art history credits

The Arts serve as a record of the history of ideas and society. This course will explore the development of what we call art, by examining its emergence and development in the context of specific Western and non-Western societies and civilizations. To do so, the class traces the changing nature of representation in painting, sculpture and architecture from the Paleolithic to the early 19th century. Topics include art and ritual, iconoclasm and theories of God, the separation of art and craft, the social history of art and the rise of the individual, idealism and aesthetics. Discussion, slide presentations and museum visits are a part of the course.

Course #	Day	Time	Instructor
AHD-2010-A	M	9:00-11:50	J. Edwards
AHD-2010-B	M	3:20-6:10	T. O'Connor

* Note: Students who have completed AHD-1018, Introduction to Modern Art, must register for AHD-2010, The Origins of Art, and an elective course in art history in lieu of AHD-2020/AHD-2025, Modern Art Through Pop I and II. The elective course in art history may be taken in the junior year.

AHD-2020

Modern Art Through Pop I*

Fall semester: 3 art history credits

This course maps the major movements and tendencies in modern art beginning with the realism of Courbet in the 19th century and continuing into the 20th century, including impressionism, postimpressionism, symbolism, fauvism, cubism, futurism, expressionism, Dada and surrealism. The art will be discussed in terms of the individual artist's intent as well as in terms of historical events and cultural issues at the times in which they were created. Museum field trips are an important part of the course.

Course #	Day	Time	Instructor
AHD-2020-A	M	12:10-3:00	J. Avgikos
AHD-2020-B	Th	3:20-6:10	J. Harris

* Note: Students who have completed AHD-1018, Introduction to Modern Art, must register for AHD-2010, The Origins of Art, and an elective course in art history in lieu of AHD-2020/AHD-2025, Modern Art Through Pop I and II. The elective course in art history may be taken in the junior year.

AHD-2025

Modern Art Through Pop II*

Spring semester: 3 art history credits

This course is a survey of art from the emergence of "modernism" through the radical transformations in established modes of art-making of the postwar period. Close attention will be paid to the social, political and economic contexts in which artistic styles and forms have materialized, grown or changed from mid-century to the present.

Course #	Day	Time	Instructor
AHD-2025-A	M	12:10-3:00	J. Avgikos
AHD-2025-B	Th	3:20-6:10	J. Harris

* Note: Students who have completed AHD-1018, Introduction to Modern Art, must register for AHD-2010, The Origins of Art, and an elective course in art history in lieu of AHD-2020/AHD-2025, Modern Art Through Pop I and II. The elective course in art history may be taken in the junior year.

SECOND-YEAR SEMINAR

FID-2020

Sophomore Seminar

One semester: 3 studio credits

Limited to 15 students per section

In this seminar, students will focus on the media image and its implications in their work. In practice, the photograph has become a drawing tool for the artist and we will explore photography and video in relation to painting and drawing. Projects in lighting and composition, as well as color and its effects will be explored in still photography and the moving image. Stop-motion video effects will be used to animate a drawing. Photography and related software will be employed to address space, texture and volume as formal concerns in image-making. Students will learn how to document their work, how to use a camera that goes beyond point-and-click and what range of possibilities can be achieved with these instruments. How to color correct prints and videos will also be covered. Sound and editing techniques as they apply to art production is included in this media primer.

Course #	Day	Time	Semester	Instructor
FID-2020-A	M	9:00-2:50	fall	R. Valverde
FID-2020-B	Tu	9:00-2:50	fall	J. Tekippe
FID-2020-C	W	9:00-2:50	fall	M. Kessler
FID-2020-D	W	9:00-2:50	spring	M. Kessler
FID-2020-E	Th	9:00-2:50	spring	R. Valverde
FID-2020-F	F	9:00-2:50	spring	J. Tekippe

SECOND- AND THIRD-YEAR DRAWING COURSES

Note: Second- and third-year drawing courses offered through the Fine Arts Department are open to students from all departments.

FID-2120-A through FID-2120-D

Anatomy I

Fall semester: 3 studio credits

Anatomy can offer a concrete structure for drawing and painting the human figure. This course relates the study of the skeleton and the muscles to the live model. It will concentrate on the skeletal system in the fall semester and the muscles in the spring semester. Students will complete three life-size drawings of the human skeletal system, which will include views of the skull, torso and extremities, establishing the core of the human figure. Two triptychs, each consisting of a nude, muscular and skeletal drawing of a male and a female body, will be completed. We will learn the landmarks of the skeletal system, their relationship to the muscular system and how they work together to define the human form. An anatomy text such as *Albinus on Anatomy* by Hale and Coyle or *Anatomy for the Artist* by Jenő Barcsay is required. Note: Open to students from all departments.

Course #	Day	Time	Instructor
FID-2120-A	W	9:00-11:50	A. Gerndt
FID-2120-B	W	12:10-3:00	A. Gerndt
FID-2120-C	W	3:20-6:10	I. Burnley
FID-2120-D	W	6:30-9:20	D. Walker

FID-2120-E / FID-2120-F

Anatomy I

Fall semester: 3 studio credits

Instructor: G. Boorujy

This course will begin with the skeleton, and students will learn about and internalize the structure, form and movement of the body in an effort toward making more informed drawings of the live model. A portion of the course will focus on the comparative anatomy of animals. Note: Open to students from all departments.

Course #	Day	Time
FID-2120-E	Tu	9:00-11:50
FID-2120-F	Tu	12:10-3:00

FID-2120-G through FID-2120-J**Anatomy I**

One semester: 3 studio credits

Instructor: L. Shorin

Through observation and study of the human figure, its muscular system and skeleton, students will develop their knowledge of human anatomy. We will explore the human form with a goal to better facilitate your ability to create figures from imagination and memory. Projects will include drawing the skeleton from various views with a focus on proportion. Écorché drawings (drawing the muscles without skin) will be developed by drawing a figure and then overlaying the skeleton and muscles on vellum to further explore the mechanics of the pose. Building on the understanding of the skeletal and muscular structures gained in the first portion of the course, the second half of the semester will focus on understanding the figure in motion, unmasking the face as it relates to expressing emotions, and the nuance of gesture of hands and feet. The final project will relate to your major area of study or be based on an area of your specific interest.

Course #	Day	Time	Semester
FID-2120-G	M	9:00-11:50	fall
FID-2120-H	M	12:10-3:00	fall
FID-2120-J	M	9:00-11:50	spring

FID-2125**Anatomy II**

Spring semester: 3 studio credits

Please see the corresponding section of FID-2120 for course description.

Note: Open to students from all departments.

Course #	Day	Time	Instructor
FID-2125-A	W	9:00-11:50	A. Gerndt
FID-2125-B	W	12:10-3:00	A. Gerndt
FID-2125-C	Tu	9:00-11:50	TBA

FID-2127**Fur, Feathers and Scales: Comparative Animal Anatomy**

One semester: 3 studio credits

Instructor: G. Boorujy

Tracing the animal kingdom from jellyfish to insects to humans, students will gain a working knowledge of comparative animal anatomy. The focus will be on vertebrates (reptiles, birds, and mammals) and the morphological differences that constitute groups, families and individual species. There will be discussions on ecology, evolution and the depiction of animals throughout art history. Students will work from specimens from the SVA Nature and Technology Lab, on-location drawings and photos. *Note: Open to students from all departments.*

Course #	Day	Time	Semester
FID-2127-A	Tu	3:20-6:10	fall
FID-2127-B	Tu	12:10-3:00	spring
FID-2127-C	Tu	3:20-6:10	spring

FID-2131 / FID-2132**Drawing**

Wednesday 12:10-3:00

One semester: 3 studio credits

Instructor: S. Dentz

The premise of this course is that drawing constitutes the fundamental basis of all visual language. As such, drawing will be explored through the development of both technical skills and concepts. Dialogues will revolve around contemporary visual issues. Work will involve the use of all media. Experimentation and invention will be stressed. Drawing will be viewed as a primary vehicle through which an artist grows in the struggle for freedom of expression. *Note: Open to students from all departments.*

Course #	Semester
FID-2131-A	fall
FID-2132-A	spring

FID-2142-A**Figure Drawing**

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: S. DeFrank

This course will focus on the model. We will concentrate on the figure in space, how to structure a picture, the use of the picture plane as an organizing tool, and plastic form. We'll use charcoal and then diversify media and scale. In the spring semester, students will approach the figure very directly, and then be encouraged to use the figure as a catalyst to explore other themes. Through direct observation, students will be encouraged to work with diverse materials as a means with which to approach the act of drawing. *Note: Open to students from all departments.*

FID-2146-A**Figure Drawing**

Thursday 9:00-11:50

Spring semester: 3 studio credits

Instructor: L. Wells

Using a model, this course will begin with 10 one-minute poses and then move into a series of 20-minute poses. All materials are acceptable: watercolor, pencil, and pen-and-ink, among others. And all styles are welcome. Students will develop their own distinctive process. *Note: Open to students from all departments.*

FID-2153 / FID-2154**Drawing**

Thursday 12:10-6:00

One semester: 3 studio credits

Instructor: B. Larsen

In this course students will develop ideas conceptually and physically. The first step is to deconstruct a book and reconstruct it as an idea book or journal (with a variety of papers), which will become a personal encyclopedia of ideas. The fall semester will emphasize recognition (history of drawing included), documentation (personal record keeping) and making drawings. The spring semester continues these practices while also advancing presentation skills (matting, framing, documentation and storage of artworks). During the first hour of each session we will meet as a group to share our books and then work on drawing projects, with individual instruction available. Models will be available for a portion of most class sessions. Documentary films on Andy Goldsworthy, Jean Cocteau (*Orpheus*), Francis Bacon and Andy Warhol will be shown. *Note: Open to students from all departments.*

Course #	Semester
FID-2153-A	fall
FID-2154-A	spring

FID-2159-A**Drawing**

Tuesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. DeFrank

What does it mean to draw? How is drawing relevant in today's art world? This course is about the experience of drawing and looking at drawings and about the possibilities of extending our traditional ideas concerning the limits of drawings. We will attempt to answer these questions through a series of discussions and exercises in and out of class. All types of materials are encouraged. Figurative and abstract imagery will be examined. *Note: Open to students from all departments.*

FID-2173-A**Urban Botanicals**

Friday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Rhoda

This class will visit local sites in search of urban botanicals from which to draw creative inspiration. We'll explore micro and macro environments, and the fractal realm of self-similarity and symmetry. We'll see how the nature/nurture dialectic has been exploited by artists, and look to the less obvious lichens, molds and mosses as alternatives to the more ornamental botanicals. To meet the countless challenges that botanicals present, students will explore various mediums to create drawings/collages that range from the simple to the complex. *Note: Open to students from all departments.*

FID-3113-A**Drawing**

Tuesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: S. Dentz

Limited to 20 students

This course studies the application of pigments to the surface of paper and equivalent materials. This implies the history and practice of drawing, as seen from different points of view. The course stresses looking as a process of perception and invention of inner and outer images and the observation of the work in its making. *Note: Open to students from all departments.*

FID-3167 / FID-3168**Conceptual Drawing**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: J. Jurayj

What is drawing? Historically we think of graphite or charcoal on paper. Prior to the mid-19th century in Western cultures it was often a tool in a process, maybe in preparation for an oil painting or a sculpture. In the second half of the 19th century and early 20th century in the West, drawing finds a place to stand on its own as an art form employing ink, watercolor, collage, pastels, and various dry mediums. But what is drawing now? How can we securely differentiate drawing from painting, sculpture, photography and video? Do we even want to? Can the digital exist within the hand and vice versa? We live in an age of "the image" where our experience is mediated through simultaneous and multiple layers of information. How can drawing reflect and respond to the present? *Note: Open to students from all departments.*

Course # Semester

FID-3167-A fall

FID-3168-A spring

SECOND- AND THIRD-YEAR PAINTING COURSES

Note: Second- and third-year painting courses offered through the Fine Arts Department are open to students from all departments.

FID-2207 / FID-2208**Painting and Mixed Media**

Wednesday 9:00-2:50

One semester: 3 studio credits

Instructor: P. Hristoff

Each session of this course will begin with a 20-minute warm-up assignment as a way to experiment with different approaches to painting and image-making. Students will then work on assigned and self-initiated projects. Working from observation, using systems to develop work and understanding drawing as a key to painting are just some of the approaches that will be explored. Experimentation with various materials and techniques is encouraged, as well as development of content through focusing on issues of identity, taste, politics, spirituality and philosophy. Home assignments, journal keeping and reviewing exhibitions are required. This is a rigorous course, as are the process of art-making and the discipline of being an artist. *Note: Only approved, nontoxic materials can be used. Open to students from all departments.*

Course # Semester

FID-2207-A fall

FID-2208-A spring

FID-2214-A**Painting: The Narrative Image**

Thursday 9:00-2:50

Spring semester: 3 studio credits

Instructor: Z. Wu

This painting course will engage students in their development of the narrative image. Using traditional and experimental approaches to oil paint, acrylic and gouache, students will explore composition, color and process in relation to the narrative possibilities of the picture. Students will work from models, memory, and imagination and will explore the uses of the narrative image and its possibility to express ideas. The uses of narrative in contemporary art and storytelling

in art history will be discussed. Students will develop their ideas as well as their technical skills. *Note: Open to students from all departments.*

FID-2217 / FID-2218**Painting: Out of Your Head, Onto the Page**

Thursday 9:00-2:50

One semester: 3 studio credits

Instructor: S. Irons

From an image's conception to its execution, ideas, materials and processes run together. In this workshop, we'll investigate the use of novel and traditional materials and the range of pictorial sources: fine art to pop art, everyday life to nightlife, institutions and the politics of space, objective and subjective analyses. What's your worldview? What's your comfort zone and how can you exploit it? With an emphasis on interpretation of work through the materials used (paint, honey, nail polish), the context in which they appear (wall, floor, street) and the formal elements of construction (scale, application, space, light, subject), we will look for ways to describe and strengthen your point of view. Instruction is one-on-one with class critiques. Discussions about work by artists who employ analytic, eccentric, comedic, political, romantic or intuitive points of view are included. *Note: Open to students from all departments.*

Course # Semester

FID-2217-A fall

FID-2218-A spring

FID-2228-A**Sensational Painting and ...**

Wednesday 3:20-9:10

Spring semester: 3 studio credits

Instructor: S. Joelson

What do we do when we look? What happens as we build pictures? What makes an image memorable? We will consider the context for these concerns from Cézanne to psychedelic art to current exhibitions. Learn to focus your intentions while fine-tuning your intuition. Work from observation, imagination or printed sources with an emphasis on the distinctly physiological experience of painting. *Note: Open to students from all departments.*

FID-2236-A**Painting and Photographic Sources**

Wednesday 9:00-2:50

Spring semester: 3 studio credits

Instructor: S. Irons

This course will concentrate on both the technical aspects and conceptual basis for working from and with photography in painting. The apparent objectivity of photographs will be used to investigate their hidden codes: what the photograph documents, what is suggested, what is left out and the social role of subject matter. We will discuss the formal qualities of images and how they might change the reception of a painting. Some emphasis will be given to the categories of dreams and hallucinations, memory and time, pictures and politics, and commercial images. *Note: Open to students from all departments.*

FID-2242 / FID-2243**The Abstract Image**

Tuesday 3:20-9:10

One semester: 3 studio credits

Instructor: S. Sherman

In this course students will develop a painting practice that employs imagery and pictorial means from both abstract and representational realms. This painting tradition includes the work of Henri Matisse, Philip Guston, Elizabeth Murray and Gerhard Richter, to name a few. Students will be encouraged to create images that incorporate the formal languages of modes of abstraction. The development of a mature studio practice will be stressed. *Note: Open to students from all departments.*

Course # Semester

FID-2242-A fall

FID-2243-A spring

FID-2251-A**In Practice: Color Theory**

Monday 9:00-11:50

Spring semester: 3 studio credits

Instructor: R. Valverde

In this multimedia course, students will explore color and the principles of color theory. Each project will incorporate a specific lesson about color and light as a starting point, which is subsequently developed into a more complex and personal work. This is a challenging course that will help students to acquire the skills to make visually dynamic works, as well as expand the way they use, perceive and understand color. Projects will incorporate painting, photography, collage and digital images. In addition to home assignments, students are required to keep a sketchbook and to review exhibitions. *Note: Please bring acrylic paints (approved, nontoxic materials only) to each session. Students must own or have access to a digital camera. Open to students from all departments.*

FID-2263-A**Contemporary Watercolor and Beyond**

Monday 9:00-11:50

Spring semester: 3 studio credits

Instructor: M. Meyer

This course is designed for adventurous students using watercolor—one of the ancient art-making mediums still in use. In the class, form, composition, color, and basic techniques will be discussed and students will explore the expressive and stylistic possibilities of the medium in the 21st century. As the course progresses, projects will focus on visual problem solving and unconventional uses of this paint: different formats, including personal books and diaries, multi-panel paintings using the model, collage, narrative assignments and abstraction. Group and individual critiques, and discussions of historical and contemporary uses of watercolor will be included. *Note: Open to students from all departments.*

FID-3217 / FID-3218**Painting Methods and Materials**

Thursday 3:20-9:10

One semester: 3 studio credits

Instructor: L. Behnke

This studio course will explore the methods and materials concerning all forms of painting. From highly representational to nonobjective subject matter our contemporary practice is being reshaped. There have been many technological innovations in materials, leading to changes in the practice of painting that are specific to the 21st century. In addition, many historical materials have been upgraded to include modern alternatives. A complete examination of all painting mediums will be explored. Bridging the gap between representation and abstraction, artists working today utilize both historical and current practices. This course will examine individual expression in light of current usage. Gallery visits and in-class demonstrations will be an important part of the course, and students will be encouraged to consider how “thinking in their materials” will enable them to understand how materials enhance their concepts. *Note: Open to students from all departments.*

Course # Semester

FID-3217-A fall

FID-3218-A spring

FID-3223 / FID-3224**Representational Painting**

Tuesday 12:10-6:00

One semester: 3 studio credits

Instructor: M. Gacek

The goal of this course is to give students a strong foundation in both the intellectual and the formal aspects of painting. While representation in painting will be the subject, the focus will be on painting as a language and a process. Working from observation, various aspects of pictorial construction will be emphasized. Students will execute quick wet-into-wet paintings of the models to become more intimate with the material aspects of painting. Light and shadow will be discussed as a motor of representation. We will explore contrast of value, as well as warm and cool tonality, and then examine color and color theory and create paintings based on a complementary palette. Even while working within structured projects and a restricted palette, the expressive means of painting will be emphasized. The last phase of the course will focus on more complex projects in full palette. Students will be encouraged to develop their personal interests and subjects without abandoning formal aspects of painting. Group critiques empha-

sizing the verbalization of intent will be an essential element. Home assignments, slide presentations and museum visits are included. *Note: Open to students from all departments.*

Course # Semester

FID-3223-A fall

FID-3224-A spring

FID-3236 / FID-3237**Painting: Issues and Ideas in Painting**

Wednesday 3:20-9:10

One semester: 3 studio credits

Instructor: N. Chunn

This studio course is designed to strengthen your ideas through your materials, subject matter, content, context, technique and application. On an individual basis, we will discuss your sensibilities and how these may be encouraged toward developing a clear and unique voice. Contemporary and historical issues relevant to your practice are included, as in the exploration of formal and technical possibilities. Experimentation is encouraged. All disciplines are welcome and models are available on request. Group critiques will be held every five weeks. *Note: Open all departments.*

Course # Semester

FID-3236-A fall

FID-3237-A spring

FID-3242-A**Constructed Painting**

Thursday 9:00-2:50

Spring semester: 3 studio credits

Instructor: R. Pierre Allain

This course is for painters who want to work with materials, processes and techniques other than, or in addition to, traditional techniques of brush and paint on canvas. Students can explore collage, assemblage, relief, wall sculpture, fresco, in situ wall paintings, new media and other approaches to extending the dimensionality of painting's surface. Any material can be used: fabrics, wood, metals, plaster, plastics, found objects, etc. We will critically examine differences between painting and sculpture in the context of picture plane, opticality, illusion, realism and objectness, and the way these terms are defined art historically, and look at how artists today engage these traditions. Photographs of this course can be viewed at rpsavaphotos.com. *Note: An assortment of hand tools and power tools are available for fabrication of projects, as well as access to the sculpture studio. Note: Open to students from all departments.*

FID-3251 / FID-3252**Painting: Studio Practices**

Friday 12:10-6:00

One semester: 3 studio credits

Instructor: M. Jones

Painting will be explored through experimentation and the development of images, techniques, materials and attentive observation. Color relationships, composition, glazing, figuration, abstraction and digital components of painting techniques will be covered. Painting will be investigated as an ongoing historical and cultural narrative, communicating through an evolving and evocative language of signs and as a site for both revision and critique. There will be a series of assigned projects with the goal of developing each student's unique hand and point of view. Group and individual critiques will deepen students' abilities to analyze and describe their works and ideas. *Note: Open to students from all departments.*

Course # Semester

FID-3251-A fall

FID-3252-A spring

FID-3268 / FID-3269**Painting: Refining Visual Language**

Friday 9:00-2:50

One semester: 3 studio credits

Instructor: T. Kahn

Together, we will examine our assumptions about traditional painting in relation to a more contemporary experience of art-making. All approaches are welcome. Focus will be on discovering the problems of interest to each student and finding the material/metaphor most appropriate to each person's objectives. Dialogue will center on developing the strengths of personal ideas in relation to the vast and rich community of painting's vital past and intriguing present. This is a project-based course for students interested in developing their own ideas through a range of work in various media, emphasizing painting, but also encouraging works in other media. Students will be encouraged to explore form and express content. We will visit galleries and museums, and students will review various exhibitions on a regular basis. There will be group critiques throughout the semester. *Note: Open to students from all departments.*

Course #	Semester
FID-3268-A	fall
FID-3269-A	spring

SECOND- AND THIRD-YEAR SCULPTURE AND DIGITAL COURSES

Note: Second- and third-year sculpture and digital courses offered through the Fine Arts Department are open to students from all departments.

FID-2413 / FID-2414**Ceramic and Mixed-Media Installation**

Monday 3:20-9:10

One semester: 3 studio credits

Equipment fee: \$200

Instructor: J. Choi

This course is an intensive production-based course focusing on the creation of mixed-media installations using ceramic as the starting medium. The course will be divided into two sections. The first will cover different aspects of plaster mold production and the use of liquid clay (slip) in order to produce duplicates of an object. The second section will focus on the students' project ideas through the review of work of artists producing installation art; group and individual critiques and exhibition reviews. Once a basic knowledge of mold-making and slip casting is established, students will propose a series of projects of which some will be selected during group critiques for full production. Specific analysis of mixed media use for each student's project will be reviewed and organized in terms of production and aesthetics during group session. Attention will be given to the context in which the installation is placed and viewed and its impact on the physical and cultural environment of society. Homework will be extensive in order to acquire an independent work ethic. *Note: Open to students from all departments.*

Course #	Semester
FID-2413-A	fall
FID-2414-A	spring

FID-2421-A**Body Casting**

Monday 3:20-9:10

Spring semester: 3 studio credits

Equipment fee: \$200

Instructor: C. Paolino

Body casting is the art of replicating the human form in a plaster casting. Students will make body castings from live models; the castings will then be corrected to match the live subject. Other techniques will involve using oil-based clay to create a "skin" for the plaster. Silicone rubber will be explored for mold-making and as a casting material. Discussions will include commercial applications for body cast products, special-effects makeup, specialty costuming, animatronic characters, three-dimensional commercial sculptures and holiday event mask-making. *Note: Open to students from all departments.*

FID-2426**Soft Sculpture**

Friday 9:00-2:50

One semester: 3 studio credits

Equipment fee: \$200

Coming into prominence during the 1960s, soft sculpture employs materials that are designed to integrate various components, such as cloth, rubber, foam, yarn, felt, paper, fibers, and other non-rigid materials. In this course students will examine professional fabrication techniques as we engage in various processes to explore forms and surfaces through mechanisms and structures, such as sewing, casting, form building and pattern-making. Each session will begin with a presentation and discussion of creative visual practices utilizing soft materials. After the fourth class session, students will have time to work on their own projects. Individual critiques will be given, which will include fabrication logistics and planning. *Note: Open to students from all departments.*

Course #	Semester	Instructor
FID-2426-A	fall	J. Pastor
FID-2426-B	spring	L. Scott

FID-2431 / FID-2432**Sculpture Without Limits**

Tuesday 9:00-2:50

One semester: 3 studio credits

Equipment fee: \$200

Instructor: J. Perlman

Sculpture without limits. Every kind of sculpture can be investigated. Every type of material can be used. Welding, building, carving, modeling, site-specific and mixed-media assemblage will be taught. Hands-on instruction and strong technical skills enable each sculptor to realize their own thoughts. Weekly critiques will discuss work done in class. The idea comes first and then the sculpture. Where it came from, what it means, how it got there. Visits to museums, galleries and studios will be assigned. Slide lectures will augment discussion. *Note: Open to students from all departments.*

Course #	Semester
FID-2431-A	fall
FID-2432-A	spring

FID-2438 / FID-2439**Sculpture**

Tuesday 3:20-9:10

One semester: 3 studio credits

Equipment fee: \$200

Instructor: J. Choi

This course is designed as a series of projects to encourage students to solve problems and discover working processes. Each project will begin with a discussion of contemporary artists, as well as current museum and gallery exhibitions. Various materials will be explored, from woodworking to mold-making, welding to video. We will meet for group critiques. *Note: Open to students from all departments.*

Course #	Semester
FID-2438-A	fall
FID-2439-A	spring

FID-2461 / FID-2462**Metalworking Techniques for Sculpture**

Thursday 12:10-6:00

One semester: 3 studio credits

Equipment fee: \$200

The goal of this course is to enable students to work in metal for creating sculpture. Practical assignments will cover the fundamentals of welding, including MIG and TIG. We will explore techniques for shaping metal bars, sheets and plates (by machine and by hand), as well as how to grind, polish and finish metal, and then combine these techniques into finished projects. Students will be introduced to the computer-driven plasma cutter, which can cut steel up to a half inch in thickness. *Note: Open to students from all departments.*

Course #	Semester	Instructor
FID-2461-A	fall	J. Wasson
FID-2462-A	spring	J. Choi

FID-2483 / FID-2484**Silver Jewelry Making**

One semester: 3 studio credits

Equipment fee: \$45

Instructor: TBA

This studio course will focus on basic metalworking for creating jewelry. Techniques covered will include: soldering and annealing, metal construction and forming, polishing and stone setting, as well as decorative finishes for surface treatment of metals, such as texturing, patinas, antiquing and stamping. Each student will begin with designing and creating a ring set with a stone, followed by personal projects that employ the areas covered in class. There will be time for experimentation. Individual instruction on additional techniques such as making chains, jump rings, clasps and hooks will be given for projects that require these techniques. Assignments vary each semester and students are welcome to continue their projects from a previous course. *Note: Previous design or metal experience not required. Open to students from all departments.*

Course #	Day	Time	Semester
FID-2483-A	M	3:20-6:10	fall
FID-2483-B	M	3:20-6:10	spring
FID-2484-A	Tu	12:10-3:00	fall
FID-2484-B	Tu	12:10-3:00	spring

FID-3403 / FID-3404**Ceramics**

Tuesday 9:00-2:50

One semester: 3 studio credits

Studio fee: \$200

Instructor: R. Baron

Ceramics is one of the oldest of all art forms with a fascinating history that reflects the development of human civilization culturally, artistically and technologically. In the mid-20th century ceramics experienced a profound shift of status from traditional craft to an expressive fine art material. Contemporary ceramic artists are employing ancient techniques and cutting-edge technology to create powerful, innovative artworks. In this studio-based course we will unearth the processes and origins behind these ceramic techniques with a focus on both sculpture and vessel making. Each student will create a unique body of ceramic work by developing personal concepts and a distinct artistic voice. Students will explore various forming methods, including slab construction, coil, extended pinch and throwing on the wheel. Tools such as the slab roller, extruder and the pottery wheel will be introduced. There will be glaze workshops with demonstrations of low-fire glazes, underglazes, china paints, slips, mason stains, decals and luster surfaces. Students will learn to operate the kiln and participate in loading and firing. Critiques, presentations, short readings, discussions and viewing exhibitions will be woven into the structure of the course.

Course #	Semester
FID-3403-A	fall
FID-3404-A	spring

FID-3413-A**Sculpture Now!**

Monday 9:00-2:50

Fall semester: 3 studio credits

Equipment fee: \$200

Instructor: P. Dudek

This is a hands-on, lo-tech sculpture course for students who want to make stuff. What kind of stuff? Objects, installations, hard/soft, tiny/large, intuitive/conceptual; we will explore it all. The personal preferences of students will determine material and fabrication options. The goal is to expand the creative practice and then build on that. Making stuff is part of that process. Individual critiques and group discussions is the other part. To broaden our experience we'll attend exhibitions, films, lectures and/or performances that relate to our activities. It's all part of having a large appetite for Sculpture Now! *Note: Open to students from all departments.*

FID-3422-A**Transmedia Workshop**

Monday 9:00-2:50

Spring semester: 3 studio credits

Equipment fee: \$200

Instructor: A. Ginzel

Through exploration and invention, and by embracing all media, students will engage in a critical discourse about what is happening in real time in the visual arts now, through their work. A fully mixed-media orientation is receptive to all students, including those who are primarily painters, photographers or video-makers, performers, etc., and to all approaches. The emphasis is on enabling students to experiment with a full range of traditional, unconventional and exotic materials, techniques and ideas: digital fabrication, audio, electricity, fluids, mechanical parts, photomontage, optics, metal, paper, wood. The development of student concepts and personal interests will be strongly supported. Our thinking will be placed in contemporary and historical context through presentations of visual and textual resources: slide shows, video, articles, web-based online materials and a weekly update on current exhibitions. Among the many ideas that will be explored are: perception, transformation, performance, the body and language, as well as the environmental, political and site-specific in art. Resources will be discussed and extensive technical help will be provided. There will be group critiques. Instruction will be on an individual basis. *Note: Open to students from all departments.*

FID-3446 / FID-3447**Digital Sculpture: Designing the Future**

Tuesday 3:20-9:10

One semester: 3 studio credits

Equipment fee: \$200 each semester

Instructor: L. Navarro

This course introduces methods and concepts in sculpture using state-of-the-art technology. Students will work collaboratively on sculptural installations using CNC (computer numerically controlled) and rapid prototyping machines. Each project will focus on generating a component-based system where the whole is greater than the sum of the parts. The final, full-scale installation will include new spatial concepts and novel materials. Software and equipment instructions will be provided. Guest lectures and studio visits are included. *Note: No previous experience with digital design or advanced machining is required. Open to all departments.*

Course #	Semester
FID-3446-A	fall
FID-3447-A	spring

FID-3453 / FID-3454**Video Installation: When Light Becomes Form**

Tuesday 9:00-2:50

One semester: 3 studio credits

Equipment fee: \$200

Instructor: R. Valverde

From low-tech projection to high-tech immersive environments, video installation has become a dominant medium for contemporary artists. Drawing from the history of film and video art, the students will explore some of the different techniques of analog and digital media in their work in the digital lab. This course will focus on developing students' knowledge of video installation and encourage experimentation with a variety of approaches to the projected image. Students will generate four projects throughout the semester. We will meet regularly as a group and on a one-on-one basis to discuss current exhibitions, readings and student projects, and screen film/video work by some of the major figures in the field. The remaining time will be spent in the studio/lab. Students are encouraged to incorporate their personal interests and perspectives into their work. Projects will relate to ideas and forms of light projection from conception and production to display and distribution; creative relationships between visual and audio; the physicality of light; narrative and non-narrative structure; original and appropriated material; public and private exhibition; interaction with performance and objects/sculpture. The course will touch on issues of gender, social and political activism, and the history of media communication. *Note: Open to students from all departments.*

Course #	Semester
FID-3453-A	fall
FID-3454-A	spring

SECOND- AND THIRD-YEAR INTERDISCIPLINARY AND NEW MEDIA COURSES

Note: Second- and third-year interdisciplinary and new media courses offered through the Fine Arts Department are open to students from all departments.

FID-2513-A

Cut-and-Paste Workshop

Thursday 3:20-9:10

Spring semester: 3 studio credits

Studio fee: \$100

Instructor: TBA

This course will focus on cut-and-paste techniques as they are employed in image-making. The traditional underpinnings of collage will be investigated as a common thread to rethink, reposition and rework images and sound. Analog and digital approaches will be used to create a synthesis between popular and art-historical forms of collage. The course will be content driven and employ narrative, non-linear, representational and symbolic approaches to collage. We will begin using print media, then merge print with other mediums (paint, pastels, textures, found objects) to create mixed-media projects. We will transition into photo and digital collage/montage to analyze media as it has been used in the past and as it has developed with the advent of the Internet. Additionally, the course will explore cut-and-paste techniques using Adobe Photoshop and digital editing software. *Note: Open to students from all departments.*

FID-2661 / FID-2662

Embroidery and the Digital Sewing Machine

Thursday 6:30-9:20

One semester: 3 studio credits

Equipment fee: \$200

Instructor: J. Solodkin

Limited to 12 students per section

Digital embroidery transforms a handcrafted couture into a fine arts media. Just like a tattoo where an image is created with color and needles, the embroidered fabric or paper is needle-stitched in colored threads. The image is a file that can be saved and repeated as a multiple or repeat pattern. The course will cover digital sewing using registration applications. Techniques related to fashion and the fine arts will be explored. A visit to a commercial embroidery atelier will be held at the conclusion of the course. *Note: Open to students from all departments.*

Course #	Semester
FID-2661-A	fall
FID-2662-A	spring

FID-3521 / FID-3522

Art and Fashion

Thursday 12:10-6:00

One semester: 3 studio credits

Equipment fee: \$200

Instructor: A. Morgana

Fashion as conceptual art on the canvas of the body is the focus of this course. We will explore how to design and create clothing and costumes, how to adapt and design patterns, sew and construct garments and accessories, print on fabric, applique, embroidery, beadwork, EL wire, quilting and stuffing. Students may also work with props and backdrops, special-effects makeup, and other elements to create a complete look. Art fashion can be exhibited as art, or used to create characters for performance, photographs and videos, or to develop an iconic look as a living work of art. Prerequisite: Students who wish to use digital embroidery must have taken FID-2661/FID-2662, Embroidery and the Digital Sewing Machine. *Note: Open to students from all departments.*

Course #	Semester
FID-3521-A	fall
FID-3522-A	spring

FID-3539-A

Interdisciplinary Workshop

Friday 9:00-2:50

Spring semester: 3 studio credits

Equipment fee: \$200

Instructor: G. Sherman

To communicate with audiences outside of the art world, artists appropriate the ideas and practices of disciplines that were not previously considered within the realm of art. Projects in this course will explore these "alien" methodologies. Examples might include the techniques of mass production related to scale, cinematic time compression and its psychological implications for the unimaginable, the virtual spaces of the Internet, and social media platforms that reconfigure notions of public and private. The goal of this course is to discover how art can evolve in this new environment. Student may develop any area of interest as a focus of their work. All practices and media are allowed. The course will include discussions, film screenings, and other activities that relate to studio projects. *Note: Open to students from all departments.*

FID-3542-A

Performance Art

Wednesday 12:10-6:00

Fall semester: 3 studio credits

Instructor: L. Scott

Performance art is a way of extending and expanding your studio practice. It's a way of working out ideas using your body as a time-based material. This course is designed for anyone interested in the inherent practices and narratives of performance art, and anyone who wants to push the disciplinary limits of their work. Each week students will make their own experimental performances while exploring the history and evolution of performance art. Group exercises will hone physical and vocal skills as well as build confidence. We will look at and engage with a wide range of performance forms, including Dada, happenings, Fluxus, conceptual performance, punk, drag, social practice and mixed-media spectacles. *Note: Open to students from all departments.*

FID-3611-A

Electronics and Interactivity

Thursday 12:10-6:00

Fall semester: 3 studio credits

Equipment fee: \$200

Instructors: F. Muelas, J. Tekippe

If you've ever wanted to experiment with robotics, to make a video that "knows" when someone is watching it, or build a sculpture that beeps when you touch it, this is the course for you. In this course students will construct several electronics projects that illustrate the possibilities of physical computing, and to provide students with tools for further exploration. Using Max/MSP/Jitter we will build custom electronics and program these microcontrollers to create strange and meaningful forms of interaction. *Note: No prior programming or soldering experience is required, but an interest in accessing your inner mad scientist is a must. Open to students from all departments.*

FID-3632-A

An Introduction to Bio Art

Wednesday 3:20-9:10

Fall semester: 3 studio credits

Instructors: S. Anker, T. Rhoda

Humans have been tampering with species development for thousands of years, and creating countless varieties of domesticated plants and animals. Today, advances in biotechnology allow for the creation of entirely novel life forms such as transgenic animals which can glow-in-the-dark by inserting jellyfish genes into their genomes. In this course students will be introduced to the emerging field of biological arts through hands-on laboratory practices and discussions. In the lab, students will create a "post-nature" journal, employ bacteria as a painting material, clone plant tissue, and grow biomaterials using mushrooms and other natural substances. Students will learn proper techniques for conducting experiments with controls. Discussion topics will range from bioethics, climate change and genetic manipulation to ideas embedded in science fiction. Guest speakers include scientists, bio artists and cultural critics. Students may work in a variety of media from drawing and painting to living sculpture to animation and performance. *Note: Open to students from all departments.*

FID-3634-A

Video Mapping Art

Wednesday 3:20-9:10

Fall semester: 3 studio credits

Instructor: F. Muelas

Video mapping (or spatial augmented reality) is an exciting projection medium that can turn almost any surface, regardless of its shape and size, into a dynamic video display. This course is intended for students who want to move into this powerful, creative medium and will focus on exploring popular video mapping software and hardware technology. Students will create a video-mapping project that will be featured on an architectural space in Manhattan. *Note: Open to students from all departments.*

FID-3639-A

From the Laboratory to the Studio: Practices in Bio Art

Wednesday 3:20-9:10

Spring semester: 3 studio credits

Instructors: S. Anker, T. Rhoda

From the decipherment of the human genome to industrialized food production, science has spilled out of the laboratory into our lives. As scientists engage in molecular engineering, the corporeal body and the manipulation of life forms have become a public and aesthetic discourse unto themselves. This course will examine intersections between laboratory practices and visual art production. Projects will employ video microscopes and scanning devices, scientific specimen collections, plant tissue engineering, new anatomical models and molecular cuisine. In addition, each student will design their own final project relating to the subjects covered in class. Students will be introduced to non-toxic plastics and natural pigments as well as other biomaterials. Field trips and guest lecturers will complement course material. Students may work in a variety of media, from drawing and painting to the digital and performing arts. *Note: Open to students from all departments.*

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Fine Arts Digital Lab Access: Undergraduate Students and BFA Fine Arts Department Alumni

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors, as well as alumni of the BFA Fine Arts Department who want access to the video equipment and facilities in the BFA Fine Arts Digital Lab must register for Fine Arts Digital Lab Access. Students will use facilities independently. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Digitl-A	fall
FID-Digitl-B	spring

Sculpture Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

SECOND- AND THIRD-YEAR PRINTMAKING COURSES

Note: Second- and third-year printmaking courses offered through the Fine Arts Department are open to students from all departments. Printshop facilities are available outside of class hours.

FID-2806 through FID-2815

Printmaking: Silkscreen

One semester: 3 studio credits

Materials fee: \$300

Silkscreen, one of the most versatile and widely used methods of printmaking, will be explored through demonstrations and self-initiated projects. Painters as well as photographers will find a new way of expressing their ideas through screen printing. Images can be made using hand-drawn separations, photographic film, digital separations and photocopied images. Printing on canvas, T-shirts, wood, metal, glass, as well as large-scale works, are all possible with silkscreen. Large-scale digital output is available. Water-based silkscreen ink is used in class allowing for soap-and-water cleanup. *Note: Open to students from all departments.*

Course #	Day	Time	Semester	Instructor
FID-2806-A	M	2:00-6:50	fall	TBA
FID-2807-A	W	9:00-1:50	fall	L. Wright
FID-2808-A	W	2:00-6:50	fall	L. Wright
FID-2809-A	F	9:00-1:50	fall	G. Prande
FID-2810-A	F	2:00-6:50	fall	G. Prande
FID-2812-A	W	9:00-1:50	spring	L. Wright
FID-2813-A	W	2:00-6:50	spring	L. Wright
FID-2814-A	F	9:00-1:50	spring	G. Prande
FID-2815-A	F	2:00-6:50	spring	G. Prande

FID-2821-A

Printmaking: Etching

Wednesday 9:00-1:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: G. Prande

This in-depth etching course explores the wide range of materials and techniques used to create the linear, tonal and photographic images of the intaglio print. Basic techniques cover line etching for pen-and-ink effects, drypoint for velvety lines, soft ground for both crayon-like lines and textures, aquatint for tones and lift grounds for the quality of watercolor. Inking techniques include black-and-white and color intaglio, à la poupée, stenciling, and chine collé for added color and texture. All processes will be discussed and demonstrated, along with photo etching techniques, monoprints, collagraphs and carborundum prints. Students will develop the skills to proof, edition and curate prints. On-going critiques will be included. *Note: Open to students from all departments.*

FID-2829-A

Printmaking: Monoprint, Woodcut, Linoleum

Tuesday 2:00-6:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: S. Broder

This course will explore various printmaking processes, including woodcut, linocut, monoprint and collagraph to expand each student's skills and techniques. These methods can be interpreted for many different artistic styles, from fine art to illustration and bold graphic design. Students will learn the fundamentals of woodblock and relief printing. Relief printing involves carving away at a block of wood or linoleum and then inking the surface with oil-based ink. The block is then transferred to paper by being run through a printing press. This course begins with an exploration of techniques for planning and carving out prints, and then takes students through various approaches to making complex, multicolor relief images using reduction cut and jigsaw techniques. *Note: Open to students from all departments.*

FID-2834-A**Bound and Unbound: Relief Print in Book Form, Portfolio, Serial Image**

Wednesday 2:00-6:50

Fall semester: 3 studio credits

Materials fee: \$300

Instructor: S. Broder

This course will use a variety of relief-printing techniques, including woodcut, linoleum, and monoprint to create original artists' books or portfolios of prints. Images will be carved into the block, the surface inked and transferred to paper. Students will have the option to create editions of each work or to work on a series of monoprints. Various bookbinding methods, including zines, Japanese stab bound, accordion and portfolio will be covered. *Note: Open to students from all departments.*

FID-2857 / FID-2858**Textile Printing: An Introduction**

Thursday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: L. Wright

This course will appeal to fine artists as well as graphic designers and emerging fashion designers. Demonstrations will demystify the process of printing on canvas, T-shirts or totes. Learn to use various methods of printing on fabric, from silkscreen to block printing and stencils. You will be guided through "step and repeat" color separation used in printing entire bolts of fabric, to "engineered" images for pre-made piece goods like jackets, hats and patches. Students will use textile inks that are permanent and washable for professional results. Start your own T-shirt business and know what to buy and where to buy it. *Note: Open to students from all departments.*

Course # Semester

FID-2857-A fall

FID-2858-A spring

FID-3827 / FID-3828**Printmaking: Lithography**

Thursday 9:00-1:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: J. Solodkin

The majority of mass printing is produced by the lithographic process. It has the remarkable ability to reproduce all the subtle qualities of charcoal, pencil, ink, watercolor, and more. This innate characteristic is why so many artists over the years have chosen to work in lithography. Goya, Lautrec, Picasso, Rauschenberg, Johns and Bourgeois, to name a few. Lithography is a medium that readily lends itself equally to painting and drawing, as well as various digital and photographic media. This course will offer traditional hand-drawn and state-of-the-art methods in realizing multicolored, professionally printed editions or work resulting in unique monoprints. These will include the options to work with hand-drawn aluminum plates, Bavarian limestone, photographic plates or any combination of these techniques. *Note: Open to students from all departments.*

Course # Semester

FID-3827-A fall

FID-3828-A spring

FID-3846-A**Printmaking: Silkscreen and Painting/Combined Media**

Tuesday 9:00-1:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: TBA

Once regarded as only a commercial process, silkscreen has been a real force in the art world for the past 60 years because it lends itself to almost any artistic endeavor. Hand-drawn work, photography and/or digital imagery are easily transformed through silkscreen. In this course students will discover how to make the most of the silkscreen process by printing on a variety of materials, such as paper, canvas, wood, metal and plastic, among many others. The screen becomes another tool used in art-making with endless one-of-a-kind color variations. Students are encouraged to seek their own creative solutions. *Note: Open to all departments.*

FID-3847 / FID-3848**Printmaking: Letterpress**

Monday 9:00-1:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Faust

Letterpress is a versatile and adaptable printing medium that mixes easily with other processes and imparts a sense of depth and texture to impressions on paper. This course will give a thorough introduction to letterpress printing. Accurate color registration is easily accomplished and the experience of hand-setting vintage metal and wood typefaces will enhance each student's knowledge and understanding of typography. Die-cutting with letterpress allows students to shape their printed projects. Starting with handset wood and metal type we will move onto the use of photopolymer plates from digital files and lino-cut and collage plates (collagraph) for printing. Letterpress can print on T-shirts and bags as well as plastics and papers. Historical examples of futurist/Dada and 19th-century 'color explosion' printing will be shown. Each session begins with a demonstration followed by studio time to work on individual projects, from type-based graphic designs to fine art limited editions. Instruction in the operation and maintenance of several presses will be covered. Illustration students may explore animation techniques on the presses, design students can concentrate on letter/word/text, and seniors can build and print final portfolio packaging. *Note: Open to students from all departments.*

Course # Semester

FID-3847-A fall

FID-3848-A spring

FID-3862**Printmaking: Silkscreen and the Artists' Book**

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Using silkscreen, students will explore various ways to present print as sequential images—artists' books, themed portfolios and comics, even fanzines. The course will cover the process from concept to finished and bound multiples. Methods of making color separations for multicolor prints using traditional hand-drawn and modern photographic techniques will be included. Bookbinding techniques will be demonstrated, such as Japanese bookbinding, accordion folding and signature binding. Large-scale digital output is available. *Note: Open to students from all departments.*

Course # Day Time Semester

FID-3862-A Th 9:00-1:50 fall

FID-3862-B Th 2:00-6:50 fall

FID-3862-C Th 9:00-1:50 spring

FID-3871-A**Printmaking: Advanced Silkscreen and the Artists' Book**

Thursday 2:00-6:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

This course offers the opportunity to make that ambitious book or series you've been working toward—from mockup to finished, bound multiples. Whether your project is a book, themed portfolio, or comics, you'll learn the most effective way to present silkscreened, sequential images. Explore Japanese bookbinding, accordion fold and multiple-signature techniques. Large-scale digital output is available. Prerequisite: At least one silkscreen course, or instructor's permission. *Note: Open to students from all departments.*

FID-3876 / FID-3877**Printmaking: Silkscreen Unlimited**

Thursday 9:00-1:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: L. Wright

This course will explore silkscreen printing possibilities for all levels from beginners to experienced printers. We will explore tools, materials and methods for printing on a variety of surfaces, including plastic, metal, canvas, textiles, T-shirts, ceramics and skateboards. Learn about jigs to drill and form metal and Plexiglas. Get studio tips and logic. This is a hands-on make anything tour de

force. We will discuss how to setup a working silkscreen studio in your home. Students can work on projects to present for thesis and other studio courses. *Note: A working knowledge of silkscreen is recommended. Open to students from all departments.*

Course #	Semester
FID-3876-A	fall
FID-3877-A	spring

FID-3883 / FID-3884

Printmaking: Graphic Image Silkscreen

Monday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Silkscreen is ideal for making bold, iconic images, and a great tool for strengthening concept, composition and palette: Think Warhol, Pettibon and Hirst. This course covers all aspects of the silkscreen process, from making separations by hand and computer to printing on paper, Plexiglass, canvas, metal, and other media. Large-scale digital output is available. *Note: Open to students from all departments.*

Course #	Semester
FID-3883-A	fall
FID-3884-A	spring

AHD-4140-G

Senior Seminar: Printmaking

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: G. Prande

This seminar will look at how new technologies affected what artists made and how artists adopted those new ways of printing to create prints, multiples and books throughout history. Various methods of printmaking have developed over hundreds of years and are constantly being updated, incorporating photography and digital methods of production. We will see how print editions are financed, produced and distributed and how artists and publishers deal with questions of materials, scale and cost of production in developing print editions. We will also explore ideas concerning “the original” and “the copy” and how the advent of digital reproduction and photography blur those lines. There will be weekly readings by artists, critics and curators concerning art in multiple as well as several visual projects and written assignments. *Note: Open to students from all departments.*

VND-2134

Risograph Printing: An introduction

One semester: 3 studio credits

Studio fee: \$250

Instructor: P. Terzis

As technology transforms our lives, many artists have turned to print media and Risograph printing—a vibrant and flexible medium that bridges digital and analog techniques. In this course we will explore the possibilities that this dynamic medium offers through print design assignments, readings and critiques. Students will receive technical training in print design for the Riso process through in-class printing, demonstrations and presentations. Feedback and guidance will be given in group and individual critiques. An overview of Risograph printing and its range of techniques, as well as examples of Risograph and printmaking-based work will be included. Each student will prepare and print a portfolio of various Risograph projects in the form of print editions, zines, cards, promotional flyers, and other printed matter. Group assignments will foster a spirit of collaborative problem solving. By the end of the course, students will have a clear understanding of the Risograph process as well as a new set of digital and analog design skills that can be applied to other mediums. *Note: Open to students from all departments.*

Course #	Day	Time	Semester
VND-2134-A	Tu	9:00-11:50	fall
VND-2134-B	W	12:10-3:00	fall
VND-2134-C	Tu	9:00-11:50	spring
VND-2134-D	W	12:10-3:00	spring

PRINTMAKING WORKSHOP ACCESS

Printmaking Workshop Access: Undergraduate Students

One semester: no credit

Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

Printmaking Workshop Access: Graduate Students

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

THIRD-YEAR SEMINAR

Visiting Artist/Critic Seminar

Fine arts majors are required to attend all visiting artists/critics lectures during their junior and senior years. Renowned artists, critic and curators will present their work and ideas through visual presentations and dialogue. Attendance is mandatory. Lectures begin at 7:00 pm in the Amphitheatre on the following dates:

Fall semester: October 3 and November 14

Spring semester: February 6 and March 27

THIRD-YEAR ART HISTORY

Note: Third-year fine arts majors must take one semester of AHD-3200, Ideas in Art, or AHD-2302, History of Video Art: 1965-1985, or AHD-2303, History of Video Art: 1985 to Present, unless they have already completed one of these courses at another institution.

AHD-2302-A

History of Video Art: 1965 to 1985

Monday 9:00-11:50

Fall semester: 3 art history credits

Instructor: D. Ross

What is referred to as “video art” has become a ubiquitous feature of 21st-century art practice, yet it is an art form whose emergence is still a relatively fresh aspect of contemporary art history. This course will explore the origins of video art, examining its sources in film, photography and performance art. Through screenings of key works; discussion with artists, critics and curators, and in directed readings, students will be exposed to important works and individuals associated with the first two decades of video. Special attention will be paid to an understanding of the cultural and social context that supported the emergence of video art. We will focus upon the evolution of video art from both a technological perspective as well as the development of a video’s critical and institutional framework. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeko Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Howard Fried, Terry Fox, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

AHD-2303-A

History of Video Art: 1985 to Present

Monday 9:00-11:50

Spring semester: 3 art history credits

Instructor: D. Ross

As video art became more widely accepted and the tools became increasingly affordable and available, the medium quickly emerged as a primary site for the global dialogue that characterizes contemporary art practice. Among the topics to be addressed in this screening, lecture and discussion course will be the emergence of Asian, Latin American and European Video Art, the continued development of sculptural video installation work and the emergence of the market for video art. The blurring of the lines among video art digital art forms, digital cinema and art made for the Internet will also be addressed. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeko Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Terry Fox, Howard Fried, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

AHD-3200-A

Ideas in Art: 1960 to the Present

Monday 6:30-9:20

Spring semester: 3 art history credits

Instructor: S. Paul

This course will investigate contemporary art, from pop art to postmodernism. Beginning with the 1960s, which witnessed the birth of pop art, minimalism, postminimalism and conceptual art, we will study how these movements continue to be relevant today. Readings include primary texts and critical works. There will be visits to museums and gallery exhibitions.

AHD-3200-B

Ideas in Art: 1960 to the Present

Wednesday 9:00-11:50

Fall semester: 3 art history credits

Instructor: M. Gal

A thorough survey of the visual arts will be provided in this course, as well as the philosophies of art, of the last four decades. The goal is to thoroughly familiarize students with the visual arts, and attendant ideas, beginning with the American art of the 1960s and concluding with contemporary art.

AHD-3200-C

Ideas in Art: 1960 to the Present

Wednesday 12:10-3:00

Fall semester: 3 art history credits

Instructor: J. Jacobson

This course will examine art since the late 1960s with an emphasis on the ideas of canonical artists, as well as those who are beginning to receive recognition. Minimal, postminimal, conceptual, pop, and other genres will be thoroughly surveyed and considered in relation to current artistic practices. We will also examine thematic issues such as myth-making, do-it-yourself, self-criticism, withdrawal and, particularly, what artists, historians and critics mean by “contemporary art.” Throughout the semester, we will discuss and read critical texts and artists’ writings appropriate to each subject; students will make regular visits to museums, galleries, studios and other art spaces.

AHD-3200-D

Ideas in Art: 1960 to the Present

Thursday 3:20-6:10

Spring semester: 3 art history credits

Instructor: R. Morgan

As the title for the course suggests, “ideas” are an intrinsic aspect of art and the aesthetic process. The focus will be given to ideas, both as intentional ingredients within works of art and as critical responses given to various works by artists, critics, art historians and theorists—primarily through an examination of the art and writing of the past four decades.

AHD-3200-OL

Ideas in Art: 1960 to the Present

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: J. Keesling

This course will focus on the social and political nature of postmodern art, from the tumultuous 1960s to the present. Issues of race, class, gender and sexuality will be considered alongside more philosophical considerations such as the notion of what constitutes “art,” the meaning of originality and authorship and the changing role of popular culture in art. We will study various styles, conceptual approaches and subcultures that have had significant influence, such as pop and performance-based art to postminimalism and the East Village scene. Emphasis will be placed on American artists. *Note: This course is held online.*

FOURTH-YEAR SEMINARS

Visiting Artist/Critic Seminar

Fine arts majors are required to attend all visiting artists/critics lectures during their junior and senior years. Renowned artists, critic and curators will present their work and ideas through visual presentations and dialogue. Attendance is mandatory. Lectures begin at 7:00 pm in the Amphitheatre on the following dates:
Fall semester: October 3 and November 14
Spring semester: February 6 and March 27

AHD-4140

Senior Seminar

Thursday 3:20-6:10

One semester: 3 art history credits

Instructor: J. Avgikos

Unlike the historical avant-garde that situated itself outside of mass culture, today's emerging avant-garde art seems to anticipate ways of working from within and in relation to mass culture. Art is steadily moving out from the "white cube" to participate in a global continuum that's hosted by satellite TV and cable, the Internet, all forms of wireless communication and international biennials. The fractious history of art and mass culture has grown exponentially within the past two decades in direct proportion to the invention of new imaging technologies and the development of global economies. This course proposes to examine the scant, but rich, history of relations between art and mass culture, and to chart the rise of media-related art. We will immerse ourselves in screenings of contemporary video/multimedia work of the past two decades and seek out as many pertinent exhibitions as we can throughout the semester. We will also read interviews with artists and curators, as well as texts on media theory, globalism and the like.
Note: Open to students from all departments.

Course #	Semester
AHD-4140-A	fall
AHD-4140-B	spring

AHD-4140-C

Senior Seminar

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: C. Matlin

This course is about the ideas and thinkers you might have missed while in art school. Some texts may be familiar, many will not. The aim of the course is to fill in the gaps in your reading knowledge. To this end, we will read some of the major texts in 19th- and 20th-century aesthetic and art historical thought: Alexis de Tocqueville, Ralph Waldo Emerson, John Dewey, Clement Greenberg, Raymond Williams, Judith Butler, Griselda Pollock, and more. We will try to refrain from reading ourselves backward into the text, as anachronism has no place here. Instead, we will use the texts as a guidepost for our understanding of our current world, whether art-related or not. As such, the inclusion of art and artists into the discussion is encouraged. *Note: Open to students from all departments.*

AHD-4140-D

Senior Seminar

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Hawley

This course will examine the evolution of painting practice and theory since the advent of pluralism and postmodernism in the early 1970s. During this period, the medium was confronted with challenges from almost every faction within critical discourse. Rather than disappearing under this onslaught, as was widely predicted through much of the 20th century, the medium adapted to its new context, found ways to absorb many of the critical arguments directed against it and, in the process, reimagined its potential for confronting contemporary experience. We will consider this history up to the present in assigned texts and exhibitions as well as in studio discussion of student work. *Note: Open to students from all departments.*

AHD-4140-E

Senior Seminar

Wednesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Gal

The purpose of this course is to reflect upon the relationships among art, information and politics. While art is often perceived by both artists and audiences as unrelated to and independent of politics and social history, we will examine how social contexts can impact aesthetics. Through your own projects and other artists' work we will explore the current realities within which your images are made. We will specifically discuss the following questions: Is art history merely the history of the affluent taste? During war can we afford having merely iconographic interests? What aesthetic outlets are available, or could be made available, for contemporary artists? Is explicitly political art necessarily propaganda and is apolitical art free of ideology? How much fiction is there in documentary and vice versa? We will look at artworks produced by Felix Gonzalez-Torres and others; we will watch international documentaries such as *The Battle of Algiers* and *Hairpiece: A Film for Nappy-Headed People*, and readings will range from *Ways of Seeing* to *Fast Food Nation*. *Note: Open to students from all departments.*

AHD-4140-F

Senior Seminar

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: C. Kotik

In the 1960s, installation art became a prominent tool for many artists to convey their ideas about the changing structure of society, the art market and, above all, art itself. The temporal and site-specific aspects of installation work corresponded well to the flux of artists' ideas. The practice of creating installations or environments has roots in history that can be traced back to the Counter-Reformation. This course will review the history of this medium, concentrating above all on the renewed interest in installations in the 1980s and emphasizing current work of both well- and lesser-known installation artists. Lectures, museum trips and gallery visits will be included. *Note: Open to students from all departments.*

AHD-4140-G

Senior Seminar: Printmaking

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: G. Prande

This seminar will look at how new technologies affected what artists made and how artists adopted those new ways of printing to create prints, multiples and books throughout history. Various methods of printmaking have developed over hundreds of years and are constantly being updated, incorporating photography and digital methods of production. We will see how print editions are financed, produced and distributed and how artists and publishers deal with questions of materials, scale and cost of production in developing print editions. We will also explore ideas concerning "the original" and "the copy" and how the advent of digital reproduction and photography blur those lines. There will be weekly readings by artists, critics and curators concerning art in multiple as well as several visual projects and written assignments. *Note: Open to students from all departments.*

FOURTH-YEAR FINE ARTS STUDIO COURSES

The following courses are restricted to fourth-year fine arts majors.

Note: In the senior year, fine arts majors have access to the printmaking, sculpture and fine arts digital facilities at no charge.

FID-4500-A

Senior Workshop I: Painting, Drawing, Sculpture, Video Art, Multimedia

Monday 3:20-9:10

Fall semester: 3 studio credits

Instructors: S. Anker, A. Aycock, L. Buvoli, S. Miller, D. Ross, J. Winsor

Senior Workshop: (aka The Monday Night Team) is a mentorship program in which an individual student's art and working process are the subjects of discussion. The goal of the course is to aid students in developing a working methodology that produces a final body of work. One-on-one critiques, group critiques and outside evaluators (artists/critics) format the course. In addition, reading materials, group discussions and presentations complete the sessions. Note: Open to senior fine arts majors only.

FID-4505-A

Senior Workshop II: Painting, Drawing, Sculpture, Video Art, Multimedia

Monday 3:20-9:10

Spring semester: 3 studio credits

Instructors: S. Anker, A. Aycock, J. Newman, D. Ross, J. Silverthorne, J. Winsor

This is the second part of a two-semester course. See FID-4500 for course description. Note: Open to senior fine arts majors only.

FID-4507 through FID-4544

Senior Workshop III

Fall semester: 1.5 studio credits per section; 7 weeks per section

Senior Workshop is a tutorial in which students develop their senior project with two instructors. A finished studio project is required. Students are expected to be critically informed and historically aware of the conceptual underpinnings of their practice. Note: Students may substitute a fine arts digital, electronics or bio art course for two seven-week senior workshops. Both seven-week workshops to be substituted must be offered within the same semester. Open to senior fine arts majors only.

Course #	Day	Time	Begins	Instructor
FID-4507-A	Tu	12:00-3:50	9/13	L. Wells
FID-4533-A	W	9:00-12:50	9/7	R. Hsu
FID-4509-A	W	12:00-3:50	9/7	TBA
FID-4512-A	W	12:00-3:50	9/7	S. Flach
FID-4516-A	Th	9:00-12:50	9/8	A. Ginzal
FID-4518-A	Th	9:00-12:50	9/8	D. Chow
FID-4521-A	Th	9:00-12:50	9/8	B. Bloemink
FID-4524-A	Tu	12:00-3:50	11/1	J. Newman
FID-4527-A	Tu	3:00-6:50	11/1	J. Silverthorne
FID-4529-A	W	9:00-12:50	10/26	Z. Wu
FID-4536-A	W	3:20-7:10	10/26	I. Harris-Babou
FID-4539-A	Th	9:00-12:50	10/27	P. Hristoff
FID-4542-A	Th	12:00-3:50	10/27	S. Joelson
FID-4544-A	Th	12:00-3:50	10/27	R. Dupont

FID-4554 through FID-4596

Senior Workshop IV

Spring semester: 1.5 studio credits per section; 7 weeks per section

This is the second part of a two-semester course. Please see FID-4507 through FID-4544 for course description. Note: Students may substitute a fine arts digital, electronics or bio art course for two seven-week senior workshops. Both seven-week workshops to be substituted must be offered within the same semester. Open to senior fine arts majors only.

Course #	Day	Time	Begins	Instructor
FID-4554-A	Tu	9:00-12:50	1/10	TBA
FID-4558-A	Tu	12:00-3:50	1/10	C. Beckley
FID-4562-A	W	9:00-12:50	1/11	T. Goodeve
FID-4567-A	W	9:00-12:50	1/11	Y. Alipour
FID-4574-A	W	3:00-6:50	1/11	Z. Wu
FID-4571-A	Th	12:00-3:50	1/12	S. Flach
FID-4577-A	Th	3:00-6:50	1/12	S. Miller
FID-4582-A	Tu	12:00-3:50	3/7	TBA
FID-4584-A	Tu	12:00-3:50	3/7	S. Joelson
FID-4587-A	Tu	9:00-12:50	3/7	D. Chow
FID-4589-A	W	9:00-12:50	3/7	N. Chunn
FID-4592-A	W	12:00-3:50	3/8	TBA
FID-4594-A	Th	9:00-12:50	3/9	J. Perlman
FID-4596-A	Th	9:00-12:50	3/9	TBA

FID-4850

Thesis I

One semester: 3 studio credits

A studio-based project and accompanying written thesis are graduation requirements for the BFA Fine Arts program. Under the guidance of the instructor, students will work to formulate the ideas that will become the written thesis, and will consider appropriate strategies for the research, form, presentation and distribution of those ideas. The first goal is for students to express themselves clearly, critically and thoughtfully, using language that personifies their ideas. The second goal is for students to explore writing as a personal process and as an artist's tool. This course will explore a range of artists' writing forms, including exhibition statements, biographies, theses and grant applications. Students will develop an understanding of the research process, including finding sources, organization, and proper academic formatting and citation. A deeper appreciation of one's own writing in relation to the development of one's artistic practice will be underscored throughout the semester. Note: Open to senior fine arts majors only.

Course #	Day	Time	Semester	Instructor
FID-4850-A	Tu	12:10-3:00	fall	D. Goldberg
FID-4850-B	Tu	3:20-6:10	fall	S. Ramljak
FID-4850-C	W	3:20-6:10	fall	A. Woolbright
FID-4850-D	Th	9:00-11:50	fall	A. Hawley
FID-4850-E	Th	12:10-3:00	fall	T. Goodeve
FID-4850-F	M	9:00-11:50	spring	J. Avgikos

FID-4855

Thesis II

One semester: 3 studio credits

This course will continue to guide students through the BFA thesis process; initial ideas will be developed into a final presentation. The primary goal is to provide structure for the process of writing multiple drafts of the written thesis. To achieve that goal students will explore brainstorming, research and writing strategies, outlining, time management, topic development, mechanics and organization, writing style and voice, public speaking strategies and academic integrity. The course also examines the manifold opportunities that exist in visual culture today, from gallery exhibitions, public art and collaborative ventures to any entrepreneurial endeavors that may develop. By the end of the course students will be ready for a professional life, post-BFA. Note: Open to senior fine arts majors only.

Course #	Day	Time	Semester	Instructor
FID-4855-A	M	9:00-11:50	fall	J. Avgikos
FID-4855-B	M	9:00-11:50	spring	A. Woolbright
FID-4855-C	Tu	12:10-3:00	spring	D. Goldberg
FID-4855-D	W	3:20-6:10	spring	S. Ramljak
FID-4855-E	Th	9:00-11:50	spring	A. Hawley
FID-4855-F	Th	12:10-3:00	spring	T. Goodeve

SUMMER RESIDENCIES IN FINE ARTS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

FID-4994 / FID-4995

Fine Arts: Contemporary Practices

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

This intensive studio residency, hosted by SVA's MFA Fine Arts Department, has been designed for artists working in both medium-specific and cross-platform modes of production that aim for the intersection of art and ideas. Taught by distinguished members of the MFA Fine Arts faculty, the residency fosters a culture of rigorous practice and contemporary thought.

Each artist will have use of a private studio in a location central to New York City's gallery districts, museums and alternative hubs for culture and technology. Daily studio visits from renowned artists, curators and theorists support an ongoing discourse among an international community of fellow artists. In addition to concentrated work in the studio, artists will attend lectures, gallery walks, museum visits and workshops that support a professional art practice. Through focused creative engagement with the history and criticism of contemporary art, participants will be encouraged by a faculty of leading artists and scholars to take their work to the next level, aesthetically and conceptually. Faculty and guest lecturers will represent a variety of contemporary perspectives.

While the focus of the residency is on content and critical discourse, work in a variety of media is supported and encouraged, including drawing, painting, photography, performance, installation, digital and interactive media, electronics, sound, and all modes of experimental practice. Artists committed to a single form or medium can expect to delve deeper into the material concerns of their practice. Residents are also invited to consider the sociopolitical potentiality of art practices situated outside the paradigm of individual authorship, via forays into social practice and public forms. Ultimately, the goal of the program is to create an inclusive space for artistic research, activated by the spirit of inquiry.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and guest lecturers have included: Dara Birnbaum, Jodie Lyn-Kee-Chow, Media Farzin, Mark Thomas Gibson, Miguel Luciano, Angel Nevarez, David Ross, Jerry Saltz, Mark Tribe and Caroline Woolard.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4994-A	May 31 – July 1
FID-4995-A	July 5 – August 5

FID-4991 / FID-4992

Fine Arts: Painting and Mixed Media

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

Hosted by SVA's MFA Fine Arts Department, this internationally renowned program offers artists an opportunity to work intensively in a private studio and receive individual critiques from faculty selected for their diversity, professional achievement and critical engagement. Artists are supported in their painting, drawing, printmaking, installation and mixed-media work, and are encouraged to push their practice to the next level, aesthetically and conceptually. Attention is given to contextualizing resident artists' work within contemporary interdisciplinary discourse.

Each artist has exclusive use of a studio throughout the program. Located in Chelsea, the studios offer privacy, while supporting a community that encourages experimentation and the development of new ideas and directions. Faculty will conduct studio visits and discuss each participant's work on an individual basis. Exposure to the New York City art world complements the on-site residency program. Equally important to the faculty critiques are the special lectures, scheduled approximately once a week. Given by guest artists, critics and gallery

directors, these dialogues are designed to offer further insight into the realities of the working artist. Gallery tours are also included.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and lecturers have included Andrianna Campbell, Andrea Champlin, Ofri Cnaani, Gregory Coates, Steve DeFrank, Peter Hristoff, Tobi Kahn, Sharon Loudon, Amy Myers, Danica Phelps, Jerry Saltz and Jason Stopa.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4991-A	May 31 – July 1
FID-4992-A	July 5 – August 5

FID-4993-A

Interdisciplinary Practices in Bio Art

May 16 – June 17

Summer semester: no credit; \$2,400

From anatomical studies to landscape painting to the biomorphism of surrealism, the biological realm historically provided a significant resource for numerous artists. More recently, bio art has become a term referring to intersecting domains of the biological sciences and their incorporation into the plastic arts. Of particular importance in bio art is to summon awareness of the ways in which biomedical sciences alter social, ethical and cultural values in society.

Coming to the fore in the early 1990s, bio art is neither media specific nor locally bounded. It is an international movement with several subgenres within this overarching term: 1) Artists who employ the iconography of the 20th- and 21st-century sciences, including molecular and cellular genetics, transgenically altered living matter, reproductive technologies and neurosciences. All traditional media, including painting, sculpture, printmaking and drawing are employed to convey novel ways of representing life forms. 2) Artists who utilize computer software, systems theory and simulations to investigate aspects of the biological sciences such as evolution, artificial life and robotics through digital sculpture and new media installations. 3) Artists employing biological matter itself as their medium, including processes such as tissue engineering, plant breeding, transgenics and ecological reclamation.

This interdisciplinary residency will take place in the new Bio Art Laboratory located in the heart of New York City's Chelsea gallery district. Participants will have access to BFA Fine Arts Department facilities. Each participant will be assigned an individual workstation. In addition, the Bio Art Laboratory houses microscopes for photo and video, skeleton collections, specimen collections, slide collections, a herbarium and an aquarium as well as a library.

Demonstrations include microscopy, plant tissue engineering, molecular cuisine and the production of micro ecosystems. Field trips and visiting speakers will include artists, scientists and museum professionals. Participants may work in any media including the performing arts.

Faculty and guest lecturers have included Suzanne Anker, Mark Bridgen, Heather Dewey-Hagborg, Joseph DeGiorgis, Kathy High, Ellen Jorgensen, Oliver Medvedik, James Walsh and Jennifer Willet.

Note: A portfolio is required for review and acceptance to this program. Residents who wish to borrow equipment from the Fine Arts Digital Lab are required to provide proof of insurance with rental endorsement, listing SVA as a co-insured. Participants will be held responsible for payment of any loss, theft or damage incurred to the equipment. SVA provides information on affordable insurance plans.

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

Undergraduate Honors Program

The following art history and humanities and sciences courses are required of all students registered in the Honors Program. These courses must be taken in conjunction with departmental studio requirements.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS IN ART HISTORY, HUMANITIES AND SCIENCES

ART HISTORY

At the completion of the first-year Honors Program, students will receive three art history credits. *Note: For computer art, computer animation and visual effects majors, successful completion of AHD-1040 and AHD-1045 will exempt them from AHD-1015, Modern Art: European (and American) Painting From Realism to Pop. For fine arts majors, successful completion of AHD-1040 and AHD-1045 will exempt them from AHD-2020 and AHD-2025, Modern Art Through Pop I and II. Open only to students enrolled in the Honors Program.*

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the "modern," modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

Course #	Day	Time	Instructor
AHD-1040-HP1	M	9:00-10:25	P. Crousillat
AHD-1040-HP2	M	10:30-11:50	P. Crousillat
AHD-1040-HP3	W	9:00-10:25	J. Elm

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. See AHD-1040 for course description. *Note: Open only to students in the Honors Program.*

Course #	Day	Time	Instructor
AHD-1045-HP1	M	9:00-10:25	P. Crousillat
AHD-1045-HP2	M	10:30-11:50	P. Crousillat
AHD-1045-HP3	W	9:00-10:25	J. Elm

HUMANITIES AND SCIENCES

At the completion of the foundation-year Honors Program, students will receive nine humanities and sciences credits, including exemptions from HCD-1020, Writing and Thinking, and HCD-1025, Writing and Literature, and will have fulfilled the Humanities Distribution Requirement (HDR) in History.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

Course #	Day	Time	Instructor
HHD-1040-HP1	M	10:30-11:50	C. Skutsch
HHD-1040-HP2	M	9:00-10:25	C. Skutsch
HHD-1040-HP3	W	1:40-3:00	G. Karavitis

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

Course #	Day	Time	Instructor
HHD-1045-HP1	M	10:30-11:50	C. Skutsch
HHD-1045-HP2	M	9:00-10:25	C. Skutsch
HHD-1045-HP3	W	1:40-3:00	G. Karavitis

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students in the Honors Program.*

Course #	Day	Time	Instructor
HLD-1827-HP1	Tu	10:30-11:50	L. Blythe
HLD-1827-HP2	Tu	9:00-10:25	J. Sigler
HLD-1827-HP3	Th	10:30-11:50	TBA

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits

This is the second part of a two-semester course. See HLD-1827 for course description. *Note: Open only to students in the Honors Program.*

Course #	Day	Time	Instructor
HLD-1828-HP1	Tu	10:30-11:50	L. Blythe
HLD-1828-HP2	Tu	9:00-10:25	J. Sigler
HLD-1828-HP3	Th	10:30-11:50	TBA

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

Course #	Day	Time	Instructor
HMD-1050-HP1	Tu	9:00-10:25	T. Huhn
HMD-1050-HP2	Tu	10:30-11:50	T. Huhn
HMD-1050-HP3	W	12:10-1:35	C. Matlin

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas from the 20th century and into to the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory.

Note: Open only to students in the Honors Program.

Course #	Day	Time	Instructor
HMD-1055-HP1	Tu	9:00-10:25	T. Huhn
HMD-1055-HP2	Tu	10:30-11:50	T. Huhn
HMD-1055-HP3	W	12:10-1:35	C. Matlin

SECOND-YEAR REQUIREMENT IN ART HISTORY

At the completion of the second-year Honors Program, students will receive three art history credits. Successful completion of AHD-2010 will exempt students from AHD-1010 and AHD-1015 through AHD-1017.

AHD-2010

The Origins of Art

One semester: 3 art history credits

The Arts serve as a record of the history of ideas and society. This course will explore the development of what we call art, by examining its emergence and development in the context of specific Western and non-Western societies and civilizations. To do so, the class traces the changing nature of representation in painting, sculpture and architecture from the Paleolithic to the early 19th century. Topics include art and ritual, iconoclasm and theories of God, the separation of art and craft, the social history of art and the rise of the individual, idealism and aesthetics. Discussion, slide presentations and museum visits are a part of the course. *Note: Open to visual and critical studies majors and Honors Program students only. Successful completion of AHD-2010 will exempt Honors Program students from AHD-1010 and AHD-1015 through AHD-1017.*

Course #	Day	Time	Semester	Instructor
AHD-2010-HP1	Tu	6:30-9:20	fall	K. Rooney
AHD-2010-HP2	M	12:10-3:00	spring	J. Keesling
AHD-2010-HP3	Th	9:00-11:50	spring	TBA

THIRD-YEAR REQUIREMENT IN ART HISTORY

Third-year Honors students are required to take one of the following courses.

AHD-3140-HP

Memory and History in Film

Tuesday 6:30-10:00

Fall semester: 3 art history credits

Instructor: A. Sinha

A range of issues will be addressed in this course, all intended to explore the relationship between history and memory in the films of Alain Resnais, Chris Marker, Andrei Tarkovsky and Alexander Kluge. How do the modernist and postmodernist discourses of memory and history take shape in these filmmakers' works? Questions crucial to the understanding of how cinema (re)works the ideas of history and memory through representation will be raised. What is the nature of this relationship? How do individual and social memories intersect? We will attempt to answer these and other questions as we trace the trajectories of two forces—memory and history—always at odds with each other in the films of these directors.

AHD-3145-HP

Issues in Contemporary Art

Globalism—New Patterns of Practice, Shifting Grounds of Discourse

Wednesday 12:10-3:00

Spring semester: 3 art history credits

Instructor: J. Avgikos

We will focus our attention this semester on the impact/influence of globalism on visual culture and contemporary art. On one hand, we will frame the idea of “globalism” by rifling through the bones of history, including post-World War II distribution networks and postcolonial legacies that begin to manifest in art in the 1960s and '70s. On the other hand, we will investigate various exhibition formats, artists, audiences, narratives, circumstances and more (emphasis on the 1980s to the present), all of which contributed to the thrilling complexity of “worldwide visual culture” and the “global communication continuum.” As Guy Davenport stated, “Art is the attention we pay to the wholeness of the world.” This idea will be our starting point.

SECOND- AND THIRD-YEAR REQUIREMENTS IN HUMANITIES AND SCIENCES

Students must take at least four Honors Program humanities courses during their second and third years of study. They may take these courses as their schedules allow, keeping in mind that 12 humanities credits must be completed during this time. It is recommended that students take one humanities course per semester. Students must choose at least one course from three of the following four areas:

- Literature – HLD prefix
- Philosophy and Cultural Studies – HMD prefix
- Anthropology, Psychology, Sociology – HPD prefix
- Science – HSD prefix

By the end of their third year of the Honors Program, students will have completed all Humanities Distribution Requirements (HDR).

HLD-2123

Human and Divine

Fall semester: 3 humanities and sciences credits

What is the relationship between sacred text and cultural practice? This course will examine themes and symbols that recur in pivotal philosophic and devotional texts in order to determine what might be considered essentially human and/or essentially divine. Beginning with ancient Babylonian, Judeo-Christian, Buddhist and Hindu texts and stretching into the modern, the class will study works from diverse origins, both spiritual and secular, to explore how language operates as a medium between physical and metaphysical worlds. *Note: Open to Honors Program students only.*

Course #	Day	Time	Semester	Instructor
HLD-2123-HP1	Th	3:20-6:10	fall	M. Lange
HLD-2123-HP2	M	3:20-6:10	spring	M. Fleming-Ives

HMD-2010

Self, Culture and Society

One semester: 3 humanities and sciences credits

Instructor: J. Cohan

This course studies problems basic to social, cultural and historical existence, as developed in foundational texts of economics, psychology, sociology and anthropology. In the midst of profound and rapid changes in our relationship to nature, to one another and to ourselves, these fields arose to turn a scientific eye inward. What the social sciences found was alternately sobering, revolutionary and terrifying. A new social and historical approach would be developed to the ancient command to know thyself. The course starts with the conceptual foundations of political economy, as well as theories of capitalism and modern society. Students will then consider the relation of nature, culture, society and lived experience. Finally, we will explore the social and cultural constitution of the person, with examination of class, race, gender and sexuality. *Note: Open to sophomores and juniors in the Honors Program only.*

Course #	Day	Time	Semester
HMD-2010-HP1	Tu	3:20-6:10	fall
HMD-2010-HP2	Th	3:20-6:10	spring

HPD-2060-HP**From Ancient Myth to the Birth of Modern Science**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: M. Stafford

In this course we will begin by discussing the earliest forms of human thinking—animism and magic—and see how from these seeds, the human mind has created polytheistic religions, philosophy and ideas of law. We will conclude the semester by examining how philosophical and religious thought, from Aristotle to Galileo, has led to the development of scientific theory. *Note: Open only to sophomores and juniors in the Honors Program.*

HPD-2073-HP**Century of the Self**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Stafford

The idea of mental health is now central to the idea of what it is to be human. With the decline of religious belief in the 19th century, a new scientific psychology emerges that aims to answer the different ways in which the human individual suffers from their own thoughts and ideas. In this course we will look at the creation of a science of the mind that goes beyond the purely neurological to the understanding of psychological dynamics, as well as forms of therapeutics that aim to heal and shape the self. We will look at how the understanding of these dynamics has influenced advertising, medicine, politics and economics, as well as our understanding of class, race, gender, sexuality and the self. Students will read works by Juliet Mitchell, Frantz Fanon, Herbert Marcuse, Michel Foucault, Christopher Lasch, Jonathan Metz, Rubén Gallo, D.W. Winnicott, Alice Miller, Christopher Bollas, and others, along with analyzing surrealist artworks and the films of Adam Curtis. *Note: Open to Honors Program students only.*

HSD-2991-R**Data Literacy and Visualization**

Tuesday 6:30 -9:20

Fall semester: 3 humanities and sciences credits

Instructor: B. Friedly

With the Information Age, society has become increasingly reliant on data visualizations, such as charts, graphs and maps, to convey a vast amount of complex data. Becoming literate in this graphic language is crucial for identifying misleading representations (intentional or unintentional) and for ethically using data to shape our own narratives. This course provides an introduction to understanding and communicating data. We will build a firm foundation of what data is, the ways it is organized, and how to find or create it. Through exploratory analysis, students will learn to find meaning through basic statistical methods in order to communicate meaning through data visualization. Students will build data analysis and visualization skills that they can expand and apply to their own interests in order to become critical thinking, digital citizens.

HSD-3003-R**Energy and the Modern World**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Boo

This introductory course will examine the basic nature, forms and concepts of energy. We will explore various nonrenewable and renewable energy sources with an emphasis on environmental and social impacts. Lectures will also include discussions about natural resources, pollution, policies and consumerism through an energy lens. This course includes a field trip to the Newtown Creek Wastewater Treatment Facility and a volunteer event with a local environmental organization.

HSD-3114-OL**Modern Art and Astronomy: The Expanding Universe**

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: L. Gamwell

Where do stars come from? How big is the universe? What's inside an atom? Why is the sky blue? In the last century, scientists have given revolutionary answers to these questions, profoundly altering how modern society perceives reality. This course presents fascinating responses to these questions in plain, easy-to-understand English, along with illustrations of their impact on art and culture. Topics include Einstein's theory of the relativity of space and time, the discovery that the universe is expanding, space travel, the splitting of the atom, and the dawning of the nuclear age, as well as scientific metaphors in the arts.

HSD-3115-R**Botany**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: A. Negrin

In this course students will explore basic aspects of plant anatomy, physiology, plant types, and the historical and current importance of plants in human life. Students will actively participate in lab work to understand plant reproduction, propagation, cultivation and nutrition. The course will increase student awareness of and knowledge about the uses of plants and critical issues affecting ecology, including the threat and promise of science and agribusiness to modify plants for human and animal consumption. There will be two field trips.

HSD-3344-R**Ecological Economics**

Thursday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: M. Lange

Economic progress in the industrialized world has been shaped by a profound and alarming reliance upon the Earth's ecosystem. This course will examine the logic, justifications and ideologies that have propelled society toward global capitalism, with an emphasis on the environmental conditions related to that growth. Readings from Adam Smith to John Maynard Keynes will reveal the scope of traditional economic thought as it relates to the natural world; while texts from authors such as Aldo Leopold, Herman Daly and Elinor Ostrom will employ the pragmatism of economic philosophy to offer solutions for our most dire ecological predicaments.

HSD-3523-R**Conservation Biology**

Wednesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: D. Bissett

Conservation biology is the study of the maintenance, loss and restoration of ecosystems of biodiversity. This course covers the basics of paleontology, evolution and ecology, as well as relevant issues in environmental science. The objective of this course is to introduce students to the issues involved in our current extinction crisis and to enable them to make informed decisions on both national and local levels. Special attention will be paid to current debate and controversy in this quickly growing field of study. There will also be a field trip to the American Museum of Natural History, where the students will visit a working conservation genetics laboratory. Readings include: *Fundamentals of Conservation Biology* by Malcolm L. Hunter and *The Sixth Extinction: An Unnatural History* by Elizabeth Kolbert, as well as excerpts from *Four Fish: The Future of the Last Wild Food* by Paul Greenburg and *A Sand County Almanac* by Aldo Leopold.

HONORS PROGRAM: ADVERTISING FIRST-YEAR REQUIREMENTS

First-year advertising majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

ADD-1010 **Principles of Visual Language I**

One semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own “visual language.” Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based: supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage.

ADD-1015 **Principles of Visual Language II**

One semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1010 for course description.

ADD-1030 **Foundations of Drawing I**

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

ADD-1035 **Foundations of Drawing II**

One semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1030 for course description.

AHD-1040 **History and Theory of Modern Art I**

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045 **History and Theory of Modern Art II**

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. See AHD-1040 for course description.

DSD-1005 **Thinking Design**

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSD-1040 **Fabrication and Innovation**

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized.

HHD-1040 **Political History of the Modern World: 18th and 19th Centuries**

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045 **Political History of the 20th Century**

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827 **Literary Modernism I**

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits
 This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas from the 20th century and into to the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits
 Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

Honors Program Advertising 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler			
10					
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn			ADD-1030-1AD Foundations of Drawing I 9:00-2:50 R. Babboni
12					
1		ADD-1010-1AD Principles of Visual Language I 12:10-6:00 T. Simon		DSD-1040-1AD Fabrication and Innovation 12:10-6:00 K. O'Callaghan	
2					
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6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Honors Program Advertising 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler			
10					
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn			ADD-1035-1AD Foundations of Drawing II 9:00-2:50 R. Babboni
12					
1		ADD-1015-1AD Principles of Visual Language II 12:10-6:00 T. Simon		SMD-1020-1AD Foundations of Visual Comp. 1:10-5:00 T. Fong	
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HONORS PROGRAM: ANIMATION FIRST-YEAR REQUIREMENTS

First-year animation majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan. Foundation-year students in the Animation Honors Program may take up to 18 credits in the fall and spring semesters with no charge for the additional credits beyond 15.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. See AHD-1040 for course description.

AHD-1170

Animation: From Paper to Pixels

One semester: 3 art history credits

Animation milestones will be screened and examined in this course. We will begin by studying the work of pioneer animators, such as Winsor McCay, Disney and Fleischer, then focus on special topics from later periods, eventually concluding with CG’s impact on the art form and industry. Students will view both rare and significant animated films that have influenced the direction of animation for well over a century.

AND-1020

Introduction to Animation I

Fall semester: 3 studio credits

Limited to 20 students per section

This course is an introduction to the principles of animation with hands-on and in-class exercises that explore the process of animation creation from paper to pixel. Basic concepts will be examined, including keys, break down, in-betweening, squash and stretch, anticipation, character design and walk cycle—all of which are the building blocks of animation filmmaking. Drawing skills will be emphasized throughout the first year to build foundation skills. *Note: Student must register for the spring semester section of AND-1025 that corresponds to their fall semester section of AND-1020.*

AND-1025

Introduction to Animation II

Spring semester: 3 studio credits

Limited to 20 students per section

This course is a continuation of AND-1020, Introduction to Animation I. Students will further explore the principles of animation and refine their skills through weekly assignments and exercises. As the course progresses, these principles will be applied to the filmmaking process, and students will script, design, direct and produce short, animated films through working individually as well as collaboratively. Emphasis is placed on craft, conceptual and aesthetic ingenuity, and cohesiveness of story. *Note: Student must register for the spring semester section of AND-1025 that corresponds to their fall semester section of AND-1020.*

AND-1060

Drawing for Animation I

Fall semester: 3 studio credits

Focusing on the fundamental elements of line, space, scale and texture, as well as topics that include anatomy, color theory, perspective and observation, this course will provide a framework for students to translate what they see to how they convey it through the act of drawing. Pencil, charcoal, pen-and-ink and watercolor will be among the materials explored. Projects will range from the figure to nature and still life, and field trips will include drawing on location.

AND-1065

Drawing for Animation II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See AND-1060 for course description.

AND-1140

Story I: Theory and Structure

Fall semester: 3 studio credits

This course will examine the basic structure and principles of what makes a good story. Assignments will explore elements of art direction, cinematography, staging, character design, lighting, timing, and many more facets of narrative. We will address film theory and the production process in order to understand storytelling from a variety of perspectives, and students will discover how to make their animated worlds believable. *Note: Student must register for the spring semester section of AND-1145 that corresponds to their fall semester section of AND-1140.*

AND-1145

Story II: Storyboarding

Spring semester: 3 studio credits

This course is a continuation of AND-1140, Story I: Theory and Structure. Through lectures, discussions and presentations, students will dive into the development of their own stories—learning by creating. They will pitch ideas to the class, create storyboards, and complete an original pitch book that includes synopsis, script, character design, storyboard, background designs and concept art. Students will also develop critical thinking and clear articulation of their concepts, as well as how to give and receive constructive criticism.

AND-1230

Digital Compositing

Spring semester: 3 studio credits

Digital animation production is the focus of this course, and students will investigate the tools, techniques and concepts that are essential to creating animation. Topics include camera movement, puppet animation, effects, compositing and layout. Demonstrations and assignments are geared to introduce students to a range of software applications as well as gain production experience. The primary applications will include Adobe Animate and After Effects.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits
 This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits
 What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits
 This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas from the 20th century and into the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

Honors Program Animation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler	AND-1140-1AN Story I: Theory and Structure 9:00-11:50 R. Gorey		
10					
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn			
12				AHD-1170-1AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes	
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4	AND-1020-1AN Introduction to Animation I 3:20-8:10 E. Borja		AND-1060-1AN Drawing for Animation I 3:20-9:10 M. Menjivar		
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Honors Program Animation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler	AND-1145-1AN Story II: Storyboarding 9:00-11:50 R. Gorey		
10					
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn			
12		AND-1230-1AN Digital Compositing 12:10-3:00 K. Llewellyn			
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4	AND-1025-1AN Introduction to Animation II 3:20-8:10 E. Borja		AND-1065-1AN Drawing for Animation II 3:20-9:10 M. Menjivar		
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Honors Program Animation 2 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler			
10					
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn	AND-1060-5AN Drawing for Animation I 9:00-2:50 M. Archambault	AND-1230-5AN Digital Compositing 12:10-3:00 C. Vonada	
12	AND-1140-5AN Story I: Theory and Structure 12:10-3:00 R. Gorey	AND-1020-5AN Introduction to Animation I 12:10-5:00 E. Borja			
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Honors Program Animation 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler			
10					
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn	AND-1065-5AN Drawing for Animation II 9:00-2:50 M. Archambault		
12	AND-1145-5AN Story II: Storyboarding 12:10-3:00 R. Gorey	AND-1025-5AN Introduction to Animation II 12:10-5:00 E. Borja			AHD-1170-5AN Animation: From Paper to Pixels 12:10-3:00 T. Stathes
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HONORS PROGRAM: CARTOONING, FINE ARTS AND ILLUSTRATION FIRST-YEAR REQUIREMENTS

First-year cartooning, fine arts and illustration majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. Please see AHD-1040 for course description. *Note: For fine arts majors, successful completion of AHD-1040 and AHD-1045 will exempt them from AHD-2020 and AHD-2025, Modern Art Through Pop I and II.*

FID-1130

Drawing I

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135

Drawing II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220

Painting I

One semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting.

FID-1225

Painting II

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description.

FID-1430

Sculpture

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era:

1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits

This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas from the 20th century and into to the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory.

Note: Open only to students in the Honors Program.

SMD-1020

Foundations of Visual Computing

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives.

Honors Program Cartooning, Fine Arts and Illustration 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	AHD-1040-HP1 Hist./Theory of Modern Art I 9:00-10:25 P. Crousillat	HMD-1050-HP1 Modern Phil.: 18 and 19 Centuries 9:00-10:25 T. Huhn			
10					
11	HHD-1040-HP1 Pol. History: 18 and 19 Centuries 10:30-11:50 C. Skutsch	HLD-1827-HP1 Literary Modernism I 10:30-11:50 L. Blythe			
12					
1					
2		FID-1220-HP1 Painting I 1:10-5:00 L. Behnke	FID-1430-HP1 Sculpture 1:10-5:00 J. Silverthorne	FID-1130-HP1 Drawing I 1:10-5:00 T. Roniger	
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Honors Program Cartooning, Fine Arts and Illustration 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHD-1045-HP1 Hist./Theory of Modern Art II 9:00-10:25 P. Crousillat	HMD-1055-HP1 Modern Phil.: 20th Century 9:00-10:25 T. Huhn			
10					
11	HHD-1045-HP1 Political History 20th Century 10:30-11:50 C. Skutsch	HLD-1828-HP1 Literary Modernism II 10:30-11:50 L. Blythe			
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2		FID-1225-HP1 Painting II 1:10-5:00 L. Behnke	SMD-1020-HP1 Foundations of Visual Comp. 1:10-5:00 S. McGiver	FID-1135-HP1 Drawing II 1:10-5:00 T. Roniger	
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Note: Honors Program students may elect to replace SMD-1020, Foundations of Visual Computing, with a sculpture or printmaking course.

HONORS PROGRAM: COMPUTER ART, COMPUTER ANIMATION AND VISUAL EFFECTS

FIRST-YEAR REQUIREMENTS

First-year computer art, computer animation and visual effects majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan. Foundation-year students in the Computer Art Honors Program may take up to 18 credits in the fall and spring semesters with no charge for the additional credits beyond 15.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the "modern," modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. Please see AHD-1040 for course description. *Note: For computer art, computer animation and visual effects majors, successful completion of AHD-1040 and AHD-1045 will exempt them from AHD-1015, Modern Art: European (and American) Painting From Realism to Pop.*

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits

This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas from the 20th century and into the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

AND-1060

Drawing for Animation I

Fall semester: 3 studio credits

Focusing on the fundamental elements of line, space, scale and texture, as well as topics that include anatomy, color theory, perspective and observation, this course will provide a framework for students to translate what they see to how they convey it through the act of drawing. Pencil, charcoal, pen-and-ink and watercolor will be among the materials explored. Projects will range from the figure to nature and still life, and field trips will include drawing on location. *Note: Available in Honors Program computer art block 2.*

AND-1065

Drawing for Animation II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See AND-1060 for course description. *Note: Available in Honors Program computer art block 2.*

FID-1130

Drawing I

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding. *Note: Available in Honors Program computer art block 1.*

FID-1135

Drawing II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description. *Note: Available in Honors Program computer art block 1.*

SDD-1050

Narrative Workshop

One semester: 3 studio credits

This course will examine the history of storytelling and its fundamental elements, including story and character development, timing and narrative structure. Translating a story to the screen will be explored through film language and shot construction. Students will tell and write their own stories, polish them in class and create illustrated storyboards.

SMD-1200

Imaging Tools and Workflows

Fall semester: 3 studio credits

The correlation of digital tools and content to their analog predecessors and equivalents will be the starting point for conversation and creation. We will discuss how to use cameras to capture both photographs and videos, and how to use basic lighting setups to change the mood of these images. From simple image manipulation of photographs to creating complex collages of layered images, students will use raster, vector and page-layout programs to create and present original images. We will explore the basics of design skills and how to prepare images for a variety of output options. Basic visual computing skills, file-naming conventions, color management and color modes will be taught, and we will explore emerging technologies as they relate to the creation, delivery and consumption of content.

SMD-1230

3D Animation Pipeline I

Fall semester: 3 studio credits

In this course students will explore 3D computer-generated imagery concepts using Autodesk Maya. Through in-class exercises and assignments, students will create Maya projects as they investigate the stages in a visual effects pipeline.

Projects will include basic poly modeling, creating textures and materials, and keyframe animation. How to manage paths, data and hierarchies will be addressed, and students will become familiar with rigs. An introduced to lighting and shading is included.

SMD-1235

3D Animation Pipeline II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See SMD-1230 for course description.

SMD-1250

Introduction to Digital Tools and Techniques

Spring semester: 3 studio credits

Students will be introduced to the essentials of digital technologies, with a concentration on basics of video production, nonlinear editing and digital post-production. Students will explore the use of cameras, cinematography and file compression. Projects will take students from still and video images to composited animation to final edited productions with sound.

Honors Program Computer Art, Computer Animation and Visual Effects 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler			
10				SMD-1230-2C 3D Animation Pipeline I 9:00-11:50 Instructor: TBA	
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn	FID-1130-2C Drawing I 9:00-2:50 Instructor: TBA		
12					
1					
2	SMD-1200-2C Imaging Tools 12:10-6:00 S. Barrett				
3					
4				SDD-1050-2C Narrative Workshop 3:20-6:10 A. Barsky	
5					
6					

Honors Program Computer Art, Computer Animation and Visual Effects 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler			
10					SMD-1235-2C 3D Animation Pipeline II 9:00-11:50 Instructor: TBA
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn	FID-1135-2C Drawing II 9:00-2:50 Instructor: TBA		SMD-1250-2C Digital Video Tools/Tech. 9:00-11:50 A. Meyers
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Honors Program Computer Art, Computer Animation and Visual Effects 2 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10			AHD-1040-HP3 Hist./Theory of Modern Art I 9:00-10:25 J. Elm		SMD-1230-4C 3D Animation Pipeline I 9:00-11:50 Instructor: TBA
11		SMD-1200-4C Imaging Tools 9:00-2:50 S. Barrett		HLD-1827-HP3 Literary Modernism I 10:30-11:50 Instructor: TBA	
12			HMD-1050-HP3 Modern Phil.: 18 and 19 Centuries 12:10-1:35 C. Matlin		
1					
2			HHD-1040-HP3 Pol. History: 18 and 19 Centuries 1:40-3:00 G. Karavitis		
3					
4					
5			AND-1060-4C Drawing for Animation I 3:20-9:10 Instructor: TBA		
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Honors Program Computer Art, Computer Animation and Visual Effects 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9			AHD-1045-HP3 Hist./Theory of Modern Art II 9:00-10:25 J. Elm		
10					SMD-1235-4C 3D Animation Pipeline II 9:00-11:50 Instructor: TBA
11				HLD-1828-HP3 Literary Modernism II 10:30-11:50 Instructor: TBA	
12			HMD-1055-HP3 Modern Phil.: 20th Century 12:10-1:35 C. Matlin		
1				SDD-1050-4C Narrative Workshop 12:10-3:00 J. Calhoun	
2			HHD-1045-HP3 Political History 20th Century 1:40-3:00 G. Karavitis		
3					
4		SMD-1250-4C Digital Tools and Techniques 3:20-6:10 A. Meyers			
5			AND-1065-4C Drawing for Animation II 3:20-9:10 Instructor: TBA		
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HONORS PROGRAM: DESIGN FIRST-YEAR REQUIREMENTS

First-year design majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

FIRST-YEAR CURRICULUM HONORS PROGRAM DESIGN TRACK OPTIONS

HONORS PROGRAM DESIGN TRACK 1 STUDIO COURSE REQUIREMENTS

ADD-1010	Principles of Visual Language I
ADD-1015	Principles of Visual Language II
DSD-1005	Thinking Design
DSD-1040	Fabrication and Innovation
FID-1130	Drawing I
FID-1135	Drawing II
SMD-1020	Foundations of Visual Computing

HONORS PROGRAM DESIGN TRACK 2 STUDIO COURSE REQUIREMENTS

ADD-1010	Principles of Visual Language I
ADD-1015	Principles of Visual Language II
DSD-1005	Thinking Design
DSD-1050	Visual Computing in the Studio I
DSD-1055	Visual Computing in the Studio II
FID-1130	Drawing I
FID-1135	Drawing II

HONORS PROGRAM DESIGN TRACK 3 STUDIO COURSE REQUIREMENTS

DSD-1005	Thinking Design
DSD-1010	Introduction to Visual Language
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
SMD-1020	Foundations of Visual Computing

HONORS PROGRAM DESIGN TRACK 4 STUDIO COURSE REQUIREMENTS

DSD-1005	Thinking Design
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
FID-1430	Sculpture
SMD-1020	Foundations of Visual Computing

FIRST-YEAR COURSE LISTINGS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Thinking Design, Drawing I and II, as well as the art history and humanities courses, are required of all first-year design majors. The remaining studio courses offer a few variations based on student interest.

ADD-1010

Principles of Visual Language I

Fall semester: 3 studio credits

This studio course will explore the fundamental principles of two-dimensional design and how these principles relate to visual communication. Through direct, hands-on participation in assignments and independent projects, students will work toward developing their own “visual language.” Experimentation with composition, visual hierarchy, typographic design, color interaction and visual narrative will be stressed. Students will explore a wide range of visual concepts, including abstraction, symmetry and asymmetry, contrast, figure/ground relationships, rhythm and harmony. Class time is used for the creation and execution of design work, along with critiques and discussions. Assignments are paper-based: supplies include construction paper, drafting and cutting tools, and gouache paint. The primary technique will be collage. *Note: Available in Honors Program design blocks 1DS and 4DS.*

ADD-1015

Principles of Visual Language II

Spring semester: 3 studio credits

This is the second part of a two-semester course. See ADD-1010 for course description. *Note: Available in Honors Program Design Tracks 1 and 2.*

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. Please see AHD-1040 for course description.

DSD-1005

Thinking Design

Fall semester: no credit

Welcome to SVANYC—School of Visual Arts and New York City. This overview of advertising and design in the greatest city in the world offers students a chance to get acquainted with NYC’s creative resources. Listen to guest BFA Design and BFA Advertising alum discuss their various career paths—and learn about what it’s like to have NYC as your campus. *Note: Open to freshman advertising and design majors only. This course is held online.*

DSD-1010

Introduction to Visual Language

One semester: 3 studio credits

An exploration of the fundamentals of two-dimensional design and how they relate to visual communication will take place through experimentation and critique in this course. Through hands-on exercises, assignments and independent projects, students will develop and refine their own visual language. Students will also learn how to communicate effectively about their own artwork and that of their peers. *Note: Available in Honors Program Design Track 3.*

DSD-1040**Fabrication and Innovation**

One semester: 3 studio credits

A study of visual perception through the use of three-dimensional media is the focus of this course. A conceptual approach toward problem solving, technical skills and utilization of various media will be emphasized. *Note: Available in Honors Program Design Track 1.*

DSD-1050**Visual Computing in the Studio I**

Fall semester: 3 studio credits

This two-semester course is an introduction to design techniques using the Adobe Creative Cloud applications as tools for visual creation. The essentials of Adobe Photoshop and Illustrator will be covered in the first semester, while InDesign and web design will be covered in the second. We will also touch upon other applications that can assist you in creating multifaceted visual solutions. A minimum of three hours per week of lab time outside of class is required. *Note: Available in Honors Program Design Track 2.*

DSD-1055**Visual Computing in the Studio II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see DSD-1050 for course description. *Note: Available in Honors Program Design Track 2.*

FID-1130**Drawing I**

Fall semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135**Drawing II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220**Painting I**

Fall semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting. *Note: Available in Honors Program Design Track 4.*

FID-1225**Painting II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description. *Note: Available in Honors Program Design Track 4.*

FID-1430**Sculpture**

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form. *Note: Available in Honors Program Design Track 4.*

HHD-1040**Political History of the Modern World: 18th and 19th Centuries**

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045**Political History of the 20th Century**

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827**Literary Modernism I**

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828**Literary Modernism II**

Spring semester: 1.5 humanities and sciences credits

This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050**Modern Philosophy: 18th and 19th Centuries**

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055**Modern Philosophy: 20th Century**

Spring semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas from the 20th century and into to the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

SMD-1020**Foundations of Visual Computing**

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. *Note: Available in Honors Program Design Tracks 1, 3 and 4.*

Honors Program Design Track 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler			ADD-1010-IDS Principles of Visual Language I 9:00-2:50 R. Mehl
10					
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn			
12					
1					
2			DSD-1040-IDS Fabrication and Innovation 12:10-6:00 S. Killman	FID-1130-IDS Drawing I 12:10-6:00 C. Fabricatore	
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
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Honors Program Design Track 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler			ADD-1015-IDS Principles of Visual Language II 9:00-2:50 R. Mehl
10					
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn			
12					
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2			SMD-1020-IDS Foundations of Visual Comp. 1:10-5:00 B. Bobkoff	FID-1135-IDS Drawing II 12:10-6:00 C. Fabricatore	
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Honors Program Design Track 2 / FALL					
	MON	TUES	WED	THURS	FRI
9			AHD-1040-HP3 Hist./Theory of Modern Art I 9:00-10:25 J. Elm		DSD-1050-4DS Visual Computing in the Studio I 9:00-11:50 J. Rosman
10				HLD-1827-HP3 Literary Modernism I 10:30-11:50 Instructor: TBA	
11		FID-1130-4DS Drawing I 9:00-2:50 C. Gerard			
12			HMD-1050-HP3 Modern Phil.: 18 and 19 Centuries 12:10-1:35 C. Matlin		
1					
2	ADD-1010-4DS Principles of Visual Language I 12:10-6:00 T. Simon		HHD-1040-HP3 Pol. History: 18 and 19 Centuries 1:40-3:00 G. Karavitis		
3					
4					
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6					
7		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
8					

Honors Program Design Track 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9			AHD-1045-HP3 Hist./Theory of Modern Art II 9:00-10:25 J. Elm		DSD-1055-4DS Visual Computing in the Studio II 9:00-11:50 J. Rosman
10				HLD-1828-HP3 Literary Modernism II 10:30-11:50 Instructor: TBA	
11		FID-1135-4DS Drawing II 9:00-2:50 C. Gerard			
12			HMD-1055-HP3 Modern Phil.: 20th Century 12:10-1:35 C. Matlin		
1					
2	ADD-1015-4DS Principles of Visual Language II 12:10-6:00 T. Simon		HHD-1045-HP3 Political History 20th Century 1:40-3:00 G. Karavitis		
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Honors Program Design Track 3 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler		FID-1130-6DS Drawing I 9:00-2:50 A. Gerndt	
10					
11	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn			
12					
1		FID-1220-6DS Painting I 12:10-6:00 S. Dawson	SMD-1020-6DS Foundations of Visual Comp. 12:30-4:20 B. Bobkoff		
2					
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
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Honors Program Design Track 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler		FID-1135-6DS Drawing II 9:00-2:50 A. Gerndt	
10					
11	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn			
12					
1		FID-1220-6DS Painting I 12:10-6:00 S. Dawson	DSD-1010-6DS Introduction to Visual Language 12:10-6:00 F. Young		
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Honors Program Design Track 4 / FALL					
	MON	TUES	WED	THURS	FRI
9	AHD-1040-HP1 Hist./Theory of Modern Art I 9:00-10:25 P. Crousillat	HMD-1050-HP1 Modern Phil.: 18 and 19 Centuries 9:00-10:25 T. Huhn			
10					
11	HHD-1040-HP1 Pol. History: 18 and 19 Centuries 10:30-11:50 C. Skutsch	HLD-1827-HP1 Literary Modernism I 10:30-11:50 L. Blythe			
12					
1		FID-1220-HP1 Painting I 1:10-5:00 L. Behnke	FID-1430-HP1 Sculpture 1:10-5:00 J. Silverthorne	FID-1130-HP1 Drawing I 1:10-5:00 T. Roniger	
2					
3					
4					
5					
6		DSD-1005-OL Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Honors Program Design Track 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9	AHD-1045-HP1 Hist./Theory of Modern Art II 9:00-10:25 P. Crousillat	HMD-1055-HP1 Modern Phil.: 20th Century 9:00-10:25 T. Huhn			
10					
11	HHD-1045-HP1 Political History 20th Century 10:30-11:50 C. Skutsch	HLD-1828-HP1 Literary Modernism II 10:30-11:50 L. Blythe			
12					
1		FID-1225-HP1 Painting II 1:10-5:00 L. Behnke	SMD-1020-HP1 Foundations of Visual Comp. 1:10-5:00 S. McGiver	FID-1135-HP1 Drawing II 1:10-5:00 T. Roniger	
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Note: Honors Program students may elect to replace SMD-1020, Foundations of Visual Computing, with a sculpture or printmaking course.

HONORS PROGRAM: FILM FIRST-YEAR REQUIREMENTS

First-year film majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan. Foundation-year students in the Film Honors Program may take up to 18 credits in the fall and spring semesters with no charge for the additional credits beyond 15.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. See AHD-1040 for course description.

AHD-1070

Film History and Criticism

One semester: 3 art history credits

Through an interdisciplinary approach to contemporary theoretical discourses of cinema, the goal of this course is to familiarize students with the formal and stylistic features of film history and analysis. We will examine forms of interpretation and subjects of representation via the evolution of the cinema. Beginning with the Lumière brothers, Georges Méliès and the early works of D. W. Griffith, we will trace the historical development of film with an exploration of genres that include American silent comedies, German expressionism, surrealism and Soviet formalism. Classical Hollywood films and the establishment of the studio system will also be examined. The final segment of the course will be devoted to an analysis of postwar European masters such as Rossellini, Truffaut, Godard, Bergman, Fellini and Antonioni.

AHD-1075

Film History: Analysis of Genre

Spring semester: 3 art history credits

This course will investigate a variety of cinematic genres, such as the Western, horror, experimental cinema, period drama, the musical and science fiction. Screening will be preceded by an overview of the genre in question, and a follow-up discussion of how each film represents and/or subverts conventions or traditions.

CFD-1020

Introduction to Production I

Fall semester: 3 studio credits

Limited to 17 students per section

Utilizing a project-based curriculum, this course will provide students with the necessary skills to write, produce and execute a short film. The fundamentals of preproduction, cinematography, lighting and sound will be explored through structured exercises in order for students to practice and hone their skills. Working in tandem with both their writing and editing courses, students will complete a ten-minute film by the end of the spring semester.

CFD-1025

Introduction to Production II

Spring semester: 3 studio credits

Limited to 17 students per section

Serving as a continuation of CFD-1020, Introduction to Production I, in the spring semester students will develop and practice their craft through the preproduction, production and postproduction of their short films. Progressive cuts, including dailies, assemblies, rough and final cuts will be screened in class for review and critique.

CFD-1075

Introduction to Sound

Fall semester: no credit

This course will examine sound theory, production sound mixing and postproduction sound finishing. We will embark on an exploration of sound and its impact on how and what we hear. Notable examples of sound mixes in cinema as well as students' recordings made in class will be heard. Hands-on instruction with sound equipment will offer students the opportunity to explore best practices for making a great recording. Production sound mixes will be analyzed and brought into postproduction for adjustment to improve student recordings.

CVD-1080

Editing I

Fall semester: 3 studio credits

Limited to 17 students per section

The grammar, structure and aesthetics of editing in the visual storytelling process will be the focus of this course. We will examine the theory and process of editing through lectures, screenings, assignments and exercises. Areas of exploration will include editorial and narrative structure, rhythm and pacing, and how each shot represents drama as it moves through a scene. Scene study and editing choices that maximize the actors' performances will be emphasized.

CVD-1085

Editing II

Spring semester: 3 studio credits

Limited to 17 students per section

This is the second part of a two-semester course. Students will continue to refine their skills as editors. Short films and scenes will be analyzed for their structure and meaning, and students will continue to hone their skills with the editing process through demonstration and assignments.

CFD-1140

Fundamentals of Narrative I

Fall semester: 3 studio credits

Gaining the necessary skills for writing well-structured scripts will be the focus of this course. Geared to short screenplays that students can use in their production classes, assignments will emphasize the fundamentals of visual language, in-depth character development and narrative structure. We will explore the dramatic choices involved in fiction, nonfiction, and adapted narratives as ways of expressing their individual voices. *Note: Students must have access to Final Draft software for home assignments.*

CFD-1145

Fundamentals of Narrative II

Spring semester: 3 studio credits

Building upon the basics introduced in CFD-1140, Fundamentals of Narrative I, this course will explore more advanced forms of storytelling for the screen. While assignments will include diverse forms, such as genre, documentary and webisodes, the focus is on the construction and sequencing of scenes within the context of the character-driven narrative.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits
 This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits
 This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits
 What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits
 This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits
 This course will introduce some of the key Western philosophical ideas from the 20th century and into the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

Honors Program Film Block 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler		CFD-1140-01F Fundamentals of Narrative I 9:00-11:50 A. Degas	
10	AHD-1040-HP2 Hist./Theory of Modern Art I 10:30-11:50 P. Crousillat	HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn	CFD-1020-01F Introduction to Production I 9:00-12:50 G. LaVoo		
11					
12				CFD-1075-01F Introduction to Sound 12:10-1:40 Instructor: TBA	
1					
2					
3			CVD-1080-01F Editing I 3:20-6:10 C. Collins	AHD-1070-01F Film History and Criticism 3:20-7:10 P. Cronin	
4					
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6					
7					

Honors Program Film Block 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler		CFD-1145-01F Fundamentals of Narrative II 9:00-11:50 A. Degas	AHD-1075-02F Film History: Analysis of Genre 9:00-11:50 P. Cronin
10	AHD-1045-HP2 Hist./Theory of Modern Art II 10:30-11:50 P. Crousillat	HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn	CFD-1025-01F Introduction to Production II 9:00-12:50 G. LaVoo		
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3			CVD-1085-01F Editing II 3:20-6:10 C. Collins		
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Honors Program Film Block 2 / FALL					
	MON	TUES	WED	THURS	FRI
9	HHD-1040-HP2 Pol. History: 18 and 19 Centuries 9:00-10:25 C. Skutsch	HLD-1827-HP2 Literary Modernism I 9:00-10:25 J. Sigler	AHD-1040-HP3 Hist./Theory of Modern Art I 9:00-10:25 J. Elm		
10		HMD-1050-HP2 Modern Phil.: 18 and 19 Centuries 10:30-11:50 T. Huhn		CVD-1080-04F Editing I 9:00-11:50 M. Artola	
11					
12		CFD-1020-04F Introduction to Production I 12:10-4:00 I. Sunara	CFD-1140-04F Fundamentals of Narrative I 12:10-3:00 G. Richards	CFD-1075-01F Introduction to Sound 12:10-1:40 Instructor: TBA	
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4				AHD-1070-04F Film History and Criticism 3:20-7:10 P. Cronin	
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Honors Program Film Block 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9	HHD-1045-HP2 Political History 20th Century 9:00-10:25 C. Skutsch	HLD-1828-HP2 Literary Modernism II 9:00-10:25 J. Sigler	AHD-1045-HP3 Hist./Theory of Modern Art II 9:00-10:25 J. Elm		
10		HMD-1055-HP2 Modern Phil.: 20th Century 10:30-11:50 T. Huhn		CVD-1085-04F Editing II 9:00-11:50 M. Artola	AHD-1075-04F Film History: Analysis of Genre 9:00-11:50 P. Cronin
11					
12		CFD-1025-04F Introduction to Production II 12:00-4:00 I. Sunara	CFD-1145-04F Fundamentals of Narrative II 12:10-3:00 G. Richards		
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HONORS PROGRAM: PHOTOGRAPHY AND VIDEO

FIRST-YEAR REQUIREMENTS

First-year photography and video majors in the Honors Program must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College.

Note: If you are receiving credit in transfer for any first-year studio courses and do not have to take the entire first-year curriculum, contact the departmental advisor for your studio major to arrange to take elective credits. All changes to course scheduling must be approved by the Honors Program director, Jeremy Cohan. Foundation-year students in the Photography and Video Honors Program may take up to 18 credits in the fall and spring semesters with no charge for the additional credits beyond 15.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

AHD-1040

History and Theory of Modern Art I

Fall semester: 1.5 art history credits

Intended to link the visual with the theoretical and the historical, this course will survey the relationship of art to the changing composition of ideas in a globalized context. Topics include: the contested concepts of the “modern,” modernism and primitivism; the emergence of abstraction; the invention of photography, collage and the found object. We will trace the development of modern art in the 19th and 20th centuries. As a model for analyzing contemporary practice, the conceptual structure of the avant-garde will be studied historically in this course. *Note: Open only to students enrolled in the Honors Program.*

AHD-1045

History and Theory of Modern Art II

Spring semester: 1.5 art history credits

This is the second part of a two-semester course. See AHD-1040 for course description.

AHD-1090

History of Photography

One semester: 3 art history credits

Serving as an introduction to the history of photography, this course will examine the major photographic movements and technological advances of the medium from its invention through the first half of the 20th century. Prominent figures from these periods will be closely studied to provide a foundation for understanding not only the medium’s history but also the limitations of canonical approach to understanding photography’s democratic reach.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HHD-1045

Political History of the 20th Century

Spring semester: 1.5 humanities and sciences credits

This course is a continuation of the themes and events covered in HHD-1040, and will explore the 20th century as an age of war and ideology, social conflict and change, technological transformation and globalization. *Note: Open only to students in the Honors Program.*

HLD-1827

Literary Modernism I

Fall semester: 1.5 humanities and sciences credits

What happened in literature while the visual arts, music and dance made their fundamental break from traditional forms? This course will examine the parallel problems of expression and composition that literature shared with the other arts. *Note: Open only to students enrolled in the Honors Program.*

HLD-1828

Literary Modernism II

Spring semester: 1.5 humanities and sciences credits

This is the second part of a two-semester course. See HLD-1827 for course description.

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1055

Modern Philosophy: 20th Century

Spring semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas from the 20th century and into to the dawn of the 21st century. Through readings by Freud, William James, Camus, Sartre, De Beauvoir, Weber, Fanon, Heidegger we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open only to students in the Honors Program.*

PHD-1030

Workshop I

One semester: 3 studio credits

With an emphasis on extensive darkroom work and group critique, this course will cover printing, negative development, spotting and mounting. Assignments will be given and students will submit a portfolio at the end of the semester. *Note: Please bring your portfolio to the first session.*

PHD-1035

Workshop II

One semester: 3 studio credits

A continuation of PHD-1030, Workshop I, this course will balance weekly critiques of student work with advanced black-and-white darkroom technique—both traditional and experimental. In the second half of the semester, students will have the opportunity to explore creative practices that address the similarities and differences between analog and digital workflow and processes. Color theory will also be discussed, and student video work will be critiqued as part of a larger conversation about developing one’s visual style. Weekly assignments will be given, and students will submit a portfolio for review at the end of the semester.

PHD-1060

Photography on Assignment

One semester: 3 studio credits

This course in photographic nuts and bolts will include technical demonstrations and assignments concerning the use of meters, filters, lighting and flash, among other topics. Students will be given location assignments, which will imitate those of a commercial or editorial photographer working in the current marketplace. The course emphasizes the practical, and will help students be flexible and resourceful in their problem-solving abilities. Students will receive individual critique of their work.

PHD-1080

Digital Photography I

One semester: 3 studio credits

Gaining a fundamental understanding of Adobe Photoshop, Bridge and Lightroom applications will be the focus of this course. Topics covered include image size and resolution, flatbed and film scanning, color modes, file formats, painting and editing tools, file management, image adjustments, working with layers and layer masks, and output options. By the end of the semester, students will have a basic understanding of how to work with photographs in a digital environment.

PHD-1085

Digital Photography II

One semester: 3 studio credits

The emphasis of this course will be placed on an exploration of the full potential of Adobe Photoshop. Students will apply advanced digital imaging techniques to their work and critically examine the effects that imaging technologies have on the way we see and make art. A variety of topics will be covered, including advanced selection techniques, shape-and-text tools, channels, paths, blending modes, filter effects, service bureaus, color management, monitor calibration and digital cameras.

PHD-1110

Video I

One semester: 3 studio credits

The goal of this course is to familiarize students with video in its technical form as well as its conceptual possibilities. Various genres of the medium will be explored, and students will articulate their interests in narrative form.

PHD-1280

Picture Symposium

One semester: 3 studio credits

This foundational course unpacks students preexisting and potential relationships with pictures and image, two central elements of contemporary art, commerce, communication and exchange. Striving toward fluency in the making (speaking) and interpreting (reading) of pictures in all contexts, students will work collaboratively to build a foundation for how to create and circulate still and moving images with the necessary agency to distinguish their voices and identities while communicating with one another as well as audiences beyond their classroom. The current relationships between printed pictures and pictures on screens (computers, smartphones, tablets, etc.) will be closely examined, providing students with a stronger understanding of how to navigate their presence as picture makers in both physical and online spaces of the 21st century.

Honors Program Photography and Video 1 / FALL					
	MON	TUES	WED	THURS	FRI
9			AHD-1040-HP3 Hist./Theory of Modern Art I 9:00-10:25 J. Elm		
10	PHD-1060-03P Photography on Assignment 9:00-11:50 J. Sinnott			HLD-1827-HP3 Literary Modernism I 10:30-11:50 Instructor: TBA	
11		PHD-1030-03P Workshop I 9:00-2:50 A. McTigue			
12			HMD-1050-HP3 Modern Phil.: 18 and 19 Centuries 12:10-1:35 C. Matlin		PHD-1280-03P Picture Symposium 12:10-3:00 Instructor: TBA
1	PHD-1080-03P Digital Photography I 12:10-3:00 Instructor: TBA		HHD-1040-HP3 Pol. History: 18 and 19 Centuries 1:40-3:00 G. Karavitis		
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Honors Program Photography and Video 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9			AHD-1045-HP3 Hist./Theory of Modern Art II 9:00-10:25 J. Elm		
10				HLD-1828-HP3 Literary Modernism II 10:30-11:50 Instructor: TBA	
11		PHD-1035-03P Workshop II 9:00-2:50 A. McTigue			
12			HMD-1055-HP3 Modern Phil.: 20th Century 12:10-1:35 C. Matlin		
1	PHD-1085-03P Digital Photography II 12:10-3:00 Instructor: TBA		HHD-1045-HP3 Political History 20th Century 1:40-3:00 G. Karavitis		
2					
3			PHD-1110-03P Video I 3:20-6:10 Instructor: TBA		
4					
5					
6		AHD-1090-03P History of Photography 6:30-9:20 K. Humphries			
7					
8					
9					

Humanities and Sciences

HUMANITIES AND SCIENCES DEGREE REQUIREMENTS

- Successful completion of 30 humanities and sciences credits, including all required humanities and sciences courses. In addition to College-wide requirements, please refer to the specific humanities and sciences departmental requirements for your degree major.
- Register for a minimum of 3 humanities and sciences credits each semester. It is expected that students will have successfully completed at least 18 humanities and sciences credits by the end of their junior year. Students entering senior year will be allowed to register only if they can complete all of their remaining humanities and sciences credits and requirements within one academic year.

• Humanities Distribution Requirements (HDR)

In order to assure breadth of study, students are required to successfully complete one 3-credit course in four of the six categories that follow. Transfer students should consult with their advisor.

- History – HHD prefix
- Literature – HLD prefix
- Philosophy and Cultural Studies – HMD prefix
- Anthropology, Psychology, Sociology – HPD prefix
- Science – HSD prefix
- Writing – HWD prefix

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

HISTORY

Course #	Title	Day	Time	Semester	Instructor
HHD-2001-R	History of Ancient Civilizations	Th	9:00	spring	V. Eads
HHD-2022-R	Justice, Crime and Punishment in the West: From the Middle Ages to the Present	M	6:30	fall	P. Franz
HHD-2111-R	World History: Classical to Renaissance	Th	9:00	fall	V. Eads
HHD-2111-R1	World History: Classical to Renaissance	F	12:10	spring	V. Eads
HHD-2112-R	World History: Renaissance to the 21st Century	Tu	3:20	fall	C. Skutsch
HHD-2112-OL	World History: Renaissance to the 21st Century	W	9:00	spring	C. Skutsch
HHD-2144-R	Revolutions: From America 1776 to The Arab Spring 2011	Tu	9:00	fall	C. Skutsch
HHD-2144-R1	Revolutions: From America 1776 to The Arab Spring 2011	Tu	3:20	spring	C. Skutsch
HHD-2811-R	Constitutional Law	W	12:10	spring	M. Curley
HHD-2913-R	Political Ideologies: From Liberalism and Conservatism to the Alt-Right	W	12:10	spring	C. Skutsch
HHD-3011-R	History of Ideas: The 20th Century I	Tu	12:10	fall	S. Horowitz
HHD-3011-R1	History of Ideas: The 20th Century I	W	6:30	fall	S. Horowitz
HHD-3011-R2	History of Ideas: The 20th Century I	Tu	3:20	spring	J. Barkan
HHD-3012-R	History of Ideas: The 20th Century II	Tu	12:10	spring	S. Horowitz
HHD-3012-R1	History of Ideas: The 20th Century II	W	6:30	spring	S. Horowitz
HHD-3012-R2	History of Ideas: The 20th Century II	Tu	3:20	fall	J. Barkan
HHD-3017-OL	The Enlightenment: Its Impact and Its Fate	M	3:20	spring	G. Ouwendijk
HHD-3022-R	Turning Points in History: From the French Revolution to the Present	F	9:00	fall	H. Kirkland
HHD-3022-R1	Turning Points in History: From the French Revolution to the Present	F	9:00	spring	H. Kirkland
HHD-3186-R	Global Crisis and Conflict from 1500 to the Present	Tu	9:00	spring	W. Rednour
HHD-3226-R	Science and History: Ideas and Controversies	W	9:00	fall	G. Ouwendijk
HHD-3328-OL	The World Since 1945	W	12:10	fall	C. Skutsch
HHD-3328-R	The World Since 1945	Tu	12:10	spring	C. Skutsch
HHD-3331-R	World War II	Tu	12:10	fall	W. Rednour
HHD-3334-R	Postcolonial Africa	Th	3:20	fall	R. Okonkwo
HHD-3367-R	U.S. History of Slavery and Resistance	W	3:20	fall	H. Kirkland
HHD-3367-R1	U.S. History of Slavery and Resistance	F	3:20	spring	H. Kirkland
HHD-3368-R	U.S. History of Civil Rights and Activism	W	3:20	spring	H. Kirkland

• PROFICIENCY EXAMINATION

The Proficiency Examination (PE) is administered in Writing and Thinking (HCD-1020). All students must pass the PE in order to continue with upper-level humanities and sciences courses. Students who do not pass the PE will be required to attend a minimum of three tutoring sessions at the Writing Resource Center during one semester before retaking the PE.

Transfer Students

Transfer students who have been exempted from all humanities and sciences courses and requirements do not need to take the Proficiency Examination.

Information

The PE is given approximately six times a year and can be taken as many times as necessary. The exam tests reading comprehension and writing ability including grammar, spelling, sentence and paragraph logic. For dates and sample tests, please visit writingresourcecenter.com. Questions should be directed to your academic advisor or to Neil Friedland, coordinator of writing services, via email: nfriedland@sva.edu; phone: 212.592.2575.

History (continued)

Course #	Title	Day	Time	Semester	Instructor
HHD-3369-R	History of Human Rights	W	12:10	fall	A. Alvarado-Diaz
HHD-3369-R1	History of Human Rights	W	12:10	spring	A. Alvarado-Diaz
HHD-3371-R	21st-Century Social Movements	Tu	3:20	fall	Q. Ziegler
HHD-3371-R1	21st-Century Social Movements	Tu	3:20	spring	Q. Ziegler
HHD-3451-R	Creative and Destructive Personalities in History	F	9:00	fall	W. Rednour
HHD-3451-R1	Creative and Destructive Personalities in History	Tu	12:10	spring	W. Rednour
HHD-3454-R	Vikings: Fact, Fiction and Film	Tu	9:00	fall	V. Eads
HHD-3467-R	Being Human: The First Three Million Years	F	12:10	fall	V. Eads
HHD-3567-R	Comic Book Superheroes and American Society	Th	12:10	fall	W. Rednour
HHD-3567-R1	Comic Book Superheroes and American Society	F	9:00	spring	W. Rednour
HHD-3651-R	Eco-Politics: Who Rules America?	Th	12:10	spring	J. Barkan
HHD-3669-R	Modern Russian History	Tu	12:10	spring	N. Schiff
HHD-3726-R	Global Extremism: Forms and Consequences in Today's World	Th	12:10	spring	G. Ouwendijk
HHD-3766-R	Politics and Power in America: From FDR to the Present	M	3:20	fall	H. Kirkland
HHD-3788-R	China: Past and Present	W	9:00	spring	W. Rednour
HHD-3883-R	From Books to Blogs: A Cultural History of Communication	Th	6:30	fall	G. Ouwendijk
HHD-3883-R1	From Books to Blogs: A Cultural History of Communication	W	9:00	spring	G. Ouwendijk
HHD-3889-R	Totalitarianism Past and Present	Th	3:20	spring	G. Ouwendijk
HHD-3895-R	Latin American History	Th	3:20	fall	A. Alvarado-Diaz
HHD-3895-R1	Latin American History	Tu	12:10	spring	A. Alvarado-Diaz
HHD-4011-R	Eco-History: Oil and Water, the 21st Century in Crisis	Th	3:20	spring	Q. Ziegler
HHD-4041-R	American Interventions from Vietnam to Iraq	Tu	12:10	fall	C. Skutsch
HHD-4118-R	World Geography	Th	12:10	fall	G. Ouwendijk
HHD-4118-OL	World Geography	M	12:10	spring	G. Ouwendijk
HHD-4119-OL	Sea: History and Culture	F	9:00	fall	G. Ouwendijk
HHD-4119-OL1	Sea: History and Culture	F	12:10	spring	G. Ouwendijk
HHD-4122-R	History of Classical Greece and Rome	Th	9:00	fall	W. Rednour
HHD-4288-R	Nature and Society: A Global Perspective	F	12:10	fall	W. Rednour
HHD-4288-R1	Nature and Society: A Global Perspective	Th	12:10	spring	W. Rednour
HHD-4333-R	African-American History I	W	3:20	fall	R. Jeffries
HHD-4334-R	African-American History II	W	3:20	spring	R. Jeffries
HHD-4348-R	The Wealth and Poverty of Nations	F	12:10	spring	W. Rednour
HHD-4397-R	Genocides	M	12:10	spring	C. Skutsch

LITERATURE

Course #	Title	Day	Time	Semester	Instructor
HLD-2042-R	20th-Century Literature and Culture from Victorianism to Modernity	M	12:10	fall	F. Litvack
HLD-2043-R	20th-Century Literature and Culture from the Dystopian Novel to the Feminist Revolt and Beyond	M	12:10	spring	F. Litvack
HLD-2058-R	Fantasy	W	12:10	spring	C. Stine
HLD-2088-R	American Literature: 19th Century	Tu	9:00	fall	K. Wolfe
HLD-2089-R	20th-Century American Literature Now	W	12:10	spring	R. Wilson
HLD-2161-R	The Beat Generation	Th	12:10	fall	R. Weinreich
HLD-2161-R1	The Beat Generation	Th	12:10	spring	R. Weinreich
HLD-2211-R	Introduction to Poetry	W	12:10	fall	R. Wilson
HLD-2223-R	Short Fiction	W	12:10	fall	N. Schiff
HLD-2268-R	The Power and the Pity: Brutal Tales From Latin America	W	12:10	spring	E. Rivera
HLD-2279-R	Down These Mean Streets: The City in Fiction	Th	12:10	fall	E. Rivera
HLD-2313-R	Erotic Literature	F	9:00	fall	F. Litvack
HLD-2565-R	American Theater	W	12:10	fall	S. Bremer
HLD-2677-R	Fiction of the 19th Century: Love of Demophilia to the Psychosexual Anima	W	9:00	fall	F. Litvack
HLD-2678-R	Fiction of the 19th Century: From the Reemergence of the Superhero (Heroine) in Myth and Fairy Tale Tropes to the Darwinian Bête Humaine	W	9:00	spring	F. Litvack
HLD-2922-R	Medieval Literature	W	3:20	spring	V. Eads
HLD-2977-R	Shakespeare: Comedies and Histories	Th	9:00	fall	M. Curley
HLD-2978-R	Shakespeare: Tragedies and Romances	Th	9:00	spring	M. Curley
HLD-3008-R	Diverse Voices: Race, Class, Gender and Ethnicity in the American One-Act Play	Tu	3:20	fall	S. Mosakowski
HLD-3033-R	Art and Revolution I: The Working-Class Hero	Tu	3:20	fall	D. Riccuito
HLD-3034-R	Art and Revolution II: The Rebel	Tu	3:20	spring	D. Riccuito
HLD-3051-R	Literature of Self-Knowledge	Th	12:10	fall	M. Ural Rivera
HLD-3224-OL	Literature of Diversity	Th	6:30	spring	S. Pandit
HLD-3239-R	You Will Hear Thunder: The Masters of Russian Literature	Th	12:10	spring	M. Ural Rivera

Literature (continued)

Course #	Title	Day	Time	Semester	Instructor
HLD-3241-R	Contemporary Afrodiasporic Literature in America	Th	3:20	spring	R. Okonkwo
HLD-3341-OL	20th-Century Italian Literature	W	6:30	spring	D. Riccuito
HLD-3367-R	Modern Japanese Literature in Translation	Th	12:10	fall	K. Miyabe
HLD-3477-R	Children's Literature for Illustrators	Tu	9:00	fall	B. Blum
HLD-3501-R	Tragedy	Th	12:10	spring	K. Miyabe
HLD-3514-R	Radical and Revolutionary American Literature	Tu	12:10	fall	J. Barkan
HLD-3521-R	The Arts and Forms of Comedy	M	6:30	spring	S. Van Booy
HLD-3553-OL	Images of Artists in Literature	Tu	6:30	fall	M. Palmeri
HLD-3566-OL	Civilization and Its Discontents	Th	3:20	fall	D. Riccuito
HLD-3951-R	Literature and Psychoanalysis	W	12:10	spring	J. Immerman
HLD-4022-R	Poetry and Art	Tu	12:10	fall	D. Riccuito
HLD-4044-OL	Surrealist Literature	W	3:20	spring	D. Riccuito
HLD-4122-R	18th-Century Fiction: The Enlightenment to Romanticism	M	9:00	fall	F. Litvack
HLD-4123-R	18th-Century Fiction: Women and the Supremacy of the Passions	M	9:00	spring	F. Litvack
HLD-4152-R	20th-Century Irish Literature	Tu	12:10	spring	M. Curley
HLD-4193-R	Literature of Love	W	9:00	spring	J. Beardsley
HLD-4199-R	Antiheroes and Villains in Literature	M	3:20	fall	S. Van Booy
HLD-4288-R	Politics and Literature	Th	12:10	fall	N. Friedland
HLD-4312-R	Modern Literary Survey: India and Asia	Tu	12:10	spring	D. Riccuito
HLD-4322-R	The American Novel Since 1900	W	12:10	fall	M. Curley
HLD-4331-R	Portraits of the Self in Early Modern Narrative	M	3:20	spring	S. Van Booy
HLD-4336-R	Postcolonial Literature: Resistance and Recuperation	Tu	3:20	fall	D. Sweet
HLD-4342-R	The Myth of Self-Creation in American Literature	W	9:00	fall	J. Beardsley
HLD-4352-R	Lands of Memory: Literature Beyond Borders	Tu	3:20	spring	S. Mosakowski
HLD-4372-R	At the Crossroads: Utopia or Dystopia?	Tu	12:10	fall	V. Benedetto

SOCIAL SCIENCES

Philosophy and Cultural Studies

Course #	Title	Day	Time	Semester	Instructor
HMD-2023-R	Masterpieces of Western Music: Medieval to Classical	W	3:20	fall	J. Wnek
HMD-2024-R	Masterpieces of Western Music: Early Romantic to the 20th Century	W	3:20	spring	J. Wnek
HMD-2031-R	Classical Music of the Early 20th Century	M	3:20	fall	J. Wnek
HMD-2032-R	Modern and Contemporary Music	M	3:20	spring	J. Wnek
HMD-2036-R	Music of Latin America	F	3:20	fall	J. Wnek
HMD-2046-R	Roots and Rhythms: Music in Culture 1920-1964	W	12:10	fall	B. Altman
HMD-2047-R	Beatles to Beyoncé: Music in Culture 1964-Present	W	12:10	spring	B. Altman
HMD-2051-R	Songs of Conscience: Music and Social Change	Tu	3:20	fall	B. Altman
HMD-2056-R	Songs, Screens and Scenes: Coming of Age with Music and Movies	Tu	12:10	fall	B. Altman
HMD-2063-R	History of Jazz	Tu	3:20	spring	B. Altman
HMD-2069-R	The Magic of Opera	F	3:20	spring	J. Wnek
HMD-2244-OL	Art Theory: From Modernism to Postmodernism	Th	12:10	fall	D. Riccuito
HMD-2247-OL	Magic, Symbolism, Modernism and Art	Th	6:30	fall	D. Riccuito
HMD-2247-R	Magic, Symbolism, Modernism and Art	Tu	9:00	spring	D. Riccuito
HMD-2267-R	African Art and Civilization	W	9:00	fall	R. Jeffries
HMD-2411-OL	The Female Gaze	W	6:30	spring	M. Palmeri
HMD-2422-R	Art and Politics	Tu	12:10	spring	V. Benedetto
HMD-2432-R	Philosophy, the Arts and the Revolutions of the 1960s	W	3:20	fall	A. Alvarado-Diaz
HMD-2432-R1	Philosophy, the Arts and the Revolutions of the 1960s	W	3:20	spring	A. Alvarado-Diaz
HMD-2513-R	The Artist as Activist	M	6:30	fall	Q. Ziegler
HMD-2513-R1	The Artist as Activist	M	6:30	spring	E. Corriel
HMD-2639-R	World Religions	W	9:00	spring	V. Eads
HMD-2931-R	The Mythology of War	W	12:10	fall	C. Bica
HMD-2939-R	Peace and Nonviolent Militancy	Tu	12:10	fall	A. Alvarado-Diaz
HMD-2998-R	The Philosophy of Mind	Tu	12:10	fall	C. Matlin
HMD-3016-OL	Algorithms, Artificial Intelligence and You	Tu	6:30	spring	T. Benton
HMD-3021-OL	Technology, Identity and Crisis	M	6:30	fall	G. Ouwendijk
HMD-3024-R	Art, Ethics and Moral Responsibility	Tu	12:10	spring	C. Bica
HMD-3129-R	Philosophy of Feminism	M	3:20	fall	TBA
HMD-3278-R	Rethinking Human/Nature in the Time of Climate Change	W	3:20	fall	TBA
HMD-3278-R1	Rethinking Human/Nature in the Time of Climate Change	W	3:20	spring	TBA
HMD-3288-R	Introduction to Philosophy	W	6:30	fall	C. Bica
HMD-3442-R	Semiotics and the Philosophy of Language	F	12:10	fall	W. Beckley
HMD-3443-R	Semiotics and Visual Culture	F	12:10	spring	W. Beckley

Philosophy and Cultural Studies (continued)

Course #	Title	Day	Time	Semester	Instructor
HMD-3451-R	Introduction to Asian Thought	Tu	3:20	spring	C. Bica
HMD-3458-R	Ethics	F	3:20	spring	C. Bica
HMD-3466-R	Uncontrollable Beauty	F	9:00	fall	W. Beckley
HMD-3467-R	Beauty and the Contemporary Sublime	F	9:00	spring	W. Beckley
HMD-3473-R	Media Criticism	M	12:10	fall	C. Skutsch
HMD-3474-R	Understanding Media Culture	Th	12:10	spring	R. Leslie
HMD-3484-R	The Future Now	Th	3:20	fall	Q. Ziegler
HMD-3486-R	Advanced Studies in Collective Action	M	6:30	spring	Q. Ziegler
HMD-3494-R	Workers of the World: The Representation of Labor	W	3:20	fall	D. Riccuito
HMD-3496-R	Gods and Goddesses, Heroes and Tricksters in World Mythology	Tu	3:20	fall	P. Patrick

Anthropology, Psychology, Sociology

Course #	Title	Day	Time	Semester	Instructor
HPD-3511-OL	Archaeology of New York City	Th	12:10	fall	M. Janowitz
HPD-3516-R	Power, Politics and Society	Th	3:20	fall	J. Cohan
HPD-3518-R	Storytelling and the Oral Tradition in the 21st Century: From Fairy Tales to Conspiracy Theories	Tu	9:00	fall	E. Spackman
HPD-3520-R	Men and Women in the Modern Workplace	Tu	9:00	spring	S. Horowitz
HPD-3526-R	Social Media and Psychology	Tu	12:10	spring	J. Villani
HPD-3530-R	Interpersonal Behavior	Tu	3:20	fall	D. Maat
HPD-3530-R1	Interpersonal Behavior	Th	3:20	fall	D. Maat
HPD-3530-R2	Interpersonal Behavior	M	3:20	spring	D. Maat
HPD-3531-R	Life Span Development: Child	M	9:00	fall	L. Torres
HPD-3532-R	Life Span Development: Adult	M	9:00	spring	L. Torres
HPD-3541-R	Introduction to Psychology	M	3:20	fall	L. Torres
HPD-3541-R1	Introduction to Psychology	Tu	3:20	spring	D. Borg
HPD-3541-R2	Introduction to Psychology	Tu	6:30	spring	L. Torres
HPD-3557-R	Income Inequality, Human Suffering and the Artist's Perspective	Th	6:30	fall	D. Borg
HPD-3623-OL	Art and the Psyche	Th	6:30	fall	J. Lange-Castronova
HPD-3627-OL	The Psychology of Women	M	6:30	fall	J. Lange-Castronova
HPD-3636-R	Artists' Rights: Basic Theory and Practice	W	3:20	spring	C. Steinberg
HPD-3641-R	Abnormal Psychology I: Neurotic and Character Disorders	W	6:30	fall	D. Borg
HPD-3641-OL	Abnormal Psychology I: Neurotic and Character Disorders	Th	6:30	spring	J. Lange-Castronova
HPD-3642-R	Abnormal Psychology II: Psychotic and Character Disorders	Tu	12:10	fall	J. Villani
HPD-3642-R1	Abnormal Psychology II: Psychotic and Character Disorders	W	6:30	spring	D. Borg
HPD-3644-R	Deviant Behavior and Social Control	Th	6:30	spring	D. Borg
HPD-3677-R	Surviving into the 21st Century: A Multicultural Perspective	Tu	12:10	spring	J. Barkan
HPD-3898-OL	Theories of Personality I	M	6:30	spring	J. Lange-Castronova
HPD-3899-R	Theories of Personality II	Tu	6:30	fall	D. Borg
HPD-3899-OL	Theories of Personality II	Tu	12:10	spring	R. Dress Snider
HPD-4057-OL	Modern Art and Psychology: The Secrets of the Soul	M	9:00	fall	L. Gamwell
HPD-4057-OL1	Modern Art and Psychology: The Secrets of the Soul	M	9:00	spring	L. Gamwell
HPD-4282-R	The 21st-Century Family: Alternative Lifestyles, Civil Unions, Gay Marriage	Tu	9:00	fall	S. Horowitz
HPD-4298-R	Introduction to Queer/Gender Studies	W	9:00	spring	S.J. Langer
HPD-4299-R	Race and Ethnic Relations	W	9:00	spring	R. Jeffries
HPD-4333-OL	Man the Animal	Th	12:10	spring	M. Janowitz
HPD-4481-R	Psychological Aspects of the Creative Process	W	12:10	fall	L. Kaufman-Balamuth

SCIENCE AND MATHEMATICS

Course #	Title	Day	Time	Semester	Instructor
HSD-2114-R	Evolution	Th	3:20	fall	T. Gorrell
HSD-2447-OL	The Physics of Living Organisms, Cells and Molecules	Tu	3:20	spring	C. Karaalioglu
HSD-2566-R	Biological Genetics	W	3:20	spring	T. Gorrell
HSD-2572-R	Biological Chemistry and Art	Th	3:20	spring	T. Gorrell
HSD-2578-R	Germs and Gems	W	12:10	spring	T. Gorrell
HSD-2631-R	Neuroscience and Culture	Tu	9:00	fall	P. Garcia-Lopez
HSD-2631-R1	Neuroscience and Culture	M	12:10	spring	P. Garcia-Lopez
HSD-2642-R	Neuroscience and Artificial Intelligence	M	9:00	fall	P. Garcia-Lopez
HSD-2663-R	Metaphors in Science and Their Relation to Culture	M	9:00	spring	P. Garcia-Lopez
HSD-2666-R	Living Planet Earth	M	3:20	spring	J. Bittle
HSD-2773-R	Urban Ecology: The Natural History of Cities	Tu	12:10	fall	M. Feller
HSD-2774-R	Urban Zoology: The Natural History of Urban Wildlife	Tu	12:10	spring	M. Feller
HSD-2862-R	Entomology: The Natural History of Insects and other Arthropods	M	12:10	fall	M. Feller
HSD-2863-R	Ornithology: The Natural History of Birds	M	12:10	spring	M. Feller
HSD-2898-R	Warm and Cold Blooded: An Introduction to Vertebrate Species	M	3:20	fall	J. Bittle

Science and Mathematics (continued)

Course #	Title	Day	Time	Semester	Instructor
HSD-2921-R	The History of Nature / The Nature of History	W	9:00	fall	J. Bittle
HSD-2987-R	Introduction to Mathematics I	F	3:20	fall	R. Utke
HSD-2988-R	Introduction to Mathematics II	F	3:20	spring	R. Utke
HSD-2992-OL	Programming with Java	Tu	6:30	fall	T. Benton
HSD-3003-R	Energy and the Modern World	Tu	12:10	fall	M. Boo
HSD-3016-R	Science in the Modern World	Th	12:10	spring	T. Gorrell
HSD-3044-OL	History of the Human Body: Society, Culture and Medicine	M	12:10	fall	G. Ouwendijk
HSD-3111-R	Astronomy	W	12:10	fall	G. Ouwendijk
HSD-3114-OL	Modern Art and Astronomy: The Expanding Universe	M	6:30	spring	L. Gamwell
HSD-3115-R	Botany	Tu	3:20	fall	A. Negrin
HSD-3204-R	Science, Technology and War: A Historical Overview	W	3:20	spring	G. Ouwendijk
HSD-3211-OL	The Material World	Tu	3:20	fall	C. Karaalioglu
HSD-3224-R	Art Meets Science	F	9:00	spring	A. Moutafis-Agelarakis
HSD-3253-OL	Modern Art and Biology: The Mystery of Life	M	6:30	fall	L. Gamwell
HSD-3254-R	Science and Religion	W	12:10	spring	G. Ouwendijk
HSD-3311-R	World Water Resources	W	3:20	fall	M. Boo
HSD-3322-R	Environmental Studies	W	12:10	fall	M. Boo
HSD-3322-R1	Environmental Studies	Tu	12:10	spring	M. Boo
HSD-3344-R	Ecological Economics	Th	9:00	spring	M. Lange
HSD-3523-R	Conservation Biology	W	3:20	spring	M. Boo
HSD-3901-R	Human Diseases	Tu	9:00	spring	P. Garcia-Lopez
HSD-4026-OL	Art, Science and the Spiritual	M	3:20	fall	L. Gamwell
HSD-4026-OL1	Art, Science and the Spiritual	W	9:00	fall	L. Gamwell
HSD-4026-OL2	Art, Science and the Spiritual	M	12:10	spring	L. Gamwell
HSD-4026-OL3	Art, Science and the Spiritual	W	9:00	spring	L. Gamwell
HSD-4128-R	Paradigm Shift: Scientific Revolutions	Tu	12:10	fall	P. Garcia-Lopez
HSD-4129-R	Science, Art and Visual Culture	Tu	12:10	spring	P. Garcia-Lopez
HSD-4138-R	Brave New Worlds: Science and Science Fiction	M	12:10	fall	P. Garcia-Lopez
HSD-4139-R	Fantastic Voyage and Nanotechnology	M	6:30	fall	P. Garcia-Lopez
HSD-4204-R	Human Anatomy and Physiology	Th	12:10	fall	T. Gorrell
HSD-4232-R	Light, Color and Vision	F	9:00	fall	T. Gorrell
HSD-4233-R	Vision, Perception and the Mind	F	12:10	spring	T. Gorrell
HSD-4289-OL	Art, Mathematics and the Mystical	M	12:10	fall	L. Gamwell
HSD-4289-OL1	Art, Mathematics and the Mystical	M	3:20	spring	L. Gamwell
HSD-4321-R	Sustainable Food Systems	W	12:10	spring	M. Boo
HSD-4324-R	Food Explorations	F	12:10	fall	T. Gorrell
HSD-4351-R	Eggs, Seeds and the Origins of Life	F	3:20	fall	T. Gorrell

WRITING

Critical Writing

Course #	Title	Day	Time	Semester	Instructor
HWD-2000-R	Writing About Art	Th	12:10	spring	E. Rivera
HWD-2103-R	Everybody's a Critic: Writing About Pop Culture	Tu	12:10	spring	B. Altman
HWD-2256-R	Words in Action: The Play's the Thing	W	3:20	spring	S. Mosakowski
HWD-2271-R	Images and Criticism	Tu	12:10	spring	R. Leslie
HWD-2323-R	How to Think and Write About Comics	M	6:30	spring	T. Hodler
HWD-2364-R	Becoming a Digital Critic	Tu	9:00	spring	M. Horan
HWD-2376-R	Leaving/Returning Home: Narratives of Migration	Th	3:20	spring	I. Deconinck
HWD-2381-R	Writing the Past	Th	12:10	spring	S. Morrison

Creative Writing

Course #	Title	Day	Time	Semester	Instructor
HWD-3001-R	Writing Beat	W	12:10	fall	R. Weinreich
HWD-3002-R	Restructuring the Narrative	W	12:10	spring	R. Weinreich
HWD-3014-R	Storytelling and Narrative Art	W	12:10	fall	B. Gonzalez
HWD-3112-R	Reading and Writing Young Adult Books Across Genres	Tu	12:10	fall	M. Horan
HWD-3116-R	Writing the Short Story	W	12:10	fall	E. Rivera
HWD-3223-R	Artists Write the Fantastic	W	3:20	fall	C. Stine
HWD-3244-R	Journals: Yours and Theirs	Th	3:20	fall	M. Horan
HWD-3261-R	Visuality in Poetry	M	6:30	fall	G. Donovan
HWD-3354-R	The Digital Experience	W	6:30	spring	N. Schiff
HWD-3552-R	Writing, Multimedia and Performance	W	3:20	fall	D. Singer
HWD-3567-R	Writing the Chapbook	W	3:20	spring	D. Singer

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Courses are listed in numerical order by discipline.

FOUNDATION REQUIREMENTS

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students).* Please refer to the beginning of the humanities and sciences course listing for information.

Course #	Day	Time	Semester	Instructor
HCD-1020-A	M	12:10-3:00	fall	M. Ural-Rivera
HCD-1020-B	M	12:10-3:00	fall	M. Horan
HCD-1020-C	M	12:10-3:00	fall	S. Van Booy
HCD-1020-D*	M	12:10-3:00	fall	TBA
HCD-1020-E	Tu	9:00-11:50	fall	I. Deconinck
HCD-1020-F	Tu	9:00-11:50	fall	S. Bremer
HCD-1020-G*	Tu	9:00-11:50	fall	L. Thomas
HCD-1020-H	Tu	12:10-3:00	fall	M. Ural-Rivera
HCD-1020-J	Tu	12:10-3:00	fall	M. Hyatt
HCD-1020-K	Tu	12:10-3:00	fall	E. Rivera
HCD-1020-L*	Tu	12:10-3:00	fall	K. Wolfe
HCD-1020-M	Tu	3:20-6:10	fall	K. Wolfe
HCD-1020-N	Tu	3:20-6:10	fall	M. Ural-Rivera
HCD-1020-P	Tu	3:20-6:10	fall	E. Rivera
HCD-1020-R*	Tu	3:20-6:10	fall	TBA
HCD-1020-S	W	9:00-11:50	fall	R. Clark
HCD-1020-T	W	9:00-11:50	fall	D. Singer
HCD-1020-V	W	9:00-11:50	fall	M. Curley
HCD-1020-W	W	9:00-11:50	fall	I. Deconinck
HCD-1020-Y*	W	9:00-11:50	fall	TBA
HCD-1020-Z	W	3:20-6:10	fall	X. Price
HCD-1020-A1	W	3:20-6:10	fall	R. Weinreich
HCD-1020-B1	W	3:20-6:10	fall	E. Rivera
HCD-1020-C1	W	3:20-6:10	fall	B. Calderon
HCD-1020-D1*	W	3:20-6:10	fall	TBA
HCD-1020-E1	Th	9:00-11:50	fall	K. Wolfe
HCD-1020-F1	Th	9:00-11:50	fall	T. Leonido
HCD-1020-G1*	Th	9:00-11:50	fall	TBA
HCD-1020-1FA**	Th	9:00-11:50	fall	I. Deconinck
HCD-1020-2FA**	Th	9:00-11:50	fall	S. Morrison
HCD-1020-H1	Th	12:10-3:00	fall	M. Horan
HCD-1020-J1*	Th	12:10-3:00	fall	TBA
HCD-1020-K1	Th	3:20-6:10	fall	L. Thomas
HCD-1020-L1	Th	3:20-6:10	fall	T. Leonido
HCD-1020-M1*	Th	3:20-6:10	fall	TBA
HCD-1020-N1	F	9:00-11:50	fall	G. Marten-Miller
HCD-1020-P1	F	9:00-11:50	fall	S. Bremer
HCD-1020-R1*	F	9:00-11:50	fall	TBA
HCD-1020-S1	F	3:20-6:10	fall	T. Leonido
HCD-1020-T1	F	3:20-6:10	fall	G. Marten-Miller

HCD-1020-V1	F	3:20-6:10	fall	D. Singer
HCD-1020-W1*	F	3:20-6:10	fall	TBA
HCD-1020-GS	Tu	3:20-6:10	spring	TBA
HCD-1020-PS	Tu	3:20-6:10	spring	N. Friedland

* Note: These sections will be made available after all other sections offered during the day and times indicated have reached capacity.

** Note: HCD-1020-1FA and HCD-1020-2FA are open to fine arts majors only.

HCI-1020

Writing and Thinking for International Students

Fall semester: 3 humanities and sciences credits

Limited to 12 students per section

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: HCI-1020, Writing and Thinking for International Students, is available only to international students whose first language is not English. Registration is by placement only; please consult with your academic advisor.*

Course #	Day	Time	Semester	Instructor
HCI-1020-A	M	9:00-11:50	fall	J. Beardsley
HCI-1020-B	M	9:00-11:50	fall	S. Van Booy
HCI-1020-C	M	12:10-3:00	fall	C. Donnelly
HCI-1020-D*	M	12:10-3:00	fall	TBA
HCI-1020-E	M	3:20-6:10	fall	S. Pulo
HCI-1020-F	Tu	9:00-11:50	fall	J. Beardsley
HCI-1020-G*	Tu	9:00-11:50	fall	TBA
HCI-1020-H	Tu	12:10-3:00	fall	S. Pulo
HCI-1020-J	Tu	3:20-6:10	fall	S. Pulo
HCI-1020-K	W	9:00-11:50	fall	D. Maier
HCI-1020-L	W	12:10-3:00	fall	J. Loli
HCI-1020-M	W	3:20-6:10	fall	E. Blake
HCI-1020-N*	W	3:20-6:10	fall	TBA
HCI-1020-P*	W	3:20-6:10	fall	TBA
HCI-1020-R	W	6:30-9:20	fall	E. Blake
HCI-1020-S	Th	9:00-11:50	fall	D. Maier
HCI-1020-T	Th	12:10-3:00	fall	TBA
HCI-1020-V	Th	3:20-6:10	fall	E. Blake
HCI-1020-W*	Th	3:20-6:10	fall	TBA
HCI-1020-X	Th	6:30-9:20	fall	TBA
HCI-1020-Y	F	9:00-11:50	fall	J. Beardsley
HCI-1020-Z	F	12:10-3:00	fall	J. Loli
HCI-1020-A1	F	3:20-6:10	fall	TBA
HCI-1020-B1	Tu	6:30-9:20	spring	TBA

* Note: These sections will be made available after all other sections offered during the day and times indicated have reached capacity.

• PROFICIENCY EXAMINATION

The Proficiency Examination (PE) is administered in Writing and Thinking (HCD-1020). All students must pass the PE in order to continue with upper-level humanities and sciences courses. Students who do not pass the PE will be required to attend a minimum of three tutoring sessions at the Writing Resource Center during one semester before retaking the PE.

Transfer Students

Transfer students who have been exempted from all humanities and sciences courses and requirements do not need to take the Proficiency Examination.

Information

The PE is given approximately six times a year and can be taken as many times as necessary. The exam tests reading comprehension and writing ability including grammar, spelling, sentence and paragraph logic. For dates and sample tests, please visit writingresourcecenter.com. Questions should be directed to your academic advisor or to Neil Friedland, coordinator of writing services, via email: nfriedland@sva.edu; phone: 212.592.2575.

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program. Please refer to your studio department for course scheduling information.*

Course #	Day	Time	Semester	Instructor
HCD-1025-01	Tu	12:10-3:00	fall	M. Curley
HCD-1025-A	M	12:10-3:00	spring	M. Ural-Rivera
HCD-1025-B	M	12:10-3:00	spring	M. Horan
HCD-1025-C	M	12:10-3:00	spring	S. Van Booy
HCD-1025-D*	M	12:10-3:00	spring	TBA
HCD-1025-E	Tu	9:00-11:50	spring	I. Deconinck
HCD-1025-F	Tu	9:00-11:50	spring	S. Bremer
HCD-1025-G*	Tu	9:00-11:50	spring	L. Thomas
HCD-1025-H	Tu	12:10-3:00	spring	M. Ural-Rivera
HCD-1025-J	Tu	12:10-3:00	spring	M. Hyatt
HCD-1025-K	Tu	12:10-3:00	spring	E. Rivera
HCD-1025-L*	Tu	12:10-3:00	spring	K. Wolfe
HCD-1025-M	Tu	3:20-6:10	spring	K. Wolfe
HCD-1025-N	Tu	3:20-6:10	spring	M. Ural-Rivera
HCD-1025-P	Tu	3:20-6:10	spring	E. Rivera
HCD-1025-R*	Tu	3:20-6:10	spring	TBA
HCD-1025-S	W	9:00-11:50	spring	R. Clark
HCD-1025-T	W	9:00-11:50	spring	D. Singer
HCD-1025-V	W	9:00-11:50	spring	M. Curley
HCD-1025-W	W	9:00-11:50	spring	I. Deconinck
HCD-1025-Y*	W	9:00-11:50	spring	TBA
HCD-1025-Z	W	3:20-6:10	spring	X. Price
HCD-1025-A1	W	3:20-6:10	spring	R. Weinreich
HCD-1025-B1	W	3:20-6:10	spring	E. Rivera
HCD-1025-C1	W	3:20-6:10	spring	B. Calderon
HCD-1025-D1*	W	3:20-6:10	spring	TBA
HCD-1025-E1	Th	9:00-11:50	spring	K. Wolfe
HCD-1025-F1	Th	9:00-11:50	spring	T. Leonido
HCD-1025-G1*	Th	9:00-11:50	spring	TBA
HCD-1025-1FA**	Th	9:00-11:50	spring	I. Deconinck
HCD-1025-2FA**	Th	9:00-11:50	spring	S. Morrison
HCD-1025-H1	Th	12:10-3:00	spring	M. Horan
HCD-1025-J1*	Th	12:10-3:00	spring	TBA
HCD-1025-K1	Th	3:20-6:10	spring	L. Thomas
HCD-1025-L1	Th	3:20-6:10	spring	T. Leonido
HCD-1025-M1*	Th	3:20-6:10	spring	TBA
HCD-1025-N1	F	9:00-11:50	spring	G. Marten-Miller
HCD-1025-P1	F	9:00-11:50	spring	S. Bremer
HCD-1025-R1*	F	9:00-11:50	spring	TBA
HCD-1025-S1	F	3:20-6:10	spring	T. Leonido

HCD-1025-T1	F	3:20-6:10	spring	G. Marten-Miller
HCD-1025-V1	F	3:20-6:10	spring	D. Singer
HCD-1025-W1*	F	3:20-6:10	spring	TBA
HCD-1025-GS	Tu/Th	3:20-6:10	summer	TBA
HCD-1025-PS	M-F	3:20-6:10	summer	N. Friedland

* Note: These sections will be made available after all other sections offered during the day and times indicated have reached capacity.

** Note: HCD-1025-1FA and HCD-1025-2FA are open to fine arts majors only.

HCI-1025

Writing and Literature for International Students

Spring semester: 3 humanities and sciences credits

Limited to 12 students per section

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCI-1020, Writing and Thinking for International Students, in order to write more complex essays. Students will learn how to research, use proper citations and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: HCI-1025, Writing and Literature for International Students, is available only to international students whose first language is not English. Tutoring at the Writing Resource Center is required. Registration is by placement only; please consult with your academic advisor. Students are required to take and pass the Proficiency Examination by the end of this course in order to continue with any other humanities and sciences courses.*

Course #	Day	Time	Semester	Instructor
HCI-1025-A	M	9:00-11:50	spring	J. Beardsley
HCI-1025-B	M	9:00-11:50	spring	S. Van Booy
HCI-1025-C	M	12:10-3:00	spring	C. Donnelly
HCI-1025-D*	M	12:10-3:00	spring	TBA
HCI-1025-E	M	3:20-6:10	spring	S. Pulo
HCI-1025-F	Tu	9:00-11:50	spring	J. Beardsley
HCI-1025-G*	Tu	9:00-11:50	spring	TBA
HCI-1025-H	Tu	12:10-3:00	spring	S. Pulo
HCI-1025-J	Tu	3:20-6:10	spring	S. Pulo
HCI-1025-K	W	9:00-11:50	spring	D. Maier
HCI-1025-L	W	12:10-3:00	spring	J. Loli
HCI-1025-M	W	3:20-6:10	spring	E. Blake
HCI-1025-N*	W	3:20-6:10	spring	TBA
HCI-1025-P*	W	3:20-6:10	spring	TBA
HCI-1025-R	W	6:30-9:20	spring	E. Blake
HCI-1025-S	Th	9:00-11:50	spring	D. Maier
HCI-1025-T	Th	12:10-3:00	spring	TBA
HCI-1025-V	Th	3:20-6:10	spring	E. Blake
HCI-1025-W*	Th	3:20-6:10	spring	TBA
HCI-1025-X	Th	6:30-9:20	spring	TBA
HCI-1025-Y	F	9:00-11:50	spring	J. Beardsley
HCI-1025-Z	F	12:10-3:00	spring	J. Loli
HCI-1025-A1	F	3:20-6:10	spring	TBA
HCI-1025-B1	Tu	6:30-9:20	fall	TBA

* Note: These sections will be made available after all other sections offered during the day and times indicated have reached capacity.

HISTORY

HHD-2001-R

History of Ancient Civilizations

Thursday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: V. Eads

In Egypt and Mesopotamia people built big and thought big. Between 3,500 to 500 BCE, they created technology that allowed them to live in cities. They invented writing and began to record their own story. They built the pyramids and charted the motion of the stars. Their “firsts” include the work of the world’s first-known author and the first medical description of cancer. They wrote about gods and heroes that walked among them, powerful queen-mothers and women who were kings; they also wrote the books that are the scriptures of some major world religions. This course will focus on the seminal urban cultures of Mesopotamia and Africa: Sumer, Egypt and Nubia, Akkad, Assyria, Hatti, Israel, Phoenicia, Crete and Mycenae, and Persia. Contacts with other cultures of Afro-Eurasia will be considered. Literary texts include Gilgamesh, Sinuhe and the hymns of Enheduanna.

HHD-2022-R

Justice, Crime and Punishment in the West, from the Middle Ages to the Present

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: P. Franz

How a society defines crime and punishes offenders reveals much about its values and power structures. This course will explore the changing landscape of crime and punishment in the West, beginning with the judicial ordeal of the early Middle Ages and concluding with a survey of current trends and controversies. Topics covered will include the medieval Inquisition, the great witch hunts of the 16th and 17th centuries, the symbolic and pragmatic dimensions of public executions, gender-based crimes and punishments, and the prison movement of the late 18th and 19th centuries. In the process we’ll chart the shifting relationships among social ideals and fears, state power and the rights of the individual.

HHD-2111

World History: Classical to Renaissance

One semester: 3 humanities and sciences credits

Instructor: V. Eads

A whirlwind tour of the first 5,000 years of human history, this course will begin with the origins of humanity two million years ago, stopping for a closer look at key periods in the cultures of Afro-Eurasia, and continuing on until rejoining with the cultures of the Western Hemisphere at the end of the 15th century CE. We will focus on those events and people that were influential in shaping the identity of their cultures of origin and the global culture of humanity.

Course #	Day	Time	Semester
HHD-2111-R	Th	9:00-11:50	fall
HHD-2111-R1	F	12:10-3:00	spring

HHD-2112

World History: Renaissance to the 21st Century

One semester: 3 humanities and sciences credits

Instructor: C. Skutsch

This course will survey major landmarks in world history from the 15th century to the present. It will focus on significant political, economic, social and cultural developments from a global perspective. Topics will include: the Renaissance and the scientific revolution; the rise of Russia in Eastern Europe and Asia; modern revolutions in Europe, Asia, Africa and the Americas; global significance of the world wars; legacy of 19th-century thought for the present; unification of Europe and the prospects for peace. *Note: HHD-2112-OL is held online.*

Course #	Day	Time	Semester
HHD-2112-R	Tu	3:20-6:10	fall
HHD-2112-OL	W	9:00-11:50	spring (online)

HHD-2144

Revolutions: From America 1776 to The Arab Spring 2011

One semester: 3 humanities and sciences credits

Instructor: C. Skutsch

What makes revolutions happen? Why do they fail or succeed? This course will examine the revolutions in modern history, beginning with the American, French and Haitian revolutions of the 18th century. We will then jump ahead to cover the Russian Revolution of 1917, Cuban Revolution of 1956-59 and Iranian Revolution of 1978-79, among others, concluding with recent movements including The Arab Spring.

Course #	Day	Time	Semester
HHD-2144-R	Tu	9:00-11:50	fall
HHD-2144-R1	Tu	3:20-6:10	spring

HHD-2811-R

Constitutional Law

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Curley

Every person living in the United States is subject to the Constitution. It defines many of our rights and is a roadmap for how the business of government is conducted. And yet, most Americans have very little idea of what is in it. This course will provide students with a basic constitutional literacy. We will examine how the document has shaped and been shaped by history, politics and current events. The course will also introduce students to legal analysis.

HHD-2913-R

Political Ideologies: From Liberalism and Conservatism to the Alt-Right

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: C. Skutsch

From the first shots of the French Revolution, political ideologies have been driving modern human history; warring ideas sometimes turning into actual bloody wars. This course will begin with the 18th century liberal revolt (with the American and French revolutions) and continue to the present day, covering all the major political philosophies. Conservatism, from Edmund Burke to Ronald Reagan to Donald Trump; liberalism from John Locke to John Stuart Mill to Barack Obama; Socialism from Karl Marx to Mikhail Bakunin to Bernie Sanders; fascism from Joseph Arthur de Gobineau to Adolf Hitler to Marine Le Pen; radical Islamism from Sayyid Qutb to Osama bin Laden; and modern identity politics, including bell hooks (feminism), John Corvino (LGBTQ rights) and Cornel West (race). The course will also cover today’s movements, including the alt-right and antifa. Students will be assigned close readings of original sources by philosophers, politicians and activists. Lively debate will be encouraged.

HHD-3011

History of Ideas: The 20th Century I

One semester: 3 humanities and sciences credits

This course will focus on the social, political and economic background of the 20th century. We will examine Victorianism, imperialism, World War I, the Russian Revolution and other developments, through the 1920s. The ideas of Marx, Lenin, Freud, Darwin, and others will be covered in historical context.

Course #	Day	Time	Semester	Instructor
HHD-3011-R	Tu	12:10-3:00	fall	S. Horowitz
HHD-3011-R1	W	6:30-9:20	fall	S. Horowitz
HHD-3011-R2	Tu	3:20-6:10	spring	J. Barkan

HHD-3012

History of Ideas: The 20th Century II

One semester: 3 humanities and sciences credits

This course is a continuation of HHD-3011, History of Ideas: The 20th Century I. Topics include: the Depression, New Deal, World War II, the Cold War, the turbulent 1960s, the civil rights movement, Vietnam, Watergate, Irangate, the third world. The ideas of Hitler; Mao; Martin Luther King, Jr.; and the issues behind McCarthyism, totalitarianism, socialism, capitalism and communism will be discussed. *Note: There is no prerequisite for this course.*

Course #	Day	Time	Semester	Instructor
HHD-3012-R	Tu	12:10-3:00	spring	S. Horowitz
HHD-3012-R1	W	6:30-9:20	spring	S. Horowitz
HHD-3012-R2	Tu	3:20-6:10	fall	J. Barkan

HHD-3017-OL

The Enlightenment: Its Impact and Its Fate

Monday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

The Enlightenment inspired many ideas, like political equality, anti-authoritarianism, modern science, criticism of religion, and more. Enlightenment thinkers achieved this primarily by emphasizing the power of human reason. So profound was this development that many fundamental ideals and institutions of the modern world still base themselves upon Enlightenment principles. Several strands of modern thought and belief, however, have come to challenge many Enlightenment values, including the worth of reason in human affairs. This course will trace the trajectory of Enlightenment thought, first, by considering its key ideas and achievements, and then by examining the ways in which these contributions have been questioned (and occasionally rejected) in the modern day. Topics covered will be wide-ranging, from religion, to politics, aesthetics, philosophy, and science. Our goal is to understand the continuing role of the Enlightenment achievement in the modern world and the more recent ideas that seek to scale it back. Readings will include key contemporary sources as well as recent historical studies. *Note: This course is held online.*

HHD-3022

Turning Points in History: From the French Revolution to the Present

Friday 9:00-11:50

One semester: 3 humanities and sciences credits

Instructor: H. Kirkland

This course will focus on some of the pivotal events—from the Enlightenment to the space race and beyond—that have shaped the modern world. The historical contributions of such thinkers as Locke, Voltaire, Darwin, Nietzsche, Einstein and Ellis will be examined.

Course #	Semester
HHD-3022-R	fall
HHD-3022-R1	spring

HHD-3186-R

Global Crisis and Conflict from 1500 to the Present

Tuesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: W. Rednour

In the last 500 years, encounters between different cultures have taken place over the globe through trade, exploration, conquest, forced migrations and movements of people in search of food, water and shelter as well as religious, economic or political freedom. This course explores these encounters and their consequences with a focus on the resultant crisis and conflict that have shaped the changing landscape of geopolitics, social structures and social theories. We will also look at how the various interactions created perspectives about groups of newly encountered individuals, defining them as “the other.” By examining the underlying reasoning and motives, and the ensuing reaction brought about by direct contacts, we may better understand one another in an ever more interconnected world.

HHD-3226-R

Science and History: Ideas and Controversies

Wednesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Science as we know it today is relatively new to human society. Still, it has brought profound changes that affect our lives, beliefs and identities. This course will survey the main ideas in the emergence of modern science, as well as the cultural contexts and conflicts involved in its development. We will take a broad overview, from the late Middle Ages to the modern day, with a focus on key developments such as the Scientific Revolution, the Enlightenment, Industrial Revolution and the remarkable discoveries of the 20th century. We will also cover key controversies to get a fuller knowledge of the cultural context of science in different time periods. These controversies include Galileo’s trial, the challenge of mechanical theories to religious authority, the emergence of Darwin’s Theory of Evolution and its relation to current controversies about science teaching in schools and, lastly, issues related to science in modern concerns such as biomedical and military research. Readings will include key contemporary sources as well as recent historical studies. *Note: No prior knowledge of science is required.*

HHD-3328

The World Since 1945

One semester: 3 humanities and sciences credits

Instructor: C. Skutsch

The conflicts, crises and trends that have built our modern world will be examined in this course. We will cover the Cold War, nuclear proliferation, the Korean and Vietnam wars, decolonization, the European Union, the creation of Israel and the Israeli-Arab wars, the break-up of the Soviet Union and Yugoslavia, and current conflicts from 9/11 and Afghanistan to North Korea to ISIS and the Syrian Civil War. *Note: HHD-3328-OL is held online.*

Course #	Day	Time	Semester
HHD-3328-OL	W	12:10-3:00	fall (online)
HHD-3328-R	Tu	12:10-3:00	spring

HHD-3331-R

World War II

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: W. Rednour

The social, political and military roots of the Second World War will be addressed in this course. We will then trace their development throughout the war, with a focus on American involvement. Finally, we will look at the aftermath and consequences brought about by the hostilities. Through writings and films, we will read and screen firsthand accounts of those who experienced the war.

HHD-3334-R

Postcolonial Africa

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: R. Okonkwo

Africa is said to be the cradle of human civilization. Today, it is a continent of reemerging independent nations with a complex history and a changing pattern of indigenous ways of life. This course will explore the culture and history of the African continent from the 1870s to the present, focusing on East, West and Southern Africa. Readings will include works of both European and African writers and activists. Selected videos will be screened.

HHD-3367

U.S. History of Slavery and Resistance

Wednesday 3:20-6:10

One semester: 3 humanities and sciences credits

Instructor: H. Kirkland

A historical overview of major themes from Columbus and the Colonial era to the Civil War will be provided in this course. Topics such as slavery, the emergence of a labor movement, women’s role in society, westward expansion vs. indigenous resistance, urbanization vs. utopian reform movements and the development of what it meant to be “American” will be explored. Readings will include such works as “Complaint of an Indentured Servant”; petitions to the Massachusetts legislature; Tecumseh on American Indians and land; Orestes Brownson, “The Laboring Classes”; Judith Sargent Murray, “On the Equality of the Sexes”; Elizabeth Cady Stanton, “Declaration of Sentiments”; *Narrative of the Life of Frederick Douglass*. While the main focus of this course will be on slavery and resistance of the colonial era and the United States, making links to the present and other experiences will be discussed.

Course #	Day	Time	Semester
HHD-3367-R	W	3:20-6:10	fall
HHD-3367-R1	F	3:20-6:10	spring

HHD-3368-R

U.S. History of Civil Rights and Activism

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: H. Kirkland

American history since 1865 will be examined in this course. Such topics as reconstruction, the rise of labor unions, industrialization, political parties, civil rights, the peace movement and the emergence of identity politics will be discussed. Readings include works by Chief Joseph; Eugene V. Debs; Margaret Sanger; Marcus Garvey; Dr. Martin Luther King, Jr.; Allen Ginsberg and César Chavez.

HHD-3369**History of Human Rights**

Wednesday 12:10-3:00

One semester: 3 humanities and sciences credits

Instructor: A. Alvarado-Diaz

The evolution in the history of rights from 1789 to today will be examined in this course. Economic justice, racial equality, gender inclusion, environmental protection, privacy, immigration and reproductive rights will be among the issues addressed. We will explore the history of human rights activism from the Nuremberg trials to the formation of truth and reconciliation commissions and human rights grassroots organizations today. Through historical documents and documentary projects by contemporary journalists, visual artists and filmmakers, we will consider the intellectual and historical trajectory of human rights politics in different geographies. Works by and on Hannah Arendt, Martin Luther King Jr., Rigoberta Menchú, Nelson Mandela, Alfredo Jaar, Patricio Guzmán, Ernesto Sábato, Desmond Tutu, Edward Snowden, Julian Assange, Vandana Shiva and Joshua Oppenheimer will be included.

Course # Semester

HHD-3369-R fall

HHD-3369-R1 spring

HHD-3371**21st-Century Social Movements**

Tuesday 6:30-9:20

One semester: 3 humanities and sciences credits

Instructor: Q. Ziegler

This course is designed for students who wish to be more engaged with active social movements confronting the realities of the climate crisis, racial justice, a failing economy and our militarized world. Another world is possible—but how do we get from here to there? Each week we will examine a different movement that puts possibility into action, bringing together people and institutions to address the long-term impacts of colonization, capitalism, patriarchy and transphobia. Indigenous movements, prison abolition, abortion rights, undocumented immigration, and the sex workers' movement will all be considered. We will also dive into theories of change, strategies of community organizing, truth and reconciliation, and historic movements that helped lead us to the current moment. Class discussions play a central role as students expand their political consciousness and ethics, develop confidence in expressing themselves politically and build community with other students who are doing this work. We will also learn by doing—getting involved in active movements, then reflecting on those experiences and what it means to take action. *Note: While the primary focus will be on recent movements in the United States, students who are curious about movements elsewhere in the world are also welcome.*

Course # Semester

HHD-3371-R fall

HHD-3371-R1 spring

HHD-3451**Creative and Destructive Personalities in History**

One semester: 3 humanities and sciences credits

Instructor: W. Rednour

Individuals can make a profound impression on history. Whether they are founding new institutions or destroying civilizations, unique personalities can be seen as a powerful source for changes in society. In this course we will look at a variety of significant people—from Buddha to The Beatles, from Julius Caesar to Genghis Kahn, and others—to see how their actions and their legacies influenced the world.

Course # Day Time Semester

HHD-3451-R F 9:00-11:50 fall

HHD-3451-R1 Tu 12:10-3:00 spring

HHD-3454-R**Vikings: Fact, Fiction and Film**

Tuesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: V. Eads

An overview of the history, culture, art and literature of the peoples of northern Europe from the Iron Age to the waning of the Middle Ages is the focus of this course. Readings will include descriptions of the Vikings as fearsome raiders, the story of the conversion to Christianity, their service as the elite Varangian Guard of the Byzantine emperors and the story of the Vinland (Newfoundland) expedition, as well as selections of Norse literature from the Elder Edda, skaldic poetry and sagas. Important archaeological sites (Birka, Snartemo, L'Anse aux Meadows) will be studied. Students will also read excerpts from works of fiction and view excerpts from films based on Viking history or Norse texts.

HHD-3467-R**Being Human: The First Three Million Years**

Friday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: V. Eads

This course will explore the beginnings of history from the first protohumans until the development of agriculture and the end of the Stone Age about three million years later. Topics include the origins of such essentially human activities as art, architecture, religion, gender, patriarchy and war. Readings will be supplemented by screenings of films such as Herzog's *Cave of Forgotten Dreams* and online visits to archaeological sites.

HHD-3567**Comic Book Superheroes and American Society**

One semester: 3 humanities and sciences credits

Instructor: W. Rednour

This course will examine the social, political and cultural history of American comic books, beginning with the creation of *Superman* in 1938 to the present day. Focusing on Marvel and DC comics as well as independent houses such as Dark Horse and Pacific Comics, we will explore the historical forces that shaped and influenced the comic book world, while addressing issues of power, authority and immigration. Topics covered include: the development of the horror genre in the 1950s and the Great Comic-Book Scare during the era of McCarthyism; the Silver Age of comic books and the reality-based superheroes, including the Fantastic Four; the impact of the Cold War on *Iron Man* and *S.H.I.E.L.D.*; the 1960s popular culture and the birth of *Silver Surfer*; and "Stan's Soapbox" columns on the Civil Rights movement and the Vietnam War. We will conclude with a discussion of the comic books of the last few decades, and how the emergence of new storytellers such as Christopher Priest have brought new perspectives on cultural, racial and gender issues.

Course # Day Time Semester

HHD-3567-R Th 12:10-3:00 fall

HHD-3567-R1 F 9:00-11:50 spring

HHD-3651-R**Eco-Politics: Who Rules America?**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: J. Barkan

What are the real connections between politics and the economy? We will trace the development of the free enterprise system, with special emphasis on the inherent contradictions between American capitalism and democracy. Discussion will focus on such issues as the rise and fall of traditional economic systems, ranging from feudalism to socialism; the evolution of the United States from a 17th-century agrarian society to a complex 21st-century postindustrial giant; the ideal of social equality as envisioned in the First and 14th Amendments of the American Constitution and the threats to that ideal; the debate over whether poverty can be eliminated in a free enterprise system; industrialism's legacy of environmental abuse and the survival of the planet.

HHD-3669-R**Modern Russian History**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: N. Schiff

We must understand Russia to understand ourselves. – Timothy Snyder
During the 19th century, Russia was one of the world's great powers; during the 20th century, it became one of two superpowers in the Cold War; in the 21st, it has made a dramatic return to the world stage after the dissolution of the USSR. The Soviet Union and its successor states forged unique visions of modern culture, art, society, economy and politics that have exerted active influence in every region of the globe. In order to "understand ourselves" we will investigate the history of Soviet and post-Soviet Eurasia from the First World War to the present day. From the innovations of Bolshevik propaganda to the contemporary resistance against suppression of creative freedom, artists have had a prominent role in shaping the course of Russian history, and thus special attention will be paid in this course to visual art, graphic design, filmmaking and literature. Other key topics include the Soviet Empire and nation-building; ideology and dictatorship; global geopolitics; relations with the United States, China, Japan and Europe; and the attempt to build a noncapitalist civilization in a capitalist world.

HHD-3726-R**Global Extremism: Forms and Consequences in Today's World**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Providing an introduction to the phenomenon of extremism in a variety of forms, this course will focus on movements that have had a significant impact on human societies since the late-19th century. Examples include: religious groups such as ISIS, the Lord's Resistance Army in Central Africa, the Dominion Theology movement in the United States; nationalist and race-oriented movements, including the Pan-Slavic nationalism and the Hindutva Movement in South Asia; political movements, such as right-wing authoritarianism and its left-wing anarchist counterparts. Class discussions will consider extremist violence as well as non-violent extremist ideologies and economic views that have led to wealth inequality, corruption and social tension. As these problems continue to extend worldwide, facilitated by our modern technology and globally interconnected world, this course will also explore how extremist views propagate and find new adherents.

HHD-3766-R**Politics and Power in America: From FDR to the Present**

Monday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: H. Kirkland

The Cold War, the civil rights movement, the 1960s, Watergate, Reagan's "revolution" and Iran-Contra: What did each of these reveal about politics and power in American society? We'll read and screen videos about these topics along with the Great Depression, McCarthyism, Vietnam and the future of American politics. Issues of social justice and democracy will be major themes. The course will be conducted in a lecture-discussion format.

HHD-3788-R**China: Past and Present**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: W. Rednour

After a generation of isolation, the world is now in full communication with the globe's most populous nation. The course aims to provide a broad background in China's history and culture. We will examine the impact of Confucianism and Buddhism on China's political and social development and China's role in politics, industry and global relations in view of the new, major changes in Chinese communism. The scope ranges from the classic ancient dynasties of Shang, Han, Tang, Sung and Ming to contemporary times. A selection of films will supplement the lectures and study projects.

HHD-3883**From Books to Blogs: A Cultural History of Communication**

One semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

One way to view the history of the world from the Renaissance to the present day is to see it as an ongoing revolution in the production and communication of information. From the invention of movable type in Europe in the 15th century to the still-evolving technology of the Internet, societies around the globe have benefited from the spread of ideas but often at the cost of experiencing the anxiety and pain typically associated with rapid and profound change. This course will explore ways in which communication technologies have shaped and continue to influence global cultures. We will not only examine the ways in which printing and other forms of information exchange changed the preindustrial world, but will also consider the ramifications of more recent communications technologies, such as the burgeoning effects of radio, television, and the internet. Throughout, our concern will be focused on the larger cultural, social, and political consequences of communications technologies from the Renaissance to the present.

Course #	Day	Time	Semester
HHD-3883-R	Th	6:30-9:20	fall
HHD-3883-R1	W	9:00-11:50	spring

HHD-3889-R**Totalitarianism Past and Present**

Thursday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

The forms of totalitarianism that have convulsed global history from World War I to the present will be explored in this course. We will study the social, economic and cultural circumstances that led to the creation of totalitarian regimes as well as those forces that continue to sustain them. The origins of the Soviet Union and the fascist regimes of Italy and Germany, and how and to what extent they succeeded, will be examined. We will also consider the responses to totalitarianism that have sought to change such regimes or, at the very least, have allowed individuals to maintain some level of normal material and cultural life within them. Ultimately, we will address totalitarian trends in the modern day, from long-standing regimes like North Korea to the rise of radical right-wing movements elsewhere. Readings will include modern studies on the nature and history of totalitarianism as well as primary sources, such as memoirs.

HHD-3895**Latin American History**

One semester: 3 humanities and sciences credits

Instructor: A. Alvarado-Diaz

This course will introduce students to the major events, topics and protagonists in the history of Latin America from pre-Columbian times to the present. Writings by Columbus, Hernán Cortés, Sor Juana Inés, Simón Bolívar, José Martí, Che Guevara, Fidel Castro, Gloria Anzaldúa and Rigoberta Menchú will be analyzed and discussed through critical lenses. Connections to art and politics will enrich the narrative of Latin American history through a historical analysis of the political dimensions of culture (visual arts, cinema and literature) and ongoing social debates (human rights, immigration policies, drug wars, environmental crises). Issues of colonization, anti-colonialism and neocolonialism will be addressed and paired with current debates on U.S.-Latin American relations.

Course #	Day	Time	Semester
HHD-3895-R	Th	3:20-6:10	fall
HHD-3895-R1	Tu	12:10-3:00	spring

HHD-4011-R**Eco-History: Oil and Water, the 21st Century in Crisis**

Thursday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: Q. Ziegler

This course addresses the most essential natural resources driving world conflict today—water and oil. More fundamentally, it's about the clash of capitalism and climate change vs. environmental sustainability. Over the course of the semester, students will deepen their understanding of the climate crisis, its geopolitical consequences, the extraction and usage of fossil fuels, the world water shortage and the politics of water. We will research global dynamics and ocean problems and examine what it means to take action, inspired by indigenous activists resisting pipelines.

HHD-4041-R**American Interventions from Vietnam to Iraq**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: C. Skutsch

After World War II, the United States began a policy of engagement and intervention that continues to the present day. As a result, American soldiers have fought and died in controversial wars around the globe. We will examine American military interventions in Vietnam, Bosnia, Somalia and Iraq, as well as American involvement in regime changes in Iran and Chile. How did America become involved in each of these conflicts? Were they morally justifiable or in our national interests? What have been the long-term consequences of this tradition of interventionism?

HHD-4118**World Geography**

One semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Geographers seek answers to four broad questions: Where is it? Why is it there? Why is it important? What global patterns of biology, environment, climate, transportation, affect us? This course will provide basic answers to these questions through an overview of the different features and processes on the Earth. These features and processes are both natural and man-made and both physically and culturally determined. Moreover, the relationship between people and place is central to an understanding of human history, international politics, and economics. It is key to understanding human cultures and land use. This relationship also helps us understand environmental and climatic changes that are global in scale. The goal of this course is to help students develop a critical awareness of the dynamic world in which we live, as well as to understand the spatial relationships between people, places and the environment. *Note: HHD-4118-OL is held online.*

Course #	Day	Time	Semester
HHD-4118-R	Th	12:10-3:00	fall
HHD-4118-OL	M	12:10-3:00	spring (online)

HHD-4119**Sea: History and Culture**

One semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

The historical interaction between humanity and the sea from ancient times to the present day will be examined in this course. We will begin by exploring the role the sea has long played in human civilizations as a highway connecting different peoples and cultures around the world, and as a provider of many essential resources sustaining human societies and commerce. We will also trace the development of seagoing technology and how it enabled ideas and practices in religion, language and economics to spread as a result. Topics will include: Ancient and early modern maritime trade routes; the diffusion of religious beliefs such as Islam and Christianity; the evolution of ship technology, navigation techniques and transoceanic communications cables; the links among oceans and climate, pollution and global warming. Readings will draw on accounts of sea voyages by Ibn Battuta, Christopher Columbus, Charles Darwin and Zheng He, among others, as well as modern scholarship concerning the sea. *Note: This course is held online.*

Course #	Day	Time	Semester
HHD-4119-OL	F	9:00-11:50	fall
HHD-4119-OL1	F	12:10-3:00	spring

HHD-4122-R**History of Classical Greece and Rome**

Thursday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: W. Rednour

The legacy of the Greek and Roman civilizations extends into our modern world. In this survey we will examine the rise of the Greek city-states and their political and artistic development, ending with the growth of Hellenistic culture. We will then turn our attention to the growth of Rome, from its mythic roots through the Republican era, the rise of the Caesars and the political, religious and artistic achievements of the empire. The course will conclude with an investigation of the factors that contributed to the eventual decline and fall of the Roman Empire.

HHD-4288**Nature and Society: A Global Perspective**

One semester: 3 humanities and sciences credits

Instructor: W. Rednour

This course traces the history of the diverse and evolving relationships between human societies and the natural environment, from the 1500s to the present day. We will explore the various creation mythologies as well as religious, philosophical and scientific ideas that have shaped and expressed the ways in which different cultures—in the Americas, Europe, Africa, and Asia—have defined the meaning of “nature” and the place of humans within or separate from it. Topics examined include conceptions of nature in Judeo-Christian, pagan, Taoist, Buddhist, Hindu and secular belief systems; the impact of the scientific and industrial revolutions; theories and practices of conservation and ecology in the 19th and 20th centuries; and the environmental crisis today.

Course #	Day	Time	Semester
HHD-4288-R	F	12:10-3:00	fall
HHD-4288-R1	Th	12:10-3:00	spring

HHD-4333-R**African-American History I**

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: R. Jeffries

This course will trace the histories and experiences of African-Americans in the United States from 1619 to 1865, covering the Colonial period, antebellum period and the Civil War. It will focus on the social, historical and political development of the African-American family and community. Texts will include: Jacqueline Jones, *Labor of Love, Labor of Sorrow*; John Hope Franklin, *From Slavery to Freedom*; Joanne Grant, *Black Protest*.

HHD-4334-R**African-American History II**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: R. Jeffries

This course will begin with an examination of Reconstruction and the backlash against it. We will then explore the lives, philosophical views and major contributions of Booker T. Washington; W.E.B. DuBois; Marcus Garvey; Martin Luther King, Jr.; Malcolm X; Adam Clayton Powell, Jr.; Paul Robeson and Thurgood Marshall. The social and historical ramifications of World War I, World War II, the Depression, the Harlem Renaissance, the NAACP, CORE, SNCC, SCLC and the Black Panther Party will also be considered. *Note: There is no prerequisite for this course.*

HHD-4348-R**The Wealth and Poverty of Nations**

Friday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: W. Rednour

Although world peace and stability in the 21st century will depend heavily on achieving a more equitable distribution of global wealth, the disparity between the world's rich and poor nations has never been so great, and, in fact, continues to increase even as the need to resolve this inequality grows ever more pressing. How have we arrived at this dilemma? Have first-world nations created their own wealth, or have they stolen it from others? Have some nations always been poor, or have they been impoverished? Do wealth and poverty result from decisions freely made by each nation's political and business leaders, or are they the result of larger social, economic and cultural dynamics? Is there a way out of the deepening crisis? This course will address these and related questions in light of the historical processes that have led to the development of a world of rich and poor nations. We shall also attempt to evaluate the relative merits of various solutions that have been proposed to resolve this dilemma.

HHD-4397-R

Genocides

Monday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: C. Skutsch

From the gas chambers of Auschwitz to the villages of Rwanda, the 20th century has been a century of genocides. This course will try to understand how mass extermination can ever be a goal, and why cries of “never again” have failed to stop it from reoccurring again and again. The course will cover the Nazi destruction of Europe’s Jews in World War II, the Hutu slaughter of the Tutsi in Rwanda, Serbian militias killing Muslims in Bosnia, and other examples of ethnic mass murder. We will use first-person accounts of genocide, such as Primo Levi’s *Survival in Auschwitz* and Philip Gourevitch’s book on Rwanda, *We Wish To Inform You That Tomorrow We Will Be Killed With Our Families*, as well as secondary sources.

LITERATURE

HLD-2042-R

20th-Century Literature and Culture from Victorianism to Modernity

Monday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: F. Litvack

In this course we will examine European and American authors who, influenced by Nietzsche, Marx and Freud, challenged Victorian social taboos of morality and restraint to create new artistic forms—thematically and stylistically. Students will read novels and short works of transgressive sexual desire and hedonism by Andre Gide, Henry Miller and Anaïs Nin, and be introduced to the works of Kafka, Eliot and Angela Carter who departed from structured writing to experiment with fragmented perspective in fantastic, surreal modes. By semester’s end, students should have a firm understanding of the literary, philosophical and intellectual background of the 20th century. Themes and topics presented will focus on Victorian culture, the Freudian tradition, surrealism and gender issues.

HLD-2043-R

20th-Century Literature and Culture from the Dystopian Novel to the Feminist Revolt and Beyond

Monday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: F. Litvack

In this course we will read great literary classics by authors from England, France, Russia, Canada and America dealing with a similar theme in different genres and styles—namely, the erosion of individual liberty in cultures of repression, prejudice and taboos. Students will encounter this theme of the individual versus the collective in the dystopian novels of the Russian émigré Ayn Rand, in Huxley and in the feminist Canadian writer, Margaret Atwood; in a play of religious fanaticism in 17th-century witch hunts in Salem, and in a scathing indictment of American racism by the existentialist Sartre and the freedom fighter Malcolm X. Students will be introduced to works of the Beat generation’s rejection of America’s complacency, myopia and bigotry on its journey to Eastern mysticism and drugs to expand consciousness.

HLD-2058-R

Fantasy

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: C. Stine

Shaped by our desires and fears, fantasy literature offers radical departures from consensus reality into worlds of magic, peril and delight. This course will explore the imagery, characters, themes and narrative structures of several types of fantasy fiction. We will begin by briefly examining parent genres before reading examples of modern fantasy types, including heroic, surrealist, magic realism, science fiction and feminist. In addition to the fiction, we will read some critical theory to help define and locate the subgenres of this large category of fiction.

HLD-2088-R

American Literature: 19th Century

Tuesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: K. Wolfe

This course explores the intellectual, cultural and literary roots and directions of American literature, from its Puritan, Gothic and Romantic origins through realist, transcendental and premodern tendencies late in the 19th century. We’ll read selected works by Nathaniel Hawthorne, Edgar Allan Poe, Herman Melville, Frederick Douglass, Walt Whitman, Emily Dickinson, Henry James and the utopian feminist Charlotte Perkins Gilman. We’ll investigate questions of style, genre, tradition and critical interpretation in relation to the blooming of American society and culture.

HLD-2089-R

20th-Century American Literature Now

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: R. Wilson

This course will plot the major movements in modernist literature in the U.S., beginning with the Harlem Renaissance, Imagism and the cultural front of the 1930s and ’40s, to postmodernism and postwar counterculture (including the American Indian Movement, the Beats and Nuyorican poets) to third-wave feminism. This course centers the writing of those who, historically, have been read as representing specific sub-groups of American culture—whereas, now, these writers and their works are appreciated as foundational to a broadly American literary tradition. We’ll read authors such as William Carlos Williams, Lorraine Hansberry, Maxine Hong Kingston and Ralph Ellison, carving out a sense of what America has been, is, and may come to be, from the perspective of its great writers.

HLD-2161

The Beat Generation

Thursday 12:10-3:00

One semester: 3 humanities and sciences credits

Instructor: R. Weinreich

This course will explore the beat counterculture as a post-World War II American phenomenon, a literary correlative to abstract expressionist painting and to bebop music, auguring the “era” of sex, drugs and rock & roll to follow.

Course

Semester

HLD-2161-R fall

HLD-2161-R1 spring

HLD-2211-R

Introduction to Poetry

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: R. Wilson

William Wordsworth famously characterized poetry as “the spontaneous overflow of powerful feelings.” With greater simplicity, W.H. Auden summed it up as “memorable speech.” William Carlos Williams once compared poetry to the news, and Simone White observed that “poetry is a kind of gift, there for anyone to take.” What is poetry? Language, speech, song, art, news, expression, image, story—all these things may be part of what makes poetry, and poetry may be too elusive for any single definition. This course will concentrate on the practice of reading (and listening to) a wide variety of poems—ballads, odes, epics, sonnets, the prose poem, concrete poetry, contemporary lyrics—attentively, patiently and creatively. We will read across geographies, cultures and historical periods, focusing on works written in English, including some works in translation. Poets will include: Sappho, Emily Dickinson, Pablo Neruda, Ovid, Bob Dylan, Gwendolyn Brooks, Shakespeare, John Keats, Lorine Niedecker, Pedro Pietri, Basso, Gertrude Stein, and others. Students will be encouraged to attend poetry readings, to write poetry and about poetry, and to make work in response to poetry.

HLD-2223-R**Short Fiction**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: N. Schiff

Through close readings of modern and contemporary short fiction, students will learn how to analyze stories not only for plot and characters, but also for writers' literary technique, such as narrative style, choice of language, imagery and tone. In considering what the story implies or omits as much as what it includes, students will become active and imaginative readers capable of forming their own interpretations. Short fiction gives us an opportunity to read several works by the same author, and thus gain a deeper understanding of the writer's craft, perspectives and obsessions. The course begins with late-19th and early 20th-century authors, such as Chekhov, James, Woolf and Kafka, followed by contemporary writers, such as Munro, Lahiri and Adichie.

HLD-2268-R**The Power and the Pity: Brutal Tales From Latin America**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: E. Rivera

This course will examine works by 20th century artists and storytellers through their reaction to the violence and horrors of Latin America's brutal dictatorships. Students will explore the earth-body surrealism of the Cuban-American Ana Mendieta and the powerful war photography of Susan Meiselas, and respond through critical writing. We will read the poetry of the Chilean Pablo Neruda and the heartbreaking novel *One Day of Life* by the Salvadoran Manlio Argueta. Students will create their own poems steeped in rebellion, bandido manifestos, mock-ups of news articles and creative dispatches that mix their own art practice with literary forms. Confronted with the stark injustice of colonization, and by immersing themselves in the blood-storm of revolutionary eras, students will emerge from this course armed with wisdom extracted from the clashing of warring bodies—in jungle terrain and smoking wastelands—and, perhaps, with the confidence necessary to face the machinery of government in their own age.

HLD-2279-R**Down These Mean Streets: The City in Fiction**

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: E. Rivera

This course will introduce you to a host of midnight people who have made the city their stomping grounds, from down-and-out boxers in Stockton, California in Leonard Gardner's *Fat City* to low-level gangsters on the streets of Little Italy in Martin Scorsese's film *Mean Streets*. You will also encounter writers such as the hardboiled Raymond Chandler, who paints the neon-drenched streets of Los Angeles and Hollywood like no writer before or since in *The Big Sleep*, and the playwright Stephen Adly Guirgis, who delivers the broken poetry of real New York speech. We will also examine excerpts from the streetwise, autobiographical performances of the Colombian live wire John Leguizamo. This course will open the painted door to the hidden cultural and social life of 20th-century metropolises such as Los Angeles and New York.

HLD-2313-R**Erotic Literature**

Friday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: F. Litvack

This course will focus on selections from the great erotic literature from ancient Greece to modern times in a variety of genres, themes and styles. Topics will include social attitudes (traditional and contemporary) toward sexual dynamics, erotica and censorship, with a consideration of what constitutes erotica and what differentiates it from pornography. Readings will include a licentious Greek comedy presented as anti-war protest; bawdy fabliaux from the Middle Ages and salacious sonnets from the 16th century; an irreverent and sacrilegious 18th century anti-Platonic dialogue; a novella depicting Christ's resurrection into "blood consciousness"; a sexually explicit celebration of love, art and Bohemian life; a collection of short stories solicited as porn for a dollar a page; a love letter, written in novel form, as a challenge to a paramour who claimed women could not write erotica; a version of a classic, romantic fairy tale transmuted into a B&D fantasy set in the Middle Ages. Students will gain an appreciation of the many protean forms of erotica from comedy to agitprop.

HLD-2565-R**American Theater**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: S. Bremer

This course will introduce students to key playwrights of the American theater from the 1940s to the present. Assigned readings include works by classic playwrights like Arthur Miller, David Mamet, August Wilson and María Irene Fornés, as well as contemporary masters like Branden Jacobs-Jenkins and Jiehae Park. Students will read an average of one play per week and view several films during the semester.

HLD-2677-R**Fiction of the 19th Century: Love of Demophilia to the Psychosexual Anima**

Wednesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: F. Litvack

In this course we will read literary masterpieces by authors from Germany, France, Russia, Ireland and America. Topics will include fairy tale tropes; the femme fatale; the genre of social reform; tales of sin, redemption, madness and death. We will explore how overcrowding and poverty, a result of urban industrialization, and immigration, produced the novel of social consciousness and love of the common man, exemplified in the works of Oscar Wilde, Tolstoy and Harriet Beecher Stowe. Students will be introduced to the literature of fantasy and the surreal, attesting to the 19th century's vast panoply of stories filled with psychological insight and timely sociopolitical issues. The correlations between literature and the visual and performing arts—film, ballet, opera—will also be addressed.

HLD-2678-R**Fiction of the 19th Century: From the Reemergence of the Superhero (Heroine) in Myth and Fairy Tale Tropes to the Darwinian Bête Humaine**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: F. Litvack

Fictional masterpieces by authors from Denmark, England, France and America will be read in this course, highlighting the 19th century's three great literary movements: Romanticism, realism and naturalism. Students will be introduced to the salient features and motifs of each movement—Romanticism's love of nature, the supernatural, fantasy, the exotic and heroic (Hans Christian Andersen and Mary Shelley); realism's minute depiction of contemporary life and examination of sociopolitical issues of gender, race and class prejudice (Flaubert, Melville and H.B. Stowe); naturalism's focus on sordid passions and moral decay; aspects of contemporary urban industrial life (Zola). We will examine the authors' lives, and the social and political environment in which the works were written in order to understand and appreciate the beauty and complexity of the writing.

HLD-2922-R**Medieval Literature**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: V. Eads

The medieval period was a time of extraordinary literary flowering in Europe. Themes like heroism, religion, courtly love and chivalry became popular as the institutions that supported them rose and fell. The result was a literature full of contradictions, at once spiritual and bawdy, romantic and cynical. Readings will be selected from *Beowulf* and Anglo-Saxon heroic verse, the plays of Hrotsvitha, lyric poems of the troubadours and trobairitz and al-Andalus, the *Poetic Edda*, the Arthurian cycle, Dante's *Inferno* and Chaucer's *Canterbury Tales*, as well as popular culture such as the fabliaux and "Carmina Burana," *Sir Gawain and the Green Knight*, poems of François Villon and Christine de Pizan. Modern medievalist works such as John Gardner's *Grendel*, J.R.R. Tolkien's *Hobbit* and Hermann Hesse's *Narcissus and Goldmund* will be considered.

HLD-2977-R**Shakespeare: Comedies and Histories**

Thursday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: M. Curley

This course will provide the student with a selective, chronological overview of Shakespeare, the dramatist. Plays assigned will include a selection of his comedies and histories.

HLD-2978-R**Shakespeare: Tragedies and Romances**

Thursday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: M. Curley

This course will provide the student with a selective, chronological overview of Shakespeare, the dramatist. Plays assigned will include the four major tragedies and one of the final romances.

HLD-3008-R**Diverse Voices: Race, Class, Gender and Ethnicity in the American One-Act Play**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: S. Mosakowski

The politics of race, class, gender and ethnicity as they are represented in the modern American Theater will be explored in this course. We will be reading cutting-edge plays that portray both the contradictions and the possibilities of our diverse, multicultural society. Ayad Akhtar's *Disgraced*, Suzan-Lori Parks's *Topdog/Underdog*, and Diana Son's *Stop Kiss* are among the works to be considered as we focus on American plays that portray the struggle in this country for political, cultural and creative freedoms.

HLD-3033-R**Art and Revolution I: The Working-Class Hero**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: D. Riccuito

The multicultural revolution has deepened and broadened our understanding of gender, race, sexual preference and international culture. Unfortunately, we have tended to ignore one crucial factor that cuts across all areas of human experience: socioeconomic class. This course will focus on the art, literature and struggles of working-class people during the past two centuries. Readings will be selected from fictional works such as Zola's *Germinale*, Gorky's *My Childhood*, Sillitoe's *The Loneliness of the Long Distance Runner*, Steinbeck's *The Grapes of Wrath*, Wright's *Black Boy*, Tillie Olsen's *Tell Me a Riddle*. In conjunction with the readings we will view and discuss the paintings of artists such as Courbet, Millet, Daumier, Kollwitz, the Russian social realists and the American Ashcan School. Selected videos will be screened and discussed.

HLD-3034-R**Art and Revolution II: The Rebel**

Tuesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: D. Riccuito

The landscape of history has periodically been illuminated by apocalyptic struggles to change society, reinvent the world and re-create human nature. In this course we will explore the literature of social revolt and political revolution. Readings will be selected from authors such as Maxim Gorky, André Malraux, Arthur Rimbaud, Marge Piercy, Bertolt Brecht, Albert Camus, Mariano Azuela and Malcolm X. In conjunction with the readings, we will view and discuss selected works of such artists as Diego Rivera, Siquieros, Eisenstein, Orozco and Frida Kahlo. Selected videos will be screened and discussed. *Note: There is no prerequisite for this course.*

HLD-3051-R**Literature of Self-Knowledge**

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Ural Rivera

"Who am I, standing in the midst of this thought-traffic?" wondered the Sufi poet Rumi. Achieving self-knowledge is a challenge not only because our perception of self may not always jibe with the tenuous labels society imposes on us, but also because self-revelation may some-times be terrifying. This course draws upon fiction, film and art to reflect on the daunting task of "knowing oneself" with guidance from thinkers like Socrates and Simone de Beauvoir. We will read works from authors such as James Welsh, Sylvia Plath, Carlos Fuentes, Mahmoud Darwish and Lu Hsun, who will lead us into the unmapped labyrinths of self by discussing racial-ethnic consciousness, sexual identity, transfiguration and self-accountability. We will also view such films as *Moonlight* and *Tony Manero*, as well as discuss art, in particular, self-portraits and "selfies."

HLD-3224-OL**Literature of Diversity**

Thursday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: S. Pandit

This course will focus on literature and writing that comes out of diverse approaches to sexual identity, desire and love, from ancient Greece to our contemporary world. How do these texts evidence queer sensibilities and resistance to heteronormative assumptions, stories and feeling? How do we use terms like "gay and lesbian," "trans," or "queer" when referring to work written during eras when understandings of sexuality were quite different than they are today? Is there such a thing as a "canon" of queer literature and, if so, what gets included, and why? Tales of same-sex love in ancient Greece, including those in Plato's *Symposium*, Sappho's poetry, and the story of Achilles and Patroclus, will help provide historical context as we move forward in time, and as we look at novels, poetry and plays by authors, including William Shakespeare, Walt Whitman, Oscar Wilde, E.M. Forster, James Baldwin, Allen Ginsberg, Audre Lorde, Tony Kushner, Andrew Holleran and Alison Bechdel. *Note: This course is held online.*

HLD-3239-R**You Will Hear Thunder: The Masters of Russian Literature**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Ural Rivera

Love-stricken aristocrats waltzing in ballrooms, a civil servant waking up to discover his nose is missing, a deluded man chatting with an apparition of a monk clad in black, the eternity-long day of a prisoner in a Siberian labor camp, the doubts and deliria of a nihilistic murderer. Since the 19th century, Russian writers have produced some of the greatest stories in world literature and have become what Solzhenitsyn called "a second government," a voice for many lives uprooted by war and crushed by the cudgel of Soviet totalitarianism. This course explores why Russian literature has gained such prestige and how it forged its own tradition by magnifying the most essential aspects of human experience. We will visit Tolstoy's immortal character Ivan Ilyich on his deathbed, and let Dostoevsky take us to St. Petersburg, "that most abstract and premeditated city," to hear the confessions of a self-destructive eccentric in *Notes from Underground*. Other readings include works by masters such as Gogol, Chekhov, Turgenev, Nabokov, Babel and Akhmatova. We will also discuss key historical events and take a look at modern-day Russia through films such as *Leviathan*.

HLD-3241-R**Contemporary Afrodiasporic Literature in America**

Thursday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: R. Okonkwo

A Swahili proverb says, "*Tamu ya madafu kunywea dafuni*" ("The sweetness of the coconut juice is best when the juice is taken in the nut.") This course will explore how contemporary African writers in the diaspora have portrayed America in their works and, in the process, created an alternative narrative of Africa for the world. For students, it will be an opportunity to expand their horizon and see America from the perspective of outsiders with different viewpoints. Afro diasporic writers' distinct reinterpretation of Africa, despite a sense of alienation, provides contexts that make it easy for the uninitiated to absorb their

narratives that are neither sanitized nor Westernized. By expanding students' imaginative space, the course will also draw students into the world of the African writer. In a world that is fast becoming a shifting global village, this course will bring the two worlds closer to what Ben Okri calls "strange corners of what it means to be human." Topics include discussions on Afropolitans and their contribution to African literature in the diaspora. Readings will include Adichie, Ndibe, Selasi, Wainaina and Okonkwo. We will also view films by Africans in the diaspora to engage in further discussion of the subject.

HLD-3341-OL

20th-Century Italian Literature

Wednesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: D. Riccuito

The Italian literary tradition didn't end abruptly with the Renaissance. Many of the greatest novels of the last century were written by Italian authors, writers who fought for or against Fascism, participated in the desperate struggles between labor and capital, took their stand on the issues of anti-Semitism, racism and sexism. Their names may sound obscure to readers of modern fiction—Berto, Morante, D'Annunzio, Pirandello, Levi, Silone—yet we neglect them to our own detriment—politically, morally and aesthetically. This course will explore their work, together with major films of the Italian neorealist cinema.

Note: This course is held online.

HLD-3367-R

Modern Japanese Literature in Translation

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: K. Miyabe

An examination of Japanese literature of the modern period that began with the Meiji Restoration in 1868 is the focus of this course. This dramatic time marked the end of the feudal era and Japan's subsequent transformation into an industrialized nation that could compete with its Western counterparts. Topics will include the profound influence that this transformation has had on Japanese society and its people, the conflicts between traditional Japanese values and Western values, and the changing conceptions of identity and gender relations. We will read works by Sōseki, Tanizaki, Enchi, Abe and Murakami.

HLD-3477-R

Children's Literature for Illustrators

Tuesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: B. Blum

Students will gain an appreciation of the author's and illustrator's craft by investigating both classic and contemporary novels written for young people. Students will be introduced to picture books, graphic novels, fables and fairy tales as they discover the connections between pictures and words, as well as surveying issues of gender, race, ideology and politics in children's literature. Some of the authors we will study include Aesop, E.B. White, Roald Dahl, Brian Selznick, Gene Luen Yang, Margaret Wise Brown, Yangsook Choi and Mo Willems.

HLD-3501-R

Tragedy

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: K. Miyabe

This course provides a historical overview of the art form that gives expression to human suffering and despair, beginning with Sophocles, Euripides and Shakespeare, then ending with modern playwrights, such as Ibsen, Chekhov and Beckett. We will consider the enduring power of the tragic form by exploring works that reimagine classical tragedies, such as Caroline Bird's *Trojan Women* and Akira Kurosawa's film adaptation of *Macbeth*. Students will become familiar with important works of tragedy, why the genre continues to fascinate both writers and audiences alike, and what it teaches us about the human condition.

HLD-3514-R

Radical and Revolutionary American Literature

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: J. Barkan

This course will provide an overview of radical and revolutionary American literature from the American Revolution to the present day. We will read and discuss the works of such authors and artists as Thomas Paine, Allen Ginsberg, Abraham Lincoln, Malcolm X, Walt Whitman, Tillie Olsen, Jack London, Woody Guthrie and Bruce Springsteen. A major focus will be on working-class fiction and reality in light of the economic depression and cultural diversity of the 20th century.

HLD-3521-R

The Arts and Forms of Comedy

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: S. Van Booy

It is well known that dying is easy, but comedy is hard. And nothing can be more difficult than trying to explain what makes us laugh. Still we laugh, and our laughter proves us human. This course traces the history of comedy, starting in Greece with the plays of Aristophanes and concluding with a look at the contemporary scene in film, television and print. Along the way, we will read Plautus, Chaucer, Shaw, Shakespeare, Thurber, Ionesco and Beckett. Screenings will include films by Chaplin, Keaton and Woody Allen. We will read such essays as *The Mythos of Spring: Comedy*, Northrup Frye; *The Comic Rhythm*, Susanne Lange; and *Comedy*, Christopher Fry. We will consider comedic forms such as satire, parody, burlesque, theater of the absurd, romantic comedy, sitcoms and tragicomedy.

HLD-3553-OL

Images of Artists in Literature

Tuesday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: M. Palmeri

How are visual artists and their creative processes depicted in literature? Are these literary representations more romanticized, mythologized and mysterious than realistic and accurate? Has society's understanding of visual artists and the creative process changed since the 19th century? Visual artists are often misunderstood, misrepresented or championed by society. Reading short stories and novels from the 19th century to the present, students will examine the way the creative process is described and how authors use artists as literary characters. The relationships between the artist and the muse, the artist and audience and the artist in society will also be explored. Works from among the following authors will be considered: Honoré de Balzac, Émile Zola, Edgar Allan Poe, Gertrude Stein, Oscar Wilde, Henry James, Nick Hornby, Mary Gordon and Siri Hustvedt. Readings are supplemented with film screenings and visual art. Contemporary art issues will inform class discussions. *Note: This course is held online.*

HLD-3566-OL

Civilization and Its Discontents

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: D. Riccuito

This course explores the themes of civilization and the discontents of individuals within modern society. It focuses on the particular role that the artist and art plays within this relationship. Theoretical writings, literature, film and art will be examined historically as well as critically and aesthetically. Freud's *Civilization and Its Discontents* is the primary textbook for this semester. Among additional theoretical sources are essays by Susan Sontag, Sigmund Freud and Donald Kuspit. Among the literary texts and films are: *The Remains of the Day*, Ishiguro; *The Lover*, Duras; *Swept Away*, Wertmuller, and *American Beauty*, Sam Mendes. *Note: This course is held online.*

HLD-3951-R**Literature and Psychoanalysis**

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: J. Immerman

This course will explore how an author's unconscious memories, wishes, fears and fantasies shape their fictional and philosophical world. Various psychoanalytic approaches will be evaluated and applied to an understanding of the writer and their characters. Readings will be illustrated by clinical case material. Topics will include: pathological types and defenses, dreams and the unconscious, the history of psychoanalysis, trauma and creativity, and the relationship of the writer/artist to the work. We will read theorists such as Freud, Jung, Alice Miller and Winnicott and writers such as Camus, Dostoevsky, Flaubert, Kafka, Ozick and D.H. Lawrence.

HLD-4022-R**Poetry and Art**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: D. Riccuito

Since Baudelaire, innovative poets have often exercised important influence on avant-garde visual artists, primarily through radical innovations of form and content in their poetry, but also as friends and, in some cases, major art critics as well. The course concentrates on the work of Baudelaire, Rimbaud, Mallarmé, Apollinaire and William Carlos Williams. Home assignments include readings to locate the poems against their literary and cultural background. There are also selected readings from the poets' essays and art criticism. Primary emphasis is on the poetry, and the course also attempts to answer the questions: What accounts for the mutual interplay of influence between poetry and visual art? How does it work?

HLD-4044-OL**Surrealist Literature**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: D. Riccuito

Surrealism, a 20th-century movement begun by poets, attempted to unite the dream and waking worlds through art. The poets were later joined by visual artists whose works they influenced, both as critics and as friends. The course studies the manifestos and poetry of such seminal precursors as F. T. Marinetti, the founder of futurism, and Tristan Tzara, the Dada *animateur*. André Breton, the "pope" of surrealism, is covered in detail, with close readings of his manifestos, poetry and fiction. We also read such poets as Jean Arp, Paul Eluard, Louis Aragon and Aimé Césaire. Sessions feature surrealist plays and films, and discussions of visual artists associated with the movement. Translations by the instructor are included. *Note: This course is held online.*

HLD-4122-R**18th-Century Fiction: The Enlightenment to Romanticism**

Monday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: F. Litvack

18th-century Europe embodied the philosophical, historical and literary foundations of Enlightenment thought, setting the stage for modernism. Though characterized by repressive and hierarchical social, political and religious institutions, its literature and visual arts are filled with challenges to accepted norms. Students will learn about Voltaire and Diderot, philosophers whose ideas led to the bloody French Revolution; the Marquis de Sade who wrote the definitive manual of sexual depravity and provocatively espoused absolute freedom from autocratic despotism; Jonathan Swift who satirized religious and governmental exploitation and indifference; and Adelaide Labille-Guiard, a painter who shook up the art academy, first by being admitted to it and then by campaigning to admit other women painters. The century also gave birth to Romanticism and to Johann Goethe who looked to nature and feelings (sensibility) rather than social institutions for inspiration to produce a literature of passion and horror. Through these texts, students will gain a deeper understanding of the power of literature and allied arts to present and represent new ideas, putting pressure on society to change.

HLD-4123-R**18th-Century Fiction: Women and the Supremacy of the Passions**

Monday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: F. Litvack

This course will examine the transformative nature of two great literary traditions in 18th-Century Europe—the literature of social reform (culminating in the great revolutionary play by Beaumarchais), and the novel of sensibility. Students will be sensitized to how these genres would dissolve and merge. Many "enlightened" thinkers would turn their attention to the oppression of women in their critique of social institutions. Mary Wollstonecraft, one of the first great feminists, would advocate the parity of education for women in their journey to suffrage. Diderot would point to despotic paternalism as the cause of demonic behavior and insanity in young women forced into convents against their will. Cleland and Laclos (in his great erotic novel) would critique gender inequality using the delicate and sensuous genre of sensibility as would Prevost in an early template for the *femme fatale*. This course, while referencing the literature of fantasy, will focus on the portrayal of women in a male-dominated society ruled by an ideology of suppression and exploitation. Students, through reading and analyzing great literature, will develop a deeper understanding of how the past's repressive institutions continue in today's society.

HLD-4152-R**20th-Century Irish Literature**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Curley

This course will explore how, through literature, 20th-century Ireland has dealt with its losses and forged its identity. The course will cover the Irish Literary Renaissance, the founding of the Abbey Theater, Joyce's efforts to give Ireland a voice and situate it within the mainstream aesthetic movements of Europe, Yeats's delving into folklore and spirituality, as well as more recent writers' explorations into such questions as cultural identity. We will read the work of fiction writers, playwrights, and poets such as: W. B. Yeats, James Joyce, J. M. Synge, Sean O'Casey, Flann O'Brien, Samuel Beckett, Patrick Kavanagh, Seamus Heaney, Eavan Boland, Mary Lavin and Tom Murphy.

HLD-4193-R**Literature of Love**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: J. Beardsley

The exploration of love relationships and values of various cultures and times is the focus of this course. Beginning with an examination of ancient attitudes toward love in the works of Sappho, Plato, Aristotle and Ovid, we then consider the influence of courtly love and Christianity on attitudes of love in medieval literature. Lastly, we will address more modern conceptions of love in Chekhov, Proust and Woolf.

HLD-4199-R**Antiheroes and Villains in Literature**

Monday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: S. Van Booy

What are villains and why do we love them so much? This course will examine the literary device of "the villain" and the emergence of the antihero in literature. We will read representative texts by such authors as: Sophocles, Shakespeare, Dante, Dostoevsky, Beckett and Hammett.

HLD-4288-R**Politics and Literature**

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: N. Friedland

This course will explore how great writers have dramatized and/or promoted various political philosophies in their work. We will examine questions such as: What is the best form of government? What are the appropriate means to achieve political ends? What is the relationship between elites and the masses? Readings in the course will include works by: Plato, Machiavelli, Shaw, Brecht, Orwell, Camus and Malraux.

HLD-4312-R**Modern Literary Survey: India and Asia**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: D. Riccuito

This world literary survey will focus on the best-known and most influential writers of India and Asia. The enormous changes of the 20th century have produced literatures that uniquely blend traditional cultural forms with new styles and content. Readings will include short stories, novels and essays from such authors as Kobo Abe, Yukio Mishima, Lu Xun, Lao She, Salmon Rushdie, B. Bandopadhyay and V. S. Naipaul.

HLD-4322-R**The American Novel Since 1900**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Curley

This course will concentrate on how the novel chronicled the growth of America from a young isolated country at the beginning of the 20th century to a world leader in literature, art and politics, and how that legacy has affected America's position in the first part of the 21st century. It will also use the novel to demonstrate how American literature evolved from being produced by a relatively homogenous group of writers to include the increasingly diverse voices of contemporary America. The works included will be drawn from the early and mid-century novelists such as Willa Cather, Edith Wharton, William Faulkner and Ernest Hemingway. We will then move forward chronologically and look at the works of such novelists as Toni Morrison, Saul Bellow, Cormac McCarthy, James Baldwin, Philip Roth, Ralph Ellison and Jhumpa Lahiri.

HLD-4331-R**Portraits of the Self in Early Modern Narrative**

Monday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: S. Van Booy

What is the nature of experience? This very basic question is at the heart of how we understand ourselves. Using fiction from the 18th and 19th centuries, this course will explore the history of our concept of experience to think about how we communicate our feelings to others. Close attention will be paid to the ways in which literature imagines the experience of beauty, oppression, commodification and modernization. Authors will include Austen, Defoe, Smollett, Sterne and Cleland.

HLD-4336-R**Postcolonial Literature: Resistance and Recuperation**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: D. Sweet

Postcolonial Literature explores works from a variety of regions around the world, providing a global perspective on the historical development of the post-colonial situation, the anti-colonialist movements that produced it, its many diasporic communities after independence, and its potential relapse into forms of neo-colonialism. The term "postcolonial" generally refers to the political, economic and social interactions between Western powers and the societies they colonized over a period of conquest, occupation, independence and globalization. Texts by such authors as Anita Desai, Amitav Ghosh, Mohsin Hamid, Lu Xun, Su Tong and Bao Ninh, will be considered in relation to issues of power, exploitation, resistance and migration.

HLD-4342-R**The Myth of Self-Creation in American Literature**

Wednesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: J. Beardsley

D.H. Lawrence wrote, "She starts old, old, wrinkled and writhing in an old skin. And there is a gradual sloughing off of the old skin, towards a new youth. It is the myth of America." The idea that the past could be discarded as an old skin and that we could be better and freer by virtue of being new is a myth that defined America before there was an America. It is an idea that has had tremendous influence on the religious and political history of this country. This myth continues to shape how Americans think about themselves and their relationship to what is still perceived as an older and more corrupt world. In spite of slavery, genocide, global profiteering, two world wars, economic colonialism and other such sins, America still sees itself as a pure and innocent force for good in an evil world. This course will draw on a broad range of authors to show how this myth has adapted itself to different times and social conditions and yet remains recognizable as the same myth. We will focus primarily on short stories and novels, but will also examine some poetry and essays. Readings will include works by such authors as Emerson, Whitman, Twain, Lewis, Fitzgerald, Faulkner, Baldwin, Dreiser, Norris and Hurston. We will also discuss some contemporary manifestations of this myth.

HLD-4352-R**Lands of Memory: Literature Beyond Borders**

Tuesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: S. Mosakowski

As a medium of cultural memory, literature has shaped our collective past and human consciousness. Manifested in all genres—from poetry to plays, through short stories and novels—and in all presentations of media, the story of who we are is a composition of real events, dreams, imaginative wanderings and creative ideas that gradually find a place in our collective memory. These memories, when explored through the agency of literature, exist beyond time and beyond geographical borders. We will enter the lands of memories with Argentine writer Jorge Luis Borges in his *Funes the Memorious*. In Jenny Erpenbeck's *Visitation* we witness the families who occupied one house over the course of 100 years of German history. Roberto Bolaño takes us to *By Night in Chile* during the dictatorship of Pinochet, and Tanzanian author Abdulrazak Gurnah *Memory of Departure* tells of a young man leaving his homeland. This course explores how remembered worlds act in concert to form this vast universe we call our human experience.

HLD-4372-R**At the Crossroads: Utopia or Dystopia?**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: V. Benedetto

The term "utopia" is generally associated with Sir Thomas More, whose famous work portrayed an idealized island kingdom representing what a perfect society might look like, although, ironically, utopia stems from the Greek *ou topos*, which suggests "no place." The tradition of reaching for exemplary values and the common good continues to be the highest of human aspirations. Unfortunately, the ideal vision of utopia inevitably suggests the harsh contrast of the dystopia, a vision of totalitarian repression and severe limitations on the human spirit. Can there be a society of radical reform and dramatic progress? Or will this society, left unexamined and unchecked, become a dangerous and terrifying nightmare future? In this course we will explore these questions with reference to literature and films, such as *The Handmaid's Tale*, *Nineteen Eighty-Four*, *Brave New World* and *The Lives of Others*.

SOCIAL SCIENCES

PHILOSOPHY AND CULTURAL STUDIES

HMD-2023-R

Masterpieces of Western Music: Medieval to Classical

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: J. Wnek

Through readings, recordings and films this course will present a survey of Western music masterpieces from the medieval, Renaissance, baroque and classical periods. We will explore works by Palestrina, Monteverdi, Handel, Bach, Haydn, Mozart, and others, while considering their historical context as well as concurrent developments in fine arts and architecture. Such topics as plainchant, the development of harmony in the Middle Ages and compositional techniques will also be addressed.

HMD-2024-R

Masterpieces of Western Music: Early Romantic to the 20th Century

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: J. Wnek

A survey of masterpieces of Western music from early Romantic to early 20th century will be presented in this course. Through readings, recordings and films we will explore works by Beethoven, Schubert, Berlioz, Mendelssohn, Brahms, Mahler, Debussy, Richard Strauss and Ravel, among others, while considering their historical context as well as concurrent developments in fine arts and architecture. Stylistic and compositional differences between European and American music will also be discussed.

HMD-2031-R

Classical Music of the Early 20th Century

Monday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: J. Wnek

This course explores the masterpieces of Western music during the first half of the 20th century. Through readings, recordings and films we will examine works by Strauss, Mahler, Ives, Stravinsky, Prokofiev, Schoenberg, Berg and Webern, among others, while considering their historical context as well as concurrent developments in fine arts and architecture. We will also discuss the innovations in compositional forms and rhythmic structures such as atonality, twelve-tone technique and serial music.

HMD-2032-R

Modern and Contemporary Music

Monday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: J. Wnek

The masterpieces of Western and world music from the mid-20th century to the present day will be explored in this course. Through readings, recordings and films, we will examine works by Joplin, Gershwin, Copland, Bernstein, Williams, Crumb, Cage, Ellington, Parker, Glass and Adams, among others, while considering their historical context as well as concurrent developments in fine arts, photography and architecture. We will discuss the wide variety of music genres that developed during this period, ranging from American popular music to musical theater, rock and film scores as well as the relationship between music and technology.

HMD-2036-R

Music of Latin America

Friday 3:20-6:10

Fall semester: 3 humanities and sciences

Instructor: J. Wnek

This course will begin with the period of European colonialism, which took place primarily between the 15th and 19th centuries. We will also look at the music of the indigenous peoples in Latin America as well as the musical traditions of enslaved West Africans, several million who were brought over to the Americas during the colonial era. Various musical forms emanating from this cross-cultural amalgam will be defined and discussed, including the bolero, candomblé, chacarera, danza, bomba, son and many others. Composers and artists whose work will be explored include Sor Juana Inés de la Cruz, Santiago de Murcia, Manuel

Ponce, Carlos Chávez and Silvestre Revueltas. Songs and music of protest, which arose at various times in Latin American history, during such periods as the Guerra sucia (dirty war) in Argentina (1976-1983) and the years of the Pinochet regime in Chile, will also be explored. Contemporary popular music and forms, such as salsa and bachata, along with the artists who produce and perform them will also be covered.

HMD-2046-R

Roots and Rhythms: Music in Culture 1920-1964

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: B. Altman

This course will begin the exploration of the cultural history of popular music in 20th-century America (1920-1964), with particular emphasis on the beginnings of recorded blues and hillbilly music in the 1920s and 1930s, the evolution from rural-based genres to more urban forms such as rhythm and blues and country and western during the 1940s, the bridging of various styles into the rock 'n roll revolution of the 1950s, the emergence of record producers, the origins of surf and soul music, and the folk revival of the 1960s. Along the way, we will closely examine the work of such seminal artists as Robert Johnson, Hank Williams, Muddy Waters, Elvis Presley, Chuck Berry, Buddy Holly, Ray Charles, Phil Spector and Brian Wilson.

HMD-2047-R

Beatles to Beyoncé: Music in Culture 1964-Present

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: B. Altman

This course will continue the exploration of the cultural history of popular music in the 20th century (1964 to the present), with particular emphasis on the British Invasion and the subsequent rise of folk rock, garage and psychedelia during the mid-to-late 1960s; country rock and disco to heavy metal, punk and new wave in the 1970s; MTV and the first video generation of the 1980s; rap, grunge and other 1990s alternatives, and the return of the teen idol in the new millennium. Along the way, we will closely examine the work of such seminal artists as The Beatles, The Rolling Stones, Bob Dylan, The Ramones, Prince, U2, Madonna, Nirvana, Eminem and Beyoncé.

HMD-2051-R

Songs of Conscience: Music and Social Change

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: B. Altman

Throughout history, music has shown itself to be a powerful force for social and political change. This course will examine the role of music in expressing the hopes, fears, attitudes and dreams of the common man and woman, and of the struggle to help the unempowered and underprivileged of society. We will listen to, read about and discuss the works of socially and politically committed artists from all walks of music, including folk (Woody Guthrie, Bob Dylan), rock (John Lennon, Bruce Springsteen), soul (Aretha Franklin, Marvin Gaye), rap (Public Enemy, Tupac Shakur), reggae (Bob Marley, Peter Tosh) and country (The Carter Family, Willie Nelson).

HMD-2056-R

Songs, Screens and Scenes: Coming of Age with Music and Movies

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: B. Altman

It's often said that the music we listen to and the films we watch provide the aural and visual timestamps for our lives. Every generation expresses itself in unique ways, with values and tastes shifting to reflect reactions to, and attitudes toward, the world it joins. In this course we will explore the impact and influence of various genres of music featured in American and international films from the last six decades, with a sharp focus on recurring themes of rebellion and challenge to authority that help shape both the personal and collective identities of young people. We will investigate the role of music in various eras and locales, and students will engage in comparing and contrasting the portrayals of youth from both within and outside their own experiences. Settings and styles will

range from South American jazz (*Black Orpheus*), California acid-rock (*Psych-Out*) and Jamaican reggae (*The Harder They Come*) of the 1960s and '70s to Seattle grunge (*Singles*), LA rap (*Boyz n the Hood*) and Tehran alt-rock (*No One Knows About Persian Cats*) of the '90s and 2000s.

HMD-2063-R

History of Jazz

Tuesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: B. Altman

This course will begin with an examination of the African roots of jazz and early African-American forms such as spirituals, work songs, and ragtime. We will see the beginnings of jazz as a blending of European and African elements in brass bands at the turn of the 20th century. We will then study each subsequent phase of this music through the works of representative artists such as Duke Ellington, Louis Armstrong, Charlie Parker and Miles Davis, and attempt to place these developments in cultural perspective. Musical examples will be presented in a way that can be readily understood by anyone.

HMD-2069-R

The Magic of Opera

Friday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: J. Wnek

Created more than four centuries ago, opera continues to be truly magical, as it encompasses various forms of art—including acting, set design, costumes and instrumental music—all working in harmony with that ultimate vehicle for transmitting human emotions: the beauty of the singing voice. Through readings, recording, and videos, students will explore a series of key operatic masterpieces, spanning from Monteverdi's *Orfeo* (1607) to Adams's *Nixon in China* (1987), to examine such subjects as: the birth and history of opera; its various forms and structures; the political, socio-economic, and philosophical background that influenced its creators. This course will serve as an introduction to opera for students with no previous operatic listening experience; those already familiar will gain a deeper appreciation of this unique and exciting art form.

HMD-2244-OL

Art Theory: From Modernism to Postmodernism

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: D. Riccuito

This course is an introduction to the philosophical ideas that have shaped the practice of contemporary art and criticism in the West. We begin with an examination of some historical problems that have arisen in thinking about art. Then we survey the various systems that constitute modernist cultural "theory," including formalism, phenomenology, Marxism, structuralism, semiotics and psychoanalysis. These modernist theories are compared to poststructuralist and feminist views of art production and reception. The overall objective is to provide the necessary background for understanding and evaluating contemporary theories of art and design. Required texts: Stephen David Ross, ed., *Art and Its Significance: An Anthology of Aesthetic Theory*; Terry Eagleton, *Literary Theory*; Harrison and Wood, eds., *Art in Theory: 1900-1990*. *Note: This course is held online.*

HMD-2247

Magic, Symbolism, Modernism and Art

One semester: 3 humanities and sciences credits

Instructor: D. Riccuito

What is a mystic, a magician, a seer, a charlatan, a scientist, an artist? When do poetry, art, emotion and science collide? This course explores the themes of magic and science as they relate to the movements of symbolism and modernism in 19th- and 20th-century literature, philosophy, art and art theory. We will examine Edgar Allan Poe's definition of the infinite universe, Nikola Tesla's scientific achievements in electrical discoveries, Harry Houdini's sleight-of-hand tricks, the films of Georges Méliès and Jean Painlevé, and the art of Pablo Picasso. Readings from literature, scientific articles, philosophy and art theory will be complemented with films and demonstrations. *Note: HMD-2247-OL is held online.*

Course #	Day	Time	Semester
HMD-2247-OL	Th	6:30-9:20	fall (online)
HMD-2247-R	Tu	9:00-11:50	spring

HMD-2267-R

African Art and Civilization

Wednesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: R. Jeffries

The aims of this course are to study the traditional art of specific ethnic groups and to explore artistic variations from Africa, parts of the Americas, Brazil, Puerto Rico, Jamaica, Haiti and the continental United States. We will examine Dogon symbols and Bobo/Bwa, Guro, Senufo, Baule, Kingdoms of life, Fon, Benin, Yoruba, Congo, Bakuba, as well as Gabon, Cameroon, Cross Niger/Igbo Nigeria. South Africa, Zimbabwe. We will also look at African contemporary art, including modern film that contrasts modernity with antiquity.

HMD-2411-OL

The Female Gaze

Wednesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: M. Palmeri

We will look at artists whose vision has been clearly shaped by an awareness that what we see is conditioned by who we are, and that our sexuality and personal histories play significant roles in the forming of our artistic statements. We will study artists like Sofonisba Anguissola, Hannah Hoch, Louise Bourgeois, Eva Hesse, Mary Kelly, Adrian Piper, Lorna Simpson, Sophie Calle, Shirin Neshat and Louisa Matthíasdóttir in light of such questions as: How does gender relate to art? How is this relationship reflected in history? What is the relationship between the rise of the women's movement and art? What is feminist art? We will also look at the collaborative group known as the Guerrilla Girls. Language, identity and autobiographical impulses are among the topics to be discussed and integrated through readings in *Ways of Seeing*, John Berger, and *Manifesta*, Jennifer Baumgardner and Amy Richards. We will also examine the history of the women's movement and the feminist art movement through selected essays by John Stuart Mill and Harriet Taylor Mill, Elizabeth Cady Stanton, Linda Nochlin, Lucy Lippard, Betty Friedan and Michelle Wallace. *Note: This course is held online.*

HMD-2422-R

Art and Politics

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: V. Benedetto

How do artists respond to the social upheavals of their times? What is the artist's responsibility to these concerns and what is the responsibility to one's craft and to the development of a personal statement? In this course we will examine the inspiration and creation of politically focused art and literature and its role in the development of art history. We will examine a wide variety of topics, artworks, literature and videos that address the current issues of sociopolitical concern, such as Diego Rivera and the Mexican muralists, *Guernica* by Pablo Picasso, *Create Dangerously* and *Caligula* by Albert Camus, as well as view the film *Pan's Labyrinth* by Guillermo Del Toro.

HMD-2432

Philosophy, the Arts and the Revolutions of the 1960s

Wednesday 3:20-6:10

One semester: 3 humanities and sciences credits

Instructor: A. Alvarado-Diaz

The radicalization of philosophy, politics and the arts during the 1960s will be explored in this course. Students will examine the connections between postwar theories of social conflict and the rise of radical movements across the world. Key philosophers we will study include Simone de Beauvoir, Albert Camus, Claude Lévi-Strauss, Jacques Derrida, Michel Foucault, Julia Kristeva, Luce Irigaray, Hélène Cixous, Theodor Adorno, Max Horkheimer, Herbert Marcuse, Frantz Fanon, Aimé Césaire, Gilles Deleuze, Félix Guattari and Jacques Lacan. The artistic works of Tropicália, the Neo-Concrete Movement, Cinema Novo, Louise Bourgeois, Agnès Varda, Valie Export and Roberto Burle Marx will serve as aesthetic counterparts to our study of the selected philosophers and the radical movements inspired by their thoughts. Students will consider the relentless power of philosophy, art and militancy as critical antidotes to state repression and police brutality.

Course #	Semester
HMD-2432-R	fall
HMD-2432-R1	spring

HMD-2513-R**The Artist as Activist**

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: Q. Ziegler

What does it mean to be an activist artist? How do we measure social impact? How do we critically examine the information we consume? This course will focus on the climate crisis as a topic through which to explore what it means to take action as an artist. We will begin by grounding in indigenous perspectives and the realities of the climate crisis. We will learn some practical tools and tactics for art-based street actions from the Sunrise Movement. We will consider messaging, audience, social media, and a variety of tactics. The final weeks of the semester are left flexible as we expect collective projects to emerge from the actions we want to take. Along the way, we will examine the construction of social movements, how change happens, how media and technology impact modern social movements, how artists have employed grassroots strategies throughout history and the impact of collaboration. We will also create a weekly discussion space to help each other understand what's happening in the world today and how we arrived at this moment.

HMD-2513-R1**The Artist as Activist**

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: E. Corriel

This course takes students on a historical journey through different art and activism movements starting in the 19th century with women fighting for the right to vote and ending with the Black Lives Matter movement. We will examine various creative endeavors in which artists strive to bring about social change—performance art, street art, tech art, participatory art, controversial art, subversive art—along with the arenas in which their work is presented. Significant attention will be paid to understanding the dynamic between the artist, the work, the media, and the public's perception of the work. In conjunction with this historical survey, students will also create activist work for a non-profit organization chosen by the instructor. This course functions as both historical survey and contemporary workshop as it aims to give students the knowledge and experience they need to direct their creative practice toward supporting causes of their choosing.

HMD-2639-R**World Religions**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: V. Eads

The beginnings of the world's major religions based on the historical and archaeological record will be the focus of this course. These include Judaism, Christianity, Islam in the Western tradition; Hinduism, Buddhism, Daoism and Confucianism in the Eastern tradition. Other religious traditions may be referenced. Readings will be selected from the fundamental scriptures of each religion. Special topics drawn from history or current events will be considered during the last weeks of the semester. Texts include *The Illustrated World's Religions: A Guide to Our Wisdom Traditions*.

HMD-2931-R**The Mythology of War**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: C. Bica

Perhaps an understanding of institutionalized violence and man's inhumanity to man has never been more important than in the troubled times in which we live. In this course we will explore the philosophical and psychological foundations of the allure of war. While many studies of war and its causes look to states and institutions, here we turn our attention to what might be called the "mythology of war." Simply put, despite its costs—both human and economic—war and battle have an enduring appeal that defies rational understanding. Our task will be to probe the depths of the human experience in war and battle so as to better comprehend this appeal. We will consider the claim that man is by nature a warrior or, as a consequence of an innate lust for destruction, naturally driven to killing and violence. To guide us in this endeavor, we will study the insights offered in such texts as Michael Gelvin's *War and Existence, A Philosophical*

Inquiry; Stephen Pressfield's *Gates of Fire, An Epic Novel of the Battle of Thermopylae*; Glenn Gray's *The Warriors: Reflections on Men in Battle*; Dave Grossman's *On Killing: The Psychological Cast of Learning to Kill in War and Society* and Jonathan Shay's *Achilles in Vietnam*.

HMD-2939-R**Peace and Nonviolent Militancy**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: A. Alvarado-Diaz

This course will reflect on the transnational reception of nonviolent thinkers: Henry David Thoreau, Leo Tolstoy, Rosa Luxemburg, Mohandas Gandhi, Martin Luther King Jr., Leonardo Boff, Adolfo Pérez Esquivel, Malala Yousafzai, Greta Thunberg, Angela Davis, Dolores Huerta, Aung San Suu Kyi, Wangechi Mutu, Alicia Garza, Patrisse Cullors, Opal Tometi and Tarana Burke. We will examine the connections between justice and peace, nonviolence and reconciliation. By exploring the cultural, political and social influence of nonviolent movements on public opinion and governmental decision-making, students will study the myths and paradoxes of nonviolent revolutions and reflect on the limits of translating nonviolent theory into political practice. Can peace become a long-term condition in the lives of multicultural communities? Or is it a mere utopia limited by the unpredictable turns of human behavior and the international order of politics?

HMD-2998-R**The Philosophy of Mind**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: C. Matlin

The philosophy of mind concerns itself with the mental, intellectual and spiritual awareness of the self and the universe broadly conceived. The course begins with a historical and thematic review of the ways in which philosophers have conceived reality, sense perception, awareness, consciousness and the psyche or soul. We will consider such classic issues as the mind-body problem and our perceptual knowledge of other minds. We will then explore some contemporary questions such as the relationship between thought and language, the intelligence of animals, moral action and free will. Students are encouraged to reflect intensely on their own mental states as the source of phenomena that a coherent theory of mind must account for.

HMD-3016-OL**Algorithms, Artificial Intelligence and You**

Tuesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: T. Benton

Algorithms and artificial intelligence play larger and larger roles in creating and curating the media that we use to acquire information and knowledge. This course will focus on how these information technologies are transforming media and our relationship with them. We'll look at the good and the bad, from artificial intelligence tools helping investigative journalists learn from enormous data sets to search and suggestion algorithms sending viewers down endless rabbit holes of dangerous conspiracy theories. We'll dig into how these technologies function and look at some of the psychology that explains why they can be so compelling. Finally, we'll pair this knowledge with a tool kit of critical thinking practices to help us navigate our complicated and automated modern world as artists and citizens. *Note: This course is held online.*

HMD-3021-OL**Technology, Identity and Crisis**

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Technological innovation has been a major driver of fundamental cultural and socioeconomic developments in human society. This course will examine technology as a major engine of change. Particular focus will be placed on specific examples of technological innovation and its impacts on modern life. We will devote special attention to the development of crucial technologies affecting modern civilization from the Industrial Revolution to the present. One goal of the course will be to understand the basic material and scientific principles behind technological developments at the foundation of modern society. Major topics covered will include transportation, communications, electrification and materials.

These technologies are now so pervasive that they largely define who we are. This all comes at a cost, however, as That-Which-Makes-Us-Who-We-Are has massive consequences, often on a global scale and not all very positive. Our other goal, then, is to consider the consequences of our technological lives for the environment, for social stability, and for long-term economic growth. Readings will include an array of modern studies on various technologies and their impacts.

Note: This course is held online.

HMD-3024-R

Art, Ethics and Moral Responsibility

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: C. Bica

This course is an introduction to philosophic reasoning about some basic ethical questions of human life. We will begin by exploring the moral notions of right and wrong, and whether there are rational ways for determining the difference between them. In particular, we will examine the nature and the application of moral standards to our personal behavior and especially to our artistic pursuits. In addition, we will consider whether there is a philosophical basis for moral responsibility, action and commitment, and whether such concepts will impact our freedom of expression. Among the authors and artists to be considered are Immanuel Kant, W.D. Ross, Alasdair MacIntyre, Andre Serrano and Jock Sturges.

HMD-3129-R

Philosophy of Feminism

Monday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: TBA

Serving as a cultural and philosophical look at women, gender and performance, this course introduces students to feminist theory and gender studies from their historical roots to the present. While we will focus predominantly on philosophical issues—intersectionality, radical feminism and postcolonial feminism, as well as ways that trans and queer studies offer new lenses for thinking about identity and difference—we will also consider the deeply interdisciplinary nature of feminist practice, highlighting the importance of the visual arts—looking at performance, photography and painting as we discuss philosophical texts. This course pairs written texts from Simone de Beauvoir, Judith Butler, and Audre Lorde with case studies drawn from art, performance and film, including the work of Louise Lawler, Adrian Piper and Trinh T. Minh-ha.

HMD-3278

Rethinking Human/Nature in the Time of Climate Change

Wednesday 6:30-9:20

One semester: 3 humanities and sciences credits

Instructor: TBA

The birth of modernity in the Western world marked a new way of thinking about the human being as an individual subject, independent and separate from nature. As inheritors of this framework, traditional ethical philosophy has left us ill-equipped for responding to the environmental crisis we face today. This course will begin by examining how the metaphysical picture established by modern philosophy transformed human self-conceptualization and licensed our exploitative relationships to nature. We will then re-examine these relationships to radically rethink what it means to be a human being with/in the natural world by exploring such texts as Aldo Leopold's *A Sand County Almanac* and Rachel Carlson's *Silent Spring*, which awakened the environmental movement in the mid-20th century; and works by Stacy Alaimo and Jason Moore, which seek to undercut the strict dichotomies between human/nature, mind/body, fact/value, etc. The course ends by examining attempts to respond to the environmental crisis by eco-Marxism, ecofeminism, and post-humanism.

Course #	Semester
HMD-3278-R	fall
HMD-3278-R1	spring

HMD-3288-R

Introduction to Philosophy

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: C. Bica

The great thinkers of the Western world will be examined in their historical context in an attempt to explain how their thought is a reflection and transformation of their culture. Plato, Aristotle, Augustine, Descartes, Hume, Kant, Marx, Rousseau, Mill, Nietzsche, Freud, Sartre, among others, will be studied and related to areas as diverse as the scientific revolution, the Industrial Revolution and modernism in art.

HMD-3442-R

Semiotics and the Philosophy of Language

Friday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: W. Beckley

Semiotics is the study of signs, both linguistic (speech and writing) and iconic (paintings, photographs, drawings, sculptures, digital images, advertising and fashion). Some texts will provide a background to the theory of semiotics while others will apply the theory and language of semiotics to contemporary aesthetics and current issues. Marshall Blonsky's *On Signs* and Umberto Eco's *Theory of Semiotics* are two main sources of essays. In addition, we will read authors and look at texts that have had great influence in visual and musical thought, such as: Ludwig Wittgenstein, Roland Barthes, Maureen Dowd, Barack Obama, Julia Kristeva, Sam Amidon, Jasper Johns, Sam Mendes, Carter Ratcliff, Steve Martin, Thomas McEvilley, Susan Sontag, Jon Stewart, Gail Collins, Bruce Nauman, Walter Benjamin, Jean Baudrillard and Dave Hickey.

HMD-3443-R

Semiotics and Visual Culture

Friday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: W. Beckley

Semiotics is the study of signs and the codes that envelope them. In this course we will examine the difference between linguistic (speech and writing) and iconic (paintings, photographs, drawings, sculptures, digital images, advertising and fashion) signs and focus on their cultural meaning and how they interconnect in aesthetic, political and moral sign systems. Readings will include *A Lover's Discourse: Fragments and Elements of Semiology* by Roland Barthes; *The Art Instinct: Beauty, Pleasure and Human Evolution* by Denis Dutton; *The Blank Slate: The Modern Denial of Human Nature* by Steven Pinker; and *Theory of Semiotics* by Umberto Eco, as well as contemporary news articles.

HMD-3451-R

Introduction to Asian Thought

Tuesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: C. Bica

This course will introduce the diverse doctrines and practices of the Hindu and Buddhist traditions as they developed in ancient India and traveled to Tibet, China and Japan. Through scriptural texts we will explore Hinduism's three spiritual paths: the Path of Action, the Path of Devotion and the Path of Knowledge. We will then examine how the Buddha's radical reinterpretation of the meaning of self formed the basis of one of the most powerful spiritual and philosophical movements in history. The course will then focus on Japanese Zen Buddhism through the writings of its founders. We will conclude with a look at the forms that these traditional schools are now taking as they are transplanted into Western cultures. Readings include: Fenton's *Religions of Asia*; Koller's *A Sourcebook in Asian Philosophy*; Harvey's *An Introduction to Buddhism*; Suzuki's *Zen Mind, Beginner's Mind*.

HMD-3458-R**Ethics**

Friday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: C. Bica

Is might right? Should majority rule? Does power corrupt? Does pluralism entail the abdication of values? Ethics is the rational analysis of morals, with no regard for fashion and political correctness, and can therefore both seek and find firm and objective answers to what is right, good, duty, justice and freedom in all corners of personal and social life. This course is not an issues menu or a survey of all possible positions, but a concentrated study of deontological, naturalistic and utilitarian ethics in classical texts and contemporary commentaries. The status of universal human rights will be addressed.

HMD-3466-R**Uncontrollable Beauty**

Friday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: W. Beckley

This course will focus on the nature of beauty, style and fashion, drawing upon contemporary critics and philosophers, and contrasts our modern notion of beauty with Victorian ideas like those of John Ruskin, Walter Pater and Oscar Wilde. We will discuss new philosophies of beauty from people like Dave Hickey, Versace, Frank Gehry, Jeremy Gilbert Rolfe and Jacqueline Lichtenstein. *Uncontrollable Beauty* is the primary text for the course.

HMD-3467-R**Beauty and the Contemporary Sublime**

Friday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: W. Beckley

What defines the nature of beauty and contemporary sublime is the focus of this course. We will draw upon the views of contemporary critics, novelists and artists, and discuss the notion of cultural relativity and the modern artist's affinity for so-called "primitive" art. This course will also examine the practice of beauty, the contemporary sublime and art-making through the essays of artists, designers and writers such as Agnes Martin, Kenneth Koch, Julia Kristeva, Steven Pinker, Stephen Colbert, Alexander McQueen and Louise Bourgeois. *Uncontrollable Beauty* and *Sticky Sublime* anthologies are the primary texts for the course.

HMD-3473-R**Media Criticism**

Monday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: C. Skutsch

What is the role of the media in our contemporary society? How does it interact with our conception of democracy? What is the difference between information and propaganda? How does thought control work in a democratic society? How can we detect bias, conflicts of interest, inaccuracy, censorship and "dumbing down"? What is the role of visual imagery in shaping our attitudes toward gender, race and class? This course will explore these questions through readings from such analysts as Noam Chomsky, Ben Bagdikian and Norman Solomon. We will also examine some alternative sources of information and visual imagery.

HMD-3474-R**Understanding Media Culture**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: R. Leslie

As a main source of news, information and entertainment, media plays a powerful role in shaping, and at times controlling, how we understand the world and ourselves. Regardless of its form—including the Internet, television, films, magazines and advertising—its content is rarely neutral as it often embodies a story or message that reflects the creators' beliefs, assumptions, or biases. Compounding this fact is the continual development of new technology, which has made it increasingly easier to manipulate images and, consequently, their viewers as well. It is thus essential to have the ability to differentiate fact from fiction, your own independent thinking from what others want you to believe. This course will provide an introduction to key theories in media and cultural studies to equip students with the tools and knowledge to critically analyze and evaluate the

complex media culture as its audience, while also considering the impact their own work can have on society. We will read and examine works by such scholars and thinkers as Walter Benjamin, Marshall McLuhan, Roland Barthes, Laura Mulvey and bell hooks.

HMD-3484-R**The Future Now**

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: Q. Ziegler

What does the future hold? What clues can we extrapolate from literature and film? How could principles of social justice play out in real life? How are people designing and organizing for environmental sustainability now? This course includes readings of works by Octavia Butler, Robin D.G. Kelley, adrienne maree brown, Robin Wall Kimmerer, Grace Lee Boggs, Alexis Pauline Gumbs, Naomi Klein, and others. Films include: *Wall-E*, *The Hunger Games* and *Black Panther*. Class discussions will be rooted in frank considerations of race, economics, climate change, transfeminism and the current political climate.

HMD-3486-R**Advanced Studies in Collective Action**

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: Q. Ziegler

This discussion-oriented course is for students who have already taken a humanities course on contemporary politics or activism. If you have been wanting to build community with other students to deepen your political analysis while taking part in collective action (or getting support for actions you have already been taking), this course is for you. Students will examine such concepts as decolonization, capitalism, patriarchy and climate justice through in-class discussions, readings, videos and lectures. Practical training on collective action will be shared as collaborative projects unfold. Prerequisite: A humanities course in contemporary politics or activism.

HMD-3494-R**Workers of the World: The Representation of Labor**

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: D. Riccuito

Time is money. At least that's what we're told. It's strange to imagine that you could put a price on hours and minutes, but this is precisely what we do at the workplace. This course will explore literary and visual texts that challenge our assumptions about how human time and human lives should be valued. Readings from authors of philosophical and fictional works will include Marx, Orwell, Sartre, Melville and Woolf. We will also view selected films in the science fiction and magic-realist genres that imagine futuristic forms of labor, such as *Brazil*, *Metropolis* and *Dark City*.

HMD-3496-R**Gods and Goddesses, Heroes and Tricksters in World Mythology**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: P. Patrick

This course will examine creation myths and theistic myths as well as hero myths and trickster stories from many lands and cultures, including Egypt, West Africa and the African Diaspora; the U.S. and the Caribbean; Aztec and Hopi; China, Japan, Korea and India. The recognized gods of a culture, its pantheon, reflect that culture's value system and view of itself. Myths are often employed to answer such questions as: Who am I? How did I get here? Where am I going? We will address whether myths are relevant today and if so, why. Texts will include: Joseph Campbell, *The Hero with a Thousand Faces*; Carolyn McVickar Edwards, *The Storyteller's Goddess: Tales of the Goddess and Her Wisdom from Around the World*; Clyde Ford, *The Hero with an African Face: Mythic Wisdom of Traditional Africa*; David Adams Leeming, *World of Myth: An Anthology*.

ANTHROPOLOGY, PSYCHOLOGY, SOCIOLOGY**HPD-3511-OL****Archaeology of New York City**

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Janowitz

The past surrounds us in New York City. It's under our feet and our basements and enshrined in our museums. This course is an introduction to archaeology as a social science, as well as an examination of New York's history using the artifacts found during archaeological excavations in the City. Out of class assignments will include trips to museums and a walking tour of lower Manhattan. *Note: This course is held online with some on-site assignments.*

HPD-3516-R**Power, Politics and Society**

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: J. Cohan

The history and prospects of American democracy will be examined in this course. To shed light on our own social and political context, we'll read works by social theorists as well as contemporary social scientists. We'll ask key questions: Where did democracy come from? What are the fundamental principles of democracy? What role does money play in influencing social policy? What has happened to public infrastructure? What are political parties? Why do so few Americans vote? Why is information about public affairs so poor? How does American foreign policy take shape? Why does inequality persist in the face of majority rule? How does major social change occur? Is democracy at risk today? The aim of the course is to empower students as citizens, by developing a critical understanding of the nature of political power in the society and formulating paths to action. *Note: This course is cross-listed with VHD-3113.*

HPD-3518-R**Storytelling and the Oral Tradition in the 21st Century: From Fairy Tales to Conspiracy Theories**

Tuesday 9:00-11:50

Fall semester: 3 humanities and sciences credit

Instructor: E. Spackman

Why do we tell the stories we tell? And how do certain stories—get taken as truth, as seen by the recent popularity of conspiracy theories from Flat Earth theorists to QAnon? We'll examine the evolution of mythos, starting with early oral traditions, including myths and fairytales. And we'll listen for how these stories echo in contemporary versions of witch hunts, conspiratorial gods, or explanations for the mysterious. New technologies have changed the ways we tell and share oral stories, and who gets to share them. Podcasts, live streams, Twitter feeds and troll bots keep traditional storytelling structures, but their cultural functions have changed. The art of storytelling has been returned to the people with wider reach, power and apparent veracity. Employing a wide range of media—literature, film, radio, social media—this course will explore the ways in which technology has created and transformed oral traditions from the 5th century BCE to the present. We will think about why particular stories take hold, and what kind of stories we want to tell from here.

HPD-3520-R**Men and Women in the Modern Workplace**

Tuesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: S. Horowitz

After a historical overview of work in pre-industrial and industrial contexts, this course will focus on the experience of work in postindustrial society. Current issues within the workplace will be addressed, including: gender roles, the impact of the computer, functioning in complex organizations and opportunities for worker satisfaction. Those working in nonbureaucratic, smaller-scale contexts, such as professionals and artists, will also be discussed. A common theme will be the potential for, and limits to, worker autonomy and participation in decision-making. Readings will be supplemented with selected videos and films.

HPD-3526-R**Social Media and Psychology**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: J Villani

We are in the digital age, constantly connecting through our devices. According to Abraham Maslow, humans are motivated by a need to belong. How does social media reinforce this need to connect? How are our electronic devices and online personas redefining human connections and communication? This course will explore the interplay between psychological and media processes, including the effect of social media on personal development, self-image and self-esteem, interpersonal relationships and mental health. In applying psychological constructs, such as personality theory and social cognition as well as neuroscience, we will examine the reasons people participate on social media, and debate how it functions as a vehicle of positive/prosocial versus negative/antisocial behavior. We will also reflect on how social media influences both the way we see art and the way it is seen. As this social media trend will only continue, we will review the current research, because it is time to talk about it in our constantly connected culture.

HPD-3530**Interpersonal Behavior**

One semester: 3 humanities and sciences credits

Instructor: D. Maat

This course will analyze the structures and processes involved in face-to-face interpersonal relationships. A variety of social and psychological perspectives will form the basis for an analysis of love relationships, friendships, social and political interactions, workplace dynamics and family ties. Issues such as aggression, alienation, conformity and prejudice will also be addressed.

Course #	Day	Time	Semester
HPD-3530-R	Tu	3:20-6:10	fall
HPD-3530-R1	Th	3:20-6:10	fall
HPD-3530-R2	M	3:20-6:10	spring

HPD-3531-R**Life Span Development: Child**

Monday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: L. Torres

In this course we will focus on the extraordinary changes undergone by the developing child from conception through adolescence. We will base our study on the body of knowledge generated by theory and research in the field of developmental psychology. Our emphasis will be on patterns of physical maturation; linguistic and cognitive development; personal, social and emotional growth. Current issues in child psychology such as the working mother, popular media, neglect and abuse, drugs, and violence will also be addressed. The primary text will be *Of Children: An Introduction to Child Development*.

HPD-3532-R**Life Span Development: Adult**

Monday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: L. Torres

Do adults develop through predictable stages or do they reach a peak in their twenties or thirties and then decline and die? Within the framework of this organizing question, we will trace predictable changes and challenges experienced by adults from young adulthood through old age and death. Central issues will include: finding a mate, bearing and rearing children, negotiating relationships with family and friends, selecting and developing a career, accommodating to changing physical capacities and health, and coming to terms with death.

HPD-3541

Introduction to Psychology

One semester: 3 humanities and sciences credits

This course will systematically examine the content of psychology as a life science. Specifically, it will explore the principles, methodological techniques and theoretical models that shaped the science of psychology and that distinguish it from other approaches to human behavior. The course will provide an overview of basic concepts in diverse areas of psychology, including neuroscience, memory, cognitive learning, developmental personality, abnormal psychology and social psychology. Ultimately, the course will serve as a primer to the more advanced study of psychology.

Course #	Day	Time	Semester	Instructor
HPD-3541-R	M	3:20-6:10	fall	L. Torres
HPD-3541-R1	Tu	3:20-6:10	spring	L. Torres
HPD-3541-R2	Tu	6:30-9:20	spring	D. Borg

HPD-3557-R

Income Inequality, Human Suffering and the Artist's Perspective

Thursday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: D Borg

Why are the wealthy getting wealthier and the middle class and poor suffering? Does government policy contribute to inequality, and why do so many Americans seem to support policies that undermine the economic mobility, stability and growth of the middle class? What are the implications of the growing gap between the wealthy and the rest of society? This course will address the dangers posed by the concentration of wealth and power in the hands of a select few to a nation predicated on life, liberty and the pursuit of happiness. Racial and gender inequality as well as the attack on basic benefits, such as health insurance, unemployment insurance and public education will be explored in light of both capitalism and income inequality. Occupy Wall Street, Citizens United, the Tea Party, corporate interests, and other social and political movements will be discussed. Students will use their perspectives as artists to explore this threat to American stability and growth.

HPD-3623-OL

Art and the Psyche

Thursday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: J. Lange-Castronova

What do you reveal to your audience through your work? Is your art a free flowing stream to your unconscious? Is it a window to your own internal world or a reflection of the external? Do you strive for the content or the form? Freud argued that when making art one engages in complex mental processes. He described art as an effort at mastery as well as a regressive search for pleasure, representing both affective and cognitive expression. This course will examine three distinct theories of psychology as they apply to the relationships between art, artist and audience. The lectures will focus on drive theory, ego psychology and object-relations theory and their corresponding approaches to art analysis. We will explore selected works from Sigmund Freud, Melanie Klein, Ernst Kris, D.W. Winnicott, Margaret Mahler, Anna Freud and Fred Pine, along with the principal authors of some alternative theories of psychology. *Note: This course is held online.*

HPD-3627-OL

The Psychology of Women

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: J. Lange-Castronova

Women comprise half of the human population in the world. We all know a female: we have mothers; some of us have sisters, aunts and daughters. We have colleagues and fellow students that are female. Yet, throughout most of history, the study and focus of human psychology and behavior has been largely focused on males. During the past 50 years, the field of psychology has made great strides toward the consideration of women as equal subjects of psychological inquiry. In this course we will study the role that the female gender plays in individual behavior, thoughts and experiences. We will look at the experiences that are unique to women and how these experiences influence women's development across their lifespan. These include the understanding of psychological development, mental health and mental illness among women. We will also address

various topics that include psychological theories related to gender development, cultural identity and diversity, family, work and violence against women. *Note: This course is held online.*

HPD-3636-R

Artists' Rights: Basic Theory and Practice

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: C. Steinberg

This course provides a historical and cultural study of artists' rights and art law, as well as practical knowledge that artists need for their own work and careers. Students will learn about artists' basic rights in making art, using others' works, artistic freedom and its limitations, and how to handle contracts and releases. The course also surveys laws that govern the ownership of art, protect creative assets, prevent distortion and mutilation of artwork, and whether there is a need for regulation of the art market. Guest speakers will complement readings and lectures.

HPD-3641

Abnormal Psychology I: Neurotic and Character Disorders

One semester: 3 humanities and sciences credits

This course will introduce students to the psychological and interpersonal conflicts that underlie obsessional, hysterical, depressive and narcissistic disorders. Treatment strategies will also be explored with reference to actual case histories. Readings include selections from such clinical theorists as Sigmund Freud, Anna Freud, David Shapiro, Alice Miller, Charles Brenner, Karen Horney and Heinz Kohut. *Note: HPD-3641-OL is held online.*

Course #	Day	Time	Semester	Instructor
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HPD-3641-R	W	6:30-9:20	fall	D. Borg
HPD-3641-OL	Th	6:30-9:20	spring (online)	J. Lange-Castronova

HPD-3642-R

Abnormal Psychology II: Psychotic and Character Disorders

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: J. Villani

This course will focus on the psychological and interpersonal conflicts that characterize specific personality disorders as well as psychotic mood disorders (i.e., bipolar disorder and schizophrenia). Treatment strategies will also be explored with reference to actual case studies. Readings include selections from such clinical theorists as Frieda Fromm-Reichmann, Peter Breggin, and Nancy Andreasen, as well as media selections on topics of creativity and mental illness, and the role of trauma in psychopathology. *Note: There is no prerequisite for this course.*

HPD-3642-R1

Abnormal Psychology II: Psychotic and Character Disorders

Wednesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: D. Borg

This course will focus on the psychological and interpersonal conflicts that characterize specific personality disorders as well as psychotic and dissociative disorders (i.e., schizophrenia, dissociative identity disorder). Treatment strategies will also be explored with reference to case studies. Readings include selections from such clinical theorists as Winnicott, Fairbairn, Freud, Linehan, Klein, Ellis, Beck, and others. In addition to lectures and readings, the course will utilize videos, movies, and other media to highlight the concepts discussed during the semester. *Note: There is no prerequisite for this course.*

HPD-3644-R**Deviant Behavior and Social Control**

Thursday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: D. Borg

This course will examine the impact that cultural norms and societal beliefs can have on human experience. In particular, we will seek to understand how people, as an essentially moral creature, attempt to exist in a broader sociocultural framework that often utilizes fundamentally flawed methods for control and compliance. Social deviance and maladaptive behavior will be examined in a variety of forms, including as attempts to combat essentially unfair or harmful dynamics, blind obedience to cultural myths, and structural mechanisms that strengthen policies, which only serve to undermine the individual's quality of life. Specific attention will be given to the following topics: racism, sexism, homophobia, demonization of the poor, and denying equal access to education. A critique of modern American culture will examine how strongly held American beliefs contribute to social deviance and cultural decay.

HPD-3677-R**Surviving into the 21st Century: A Multicultural Perspective**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: J. Barkan

At this moment, there are approximately 40 wars on our small planet. Most are based on racial, religious or ethnic differences. With today's weapons, it is easy to imagine omnicide, the death of everything. To move with hope in the 21st century, and the new millennium it has begun, we must learn to understand how we create "us" and "them" scenarios. We must learn to recognize ourselves as a single species. We will read some of the great writers and thinkers of many different cultures, religions and eras (Freud, Geronimo, Gandhi, Maya Angelou, Bei Dao, Neruda, Whitman, Marina Tsvetayeva, Elie Wiesel, Nelson Mandela, Virginia Woolf, Malcolm X). The process of reading, writing and discussion should enable each student to raise their consciousness and to explore ways of eliminating prejudice in daily life, the necessary first step toward world peace.

HPD-3898-OL**Theories of Personality I**

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: J. Lange-Castronova

What is a personality? How can we understand human behavior? What are the criteria according to which people can be characterized? This course will introduce students to a psychological approach to the question of what it means to be a person. It has two aims: First, it will provide an introduction to the classical personality theories of Freud, Jung, Erikson and Winnicott, as well as to current developmental perspectives on personality emerging from the ideas of Bowlby, Stern and Ainsworth; second, it will teach students to use theories of personality to inform their understanding of self and others. *Note: This course is held online.*

HPD-3899**Theories of Personality II**

Spring semester: 3 humanities and sciences credits

Beginning with classical psychoanalytic writers, such as Freud, Klein, Winnicott and Mahler, this course will review different theories of personality development. Contemporary relational theorists will also be studied, with an emphasis on gender development, creativity and the impact of childhood trauma on adult functioning. *Note: HPD-3899-OL is held online.*

Course #	Day	Time	Semester	Instructor
HPD-3899-R	Tu	6:30-9:20	fall	D. Borg
HPD-3899-OL	Tu	12:10-3:00	spring	R. Dress Snider (online)

HPD-4057**Modern Art and Psychology: The Secrets of the Soul**

Monday 9:00-11:50

One semester: 3 humanities and sciences credits

Instructor: L. Gamwell

What do dreams mean? What causes madness? How should society care for the insane? Is the mind a machine? With the rise of science in modern times, psychologists have become the new doctors of the soul who address these age-old questions. This course presents their fascinating answers, as well as examines the influence of psychology on culture and the visual arts. Topics include: 19th-century asylum medicine, 20th-century psychoanalysis and today's neuroscience, as well as metaphors for the psyche in the arts. Readings from: *Madness in America: Cultural and Medical Perspectives on Mental Illness until 1914* and *Dreams 1900-2000: Science, Art and the Unconscious Mind*. *Note: This course is held online.*

Course # Semester

HPD-4057-OL fall

HPD-4057-OL1 spring

HPD-4282-R**The 21st-Century Family: Alternative Lifestyles, Civil Unions, Gay Marriage**

Tuesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: S. Horowitz

This behavioral science course will focus on an examination of the basic functions of the family unit as well as its cross-cultural and historical forms. The course will focus on the profound changes occurring within the 21st century family unit and the reasons for these changes. Emphasis will be placed on the new American family: civil unions, gay marriage, domestic partnerships, single parent families, stepfamilies and blended families as well as other familial units. Issues will include a discussion of the political and economic impact of the new family paradigm upon society, alternative lifestyles, family values agenda, the divorce culture and abortion. This course gives students an understanding of the history of the family unit and how these institutions have changed over the past 25 years. Students will also explore how media and cultural institutions shaped the notion of marriage and family during the past half-century and the beginning of the 21st century.

HPD-4298-R**Introduction to Queer/Gender Studies**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: S.J. Langer

This course will study the transgressive activists, artists, writers, filmmakers and thinkers who have radically changed our understanding of gender and sexuality. We will first examine the categories of sex and gender and unmoor them from their binary anchors. We will interrogate the works of artists such as Nan Goldin, Juliana Huxtable, Leslie Feinberg and Keith Haring, and events such as the Compton Cafeteria and Stonewall Riots, de-classification of homosexuality as a psychiatric illness, CeCe McDonald's conviction and the Dog Day Afternoon bank robbery using interdisciplinary theories of sex and gender. From civil rights activism, movements in art and the ability to think differently, students will explore their assumptions about sex and gender, as well as their understanding of themselves and their artwork.

HPD-4299-R**Race and Ethnic Relations**

Wednesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: R. Jeffries

This course will focus on a variety of theoretical and empirical issues related to race and ethnic relations. Topics will include the concept of "race"; minorities; social stratification and social conflict; the relationship between prejudice and discrimination; assimilation, amalgamation and cultural pluralism; race, ethnicity and ideology; patterns of segregation; and the question of racial oppression or class subordination.

HPD-4333-OL**Man the Animal**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Janowitz

This course in physical anthropology will cover human evolution, physical characteristics of human populations (including growth studies, human variation and forensic anthropology) and the other primates (monkeys and apes). Out of class assignments will include field trips to museums and the Bronx Zoo. *Note: This course is held online with some on-site assignments.*

HPD-4481-R**Psychological Aspects of the Creative Process**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: L. Kaufman-Balamuth

This course will explore creativity using a contemporary psychoanalytic theory that weaves together the psychological, the social and the political. We will address such topics as: how the unconscious shapes the artist's thinking; Freud's method of dream interpretation and how it can be used to decode the unconscious; how gender, race and trauma impact the creative process; how contemporary psychoanalysis views the self and its relation to creativity. These topics will be examined through lectures, discussions and readings, including works by Freud and Csikszentmihalyi.

SCIENCE AND MATHEMATICS**HSD-2114-R****Evolution**

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: T. Gorrell

This course will explore the origins of life on Earth as well as the evolutionary processes of microbes, plants and animals, especially humans. Focal topics will include Darwin's theory of natural selection and Gregor Mendel's contributions to our understanding of the diversity of life forms. Modern tools of artificial selection and the cloning of organisms will also be examined and discussed. Students will further explore these topics with microscopes and other experiments in artificial selection.

HSD-2447-OL**The Physics of Living Organisms, Cells and Molecules**

Tuesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: C. Karaalioglu

Living organisms are governed by the laws of physics on all levels. The aim of this course is to relate some of the concepts in physics to living systems; therefore, the course is designed to explain certain concepts in physics using the human body as the model and devoted to the applications of physics to biology and medicine. The theory and descriptions of basic measurement and analysis techniques such as CT scan, endoscopy, MRI and fMRI imaging will be included. *Note: This course is held online.*

HSD-2566-R**Biological Genetics**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: T. Gorrell

Genetics has increasingly found applications in a variety of areas collectively known as biotechnology. This course will focus on providing a basic understanding of genetics and biotechnology as they relate both to biological theories and to practical applications of other sciences. These will include the methods of disease diagnosis, development of new drugs and vaccines, forensic sciences, agricultural sciences and their uses in ecological sciences. Students will conduct further explorations with microscopes and experiments that use classical methods to characterize phenotypes to deduce genotypes and more recent developments that characterize genotypes to deduce phenotypes.

HSD-2572-R**Biological Chemistry and Art**

Thursday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: T. Gorrell

This course will study biology through hands-on explorations of materials that are vital to life and art. An examination of artistic materials such as pigments, plastics and oils will help to reveal the distinction between mineral and organic carbon-based substances. Our initial explorations of the minerals and the methodology used to analyze them will pave the way to an in-depth exploration of the more complex organic world. Microscopic studies of both cells and chemical reactions of living and dead specimens will be included. The course is supplemented with sessions at the American Museum of Natural History.

HSD-2578-R**Germes and Gems**

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: T. Gorrell

This course will explore the pigments and minerals that emerge from microbial worlds. The origins of life and production of pigments throughout the history of the Earth will be viewed through the “lens” of microscopic life. Bacteria, protists and exceptional viruses will be among the creatures discussed; they provided the first green revolution. These creatures reside in and on all life as seen by the symbiotic theories. Cell theory, germ theory, the chemistry of metals and pigments, and the laws that explain their colors will be discussed. These topics will be further examined with microscopes and other experiments with minerals and germs.

HSD-2631**Neuroscience and Culture**

One semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

This course will analyze the essential connections between neuroscience and culture in contemporary society and in history. We will explore general concepts about the nervous system from a variety of perspectives—structural, physiological, behavioral—and examine their resonance in today’s world. Attention will be given to cultural products that address these topics, such as literature, music, film and, especially, the visual arts.

Course #	Day	Time	Semester
HSD-2631-R	Tu	9:00-11:50	fall
HSD-2631-R1	M	12:10-3:00	spring

HSD-2642-R**Neuroscience and Artificial Intelligence**

Monday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

Diverse roles of the brain in the biological world and the emergence of artificial intelligence will be explored in this course. Topics will include: evolution and development of the brain, engineering intelligence in animals, artificial organs, robotics and neural networks as the basis of artificial minds. Explorations of these topics will be supplemented with views through microscopes and by conducting other experiments into the theories of the brain.

HSD-2663-R**Metaphors in Science and Their Relation to Culture**

Monday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

The role and significance of metaphor in cognition, particularly with respect to science and art, will be analyzed in this course. As we investigate the nature and ramifications of metaphorical thinking in scientific theory and practice, we will attempt to understand the primary cultural factors that affect this mode of thought. The influence of media on science, culture and especially the visual arts will also be explored.

HSD-2666-R**Our Living Planet: The Biology of Life on Earth**

Monday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: J. Bittle

How are the species living on Earth connected? In this introductory geology and life-science course, students will examine and learn to interpret the fossil record along with an overview of cosmology, plate tectonics and the origins of life from sea to land. This will be an integrated lecture course with field trips. We will examine historical collections and visual displays at the American Museum of Natural History and visit urban environments. Students will complete reading assignments, generate written responses to assigned articles, participate in group discussions and maintain a journal. Overall, this course will increase further understanding about the fundamental laws of science, evolution and the history of life as well as current threats to biodiversity.

HSD-2773-R**Urban Ecology: The Natural History of Cities**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Feller

The emerging science of urban ecology is broadly defined as the study of relationships between living organisms and their biotic and abiotic (non-living) environment within cities. In this course we will use New York City as a living laboratory to introduce key concepts, including: the geologic and physical setting of NYC; the influence of land use history on local ecosystems; landscape ecology, island biogeography and habitat fragmentation; ecology and management of invasive species; the types and distribution of forest, freshwater and saltwater wetlands, and meadows in NYC; habitat and wildlife management; insect/plant relationships; predator/prey relationships; and ecological restoration. Sessions will include field trips to parks, natural areas, the American Museum of Natural History, lectures and media screenings. Students will be required to do independent field work and keep a natural history journal.

HSD-2774-R**Urban Zoology: The Natural History of Urban Wildlife**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Feller

In this field and classroom course students will be introduced animal life in cities by examining wildlife in an ecological context, considering habitat needs and relationships. We will use New York City as a living laboratory to introduce key concepts, including the classification and evolutionary relationships of animals; adaptation of urban wildlife to cities; invasive species ecology and management; the relationship of wildlife to habitats including forest, freshwater and saltwater wetlands, and meadows in NYC; animal roles in the distribution of plants; predator/prey relationships; and ecological restoration. Sessions will include field trips to parks, natural areas and the American Museum of Natural History as well as lectures, discussions and media screenings. Students will be required to do independent field work and keep a natural history journal.

HSD-2862-R**Entomology: The Natural History of Insects and other Arthropods**

Monday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Feller

Arthropods are invertebrate animals with jointed bodies and exoskeletons, including crustaceans, arachnids and insects. They are the most diverse and abundant of earth’s animals. In this introductory course students will learn about arthropod evolution and classification, life history and ecology. Sessions will be held in the classroom/laboratory and on field trips to museums, parks and natural areas. Emphasis will be on direct observation and experience of arthropods in their natural habitats and recording these observations in a nature journal. In addition, students will collect and preserve specimens for further observation and identification. Experience and observations will be supported by readings, audiovisual media and class discussion.

HSD-2863-R**Ornithology: The Natural History of Birds**

Monday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Feller

In this introductory ornithology course students will learn principles of avian biology, including bird evolution, taxonomy (classification), life cycles, conservation, behavior and ecology. Emphasis will be on direct observation of birds, with field trips to local urban ecosystems and independent observation by students. Firsthand experience will be supplemented with directed reading, a visit to the American Museum of Natural History, and classroom lectures and media screenings. Students will maintain a weekly journal of bird observations.

HSD-2898-R**Warm and Cold Blooded: An Introduction to Vertebrate Species**

Monday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: J. Bittle

How are all of the species living on Earth related? In this vertebrate evolution course, students will learn general principles about both endothermic (warm-blooded) and ectothermic (cold-blooded) animals, their habitats and origins. We will begin with an introductory overview of paleozoology, focusing on ancient aquatic animals, modern birds and reptiles, including the oldest ectothermic vertebrate classes on the planet. Students will examine the fossil record and how to read a phylogenetic tree. Historical scientists, taxonomy (classification), life cycles, conservation, and other topics will be explored. This will be an integrated lecture course with field trips to the American Museum of Natural History and urban environments. Together, we will examine historical collections, geologic time scales and visual displays. Overall, this course will increase students' understanding of the scientific study of vertebrate animal species, their evolution and groupings as well as current threats to biodiversity.

HSD-2921-R**The History of Nature / The Nature of History**

Wednesday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: J. Bittle

What does the phrase "Copernican Revolution" mean? What does it mean for a planet to be habitable? Who are the field scientists studying Greenland's polar ice sheets and mapping the deep sea trenches? In this introductory course students will engage with the history of scientific discovery and construct a critical perspective about our place in the natural world. Topics will range from cosmology to dinosaur discoveries in China. In addition, a selection of readings such as Brecht's *Life of Galileo*, Mary Shelley's *The Modern Prometheus* and short stories by N.K. Jemisin will be included alongside science essays in order to bridge the gaps between science, history and art. We will meet in the classroom, museums and parks, turning the city into a thought laboratory. As evolutionary biologist Stephen Jay Gould once wrote, "We are storytelling animals, and cannot bear to acknowledge the ordinariness of our daily lives."

HSD-2987-R**Introduction to Mathematics I**

Friday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: R. Utke

What are the "atoms" of mathematics? Are they points in a plane, numbers on a line, or something more fundamental? This introductory course begins by addressing these and other foundational questions, such as "what is the precise meaning of infinity?" Major topics covered will include an introduction to set theory, number theory and topology. We will explore the historical evolution of these fields, with an emphasis on recent developments. The applications of math to the physical sciences and cryptography, and on the interaction of math and art will also be considered. Students will engage with math through problem solving, and through reading essays and blogs, watching films and observing working mathematicians.

HSD-2988-R**Introduction to Mathematics II**

Friday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: R. Utke

After a review of logic and set theory, students will study discrete probability, Euclidean and non-Euclidean geometries, and abstract algebra, with an emphasis on the applications of probability and the rich interplay between geometry and algebra. We will touch on the applications of the mathematical theory developed in the course to science and art. Students will engage with math through problem solving, and through reading essays and blogs, watching films, and observing working mathematicians. *Note: There is no prerequisite for this course.*

HSD-2992-OL**Programming with Java**

Tuesday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: T. Benton

As technology continues to evolve, it's important for artists and designers to have the ability to harness computing resources to explore ideas and solve problems. The goals of this course are two-fold. First, students will become comfortable with the notion of thinking like a programmer. Away from the computer, we'll explore the basic building blocks of a computer program, such as loops, conditional statements and variables, and combine these elements to begin constructing step-by-step solutions to problems. Second, we'll put these ideas to work in the Java programming environment. Students will develop basic programming skills through a series of small, practical assignments and a final project of their choosing. This course will prepare novice programmers to continue developing their programming fluency in the future, collaborate more effectively with programmers in their professional lives, write scripts and create small programs to perform a variety of useful tasks. *Note: This course is held online.*

HSD-3003-R**Energy and the Modern World**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Boo

This introductory course will examine the basic nature, forms and concepts of energy. We will explore various nonrenewable and renewable energy sources with an emphasis on environmental and social impacts. Lectures will also include discussions about natural resources, pollution, policies and consumerism through an energy lens. This course includes a field trip to the Newtown Creek Wastewater Treatment Facility and a volunteer event with a local environmental organization.

HSD-3016-R**Science in the Modern World**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: T. Gorrell

The triumphs of modern science have been heralded as an emancipation from the burdens of ignorance, fear, toil and disease. But have the sciences fulfilled their promise to liberate humankind? Have we truly overcome superstition and dogma, or simply replaced them with the uncertainties of a scientific "metaphysics" bristling with mysterious forces, powers, fields, waves, quarks and rays? Have we achieved the goals of knowledge and power, or have we reinvented ignorance and multiplied the dangers that surround us? In an attempt to come to grips with these questions, this course takes stock of recent scientific progress in fields such as anthropology, cosmology, ecology, subatomic physics and genetic engineering, measuring the claims of science and technology against those of the individual. Microscopes and other experiments will be used to provide students with more direct experience with these ideas.

HSD-3044-OL**History of the Human Body: Society, Culture and Medicine**

Monday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Humans have always worried about their health, and for good reason since we have always faced illness. We are more fortunate than other species because we have been able to discover the causes of many diseases and to invent treatments and prevention for many of them. This course will focus primarily on the development of medical ideas, medical practice, and treatments for the human body from antiquity to the modern day. We will survey theories of the body, advances in anatomy, the diagnosis and treatment of disease, and pharmacology. We will also consider the social and cultural aspects of medicine, focusing on the lives of people who generated and consumed medical knowledge. Moreover, since medicine does not exist in a vacuum, this course will also explore the influences that medical ideas and practices have had on human culture and society. We will discuss medical practices that are considered traditional from several world cultures. The focus, however, will be on rational attempts to understand the body that have culminated in modern scientific medicine. Readings will primarily include important recent work on the history of medicine and its relation to culture. *Note: This course is held online.*

HSD-3111-R**Astronomy**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

Astronomy has played a role in every known human civilization, past and present. It has had practical roles such as shaping calendars and aiding in navigation.

It has also played a large role in human culture, contributing to the existential concerns all peoples have had and often enriching ideas of the divine. With the development of modern science, astronomy has lost some of its cultural importance, but it has developed into a profound tool for the investigation of our physical universe and continues to inspire profound ideas. This course will begin with a study of the basic appearance of the sky as well as the laws of motion and the nature of light. Building on these topics, we will move on to discuss the formation of planets in our own solar system. We will then move beyond our cosmic neighborhood to focus on the nature of stars, how they develop, how they burn, their characteristics and, finally, their deaths. We will eventually look at much larger structures in the universe, including galaxies, dark matter and extremely large-scale cosmic structures. We will also consider cosmological theories about the origin and evolution of the Cosmos. Along the way, we shall study any number of exotic things, including black holes, neutron stars, pulsars, quasars, comets, etc. Lastly, we will seek to understand the methods used in astronomy, as well as the various tools astronomers use from telescopes to satellites and various other gadgets.

HSD-3114-OL**Modern Art and Astronomy: The Expanding Universe**

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: L. Gamwell

Where do stars come from? How big is the universe? What's inside an atom? Why is the sky blue? In the last century, scientists have given revolutionary answers to these questions, profoundly altering how modern society perceives reality. This course presents fascinating responses to these questions in plain, easy-to-understand English, along with illustrations of their impact on art and culture. Topics include Einstein's theory of the relativity of space and time, the discovery that the universe is expanding, space travel, the splitting of the atom, and the dawning of the nuclear age, as well as scientific metaphors in the arts.

Note: This course is held online.

HSD-3115-R**Botany**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: A. Negrin

In this course students will explore basic aspects of plant anatomy, physiology, plant types, and the historical and current importance of plants in human life. Students will actively participate in lab work to understand plant reproduction, propagation, cultivation and nutrition. The course will increase student awareness of and knowledge about the uses of plants and critical issues affecting ecology, including the threat and promise of science and agribusiness to modify plants for human and animal consumption. There will be two field trips.

HSD-3204-R**Science, Technology and War: A Historical Overview**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

This course will examine several links between technology, science and war. Our view will be historical, and we will look at the development of weapons from the earliest days of human civilization to the present. Moreover, we will consider the kinds of technology and technological developments that allowed for weapons manufacture and key innovations in weapons themselves. We will also survey the kinds of societal organizations and institutions that have evolved and now sustain weapons manufacturing. Lastly, we will consider the kinds of conflicts that have existed in the past, as well as current modes of warfare as each have been influenced greatly by the types of weapons available. More generally, this course will examine two areas of great importance. The first deals with the historical analysis of the roles that science and technology have played in the development and transformation of war. We will focus on the evolution of weapons and weapons systems and their effect in battle. The second area examines

the interaction between weapons, warfare and the rest of society. We will study how changes in weapons technology have and still can alter political relationships. We will also look at the role of modern science in weapons development and the conduct of war.

HSD-3211-OL**The Material World**

Tuesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: C. Karaalioglu

In this course we will examine the way scientists and engineers look at the material world around us. At a practical level, we first examine the basic mechanical principles used in the design of cathedrals, ships and living organisms. At a more fundamental level, we ask: What do physicists know about the ultimate nature of matter? What are the ultimate laws governing the physical universe? We examine the answer to this question as it has evolved from the time of Newton to the present. *Note: This course is held online.*

HSD-3224-R**Art Meets Science**

Friday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: A. Moutafis-Agelarakis

This course will investigate the relationship between art and science, from the early anatomy books to computer graphics and animation today. We will explore as well many of the organizations and Internet sources that link art and science. The history and significance of scientific illustration will also be examined. How artists use science to create their art, and the benefits of a cross-disciplinary approach to learning science through art are among the topics explored.

HSD-3253-OL**Modern Art and Biology: The Mystery of Life**

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: L. Gamwell

How did the first life on earth begin? How smart were dinosaurs? Why do children look like their parents? How does the human brain remember things? Scientists gave revolutionary answers to these questions in the 20th century, profoundly altering how modern society perceived reality. This course presents fascinating responses to these questions in plain English, along with illustrations of their impact on art and culture. Topics include the theory of evolution, how cells function, deciphering the DNA molecule, and medical revolutions from antibiotics to organ transplants as well as biological metaphors in the arts. *Note: This course is held online.*

HSD-3254-R**Science and Religion**

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: G. Ouwendijk

This course will take both a historical and a philosophical approach to the interaction between science and religion. Our focus will be on the Western experience and we will have occasion to explore other cultures. The ways in which science and religion have interacted in the past will be examined, looking at areas of mutual support as well as areas of conflict. A number of issues that we will address include whether religion has actually contributed to scientific progress and whether science, in return, has influenced religion. We will focus on crucial historical periods and movements, including the Scientific Revolution, the Enlightenment, 19th-century thought, and the discoveries of modern science and culture. We will also consider the current state of the relationship between science and religion, including attacks on science from some religious believers and more positive attempts to bring modern science and religious beliefs together. In the end, we will consider whether science and religion are fundamentally compatible.

HSD-3311-R**World Water Resources**

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: M. Boo

Of all the water on our Blue Planet, only about 2.5% is freshwater, and most of that is frozen in ice. This precious resource supports all life on Earth, from microbes to marigolds to mountain lions. This also means that water access will continue to be a defining issue of our time, for human health, development and sustainability. This course will explore the future of water, including water resources, ecosystems, infrastructure, management, treatment and policy.

HSD-3322**Environmental Studies**

One semester: 3 humanities and sciences credits

Instructor: M. Boo

Human beings are inseparable from the natural world. With a population of more than seven billion people on the planet, now more than ever scientists are considering the effects of human activities on Earth. This course stresses the basic principles of the physical sciences, as well as the social and cultural implications of human impacts on the environment. Topics include: physical and chemical parameters of the environment, biodiversity, conservation, pollution, climate change, energy, food and agriculture.

Course #	Day	Time	Semester
HSD-3322-R	W	12:10-3:00	fall
HSD-3322-R1	Tu	12:10-3:00	spring

HSD-3344-R**Ecological Economics**

Thursday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: M. Lange

Economic progress in the industrialized world has been shaped by a profound and alarming reliance upon the Earth's ecosystem. This course will examine the logic, justifications and ideologies that have propelled society toward global capitalism, with an emphasis on the environmental conditions related to that growth. Readings from Adam Smith to John Maynard Keynes will reveal the scope of traditional economic thought as it relates to the natural world; while texts from authors such as Aldo Leopold, Herman Daly and Elinor Ostrom will employ the pragmatism of economic philosophy to offer solutions for our most dire ecological predicaments.

HSD-3523-R**Conservation Biology**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: M. Boo

Conservation biology is the study of the maintenance, loss and restoration of ecosystems of biodiversity. This course covers the basics of paleontology, evolution and ecology, as well as relevant issues in environmental science. The objective of this course is to introduce students to the issues involved in our current extinction crisis and to enable them to make informed decisions on both national and local levels. Special attention will be paid to current debate and controversy in this quickly growing field of study. There will also be a field trip to the American Museum of Natural History, where the students will visit a working conservation genetics laboratory. Readings include: *Fundamentals of Conservation Biology* by Malcolm L. Hunter and *The Sixth Extinction: An Unnatural History* by Elizabeth Kolbert, as well as excerpts from *Four Fish: The Future of the Last Wild Food* by Paul Greenburg and *A Sand County Almanac* by Aldo Leopold.

HSD-3901-R**Human Diseases**

Tuesday 9:00-11:50

Spring semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

This course will survey the major human diseases, their history, causes, treatments and effects on human history. The legends and myths about diseases will be examined, and the sociological and cultural aspects of human diseases will be explored. We will also study illness related phenomena such as physical pain, psychological suffering, disability and death. Genetic disorders, neurological diseases, mental disorders, concepts of infection, immunology and epidemiology will also be discussed.

HSD-4026**Art, Science and the Spiritual**

One semester: 3 humanities and sciences credits

Instructor: L. Gamwell

What is our place in the universe? How do we perceive the world? Students will learn how modern science has profoundly transformed modern art. The theories of Charles Darwin and Albert Einstein forever changed how artists understand reality. The rise of science also entailed the decline of organized religion, causing traditional spiritual questions to be reformulated in secular terms. At the same time, the theories proposed by psychologists—the new doctors of the soul—revolutionized modern society's understanding of the human psyche. Artists responded to the challenges posed by science and psychology by creating new metaphors for the human condition during the first secular, scientific age in human history. We will explore the interplay between art, science and the spiritual by evaluating major scientific and religious trends of the 20th century in relation to the representative artistic movements and works of the time. *Note: This course is held online.*

Course #	Day	Time	Semester
HSD-4026-OL	M	3:20-6:10	fall
HSD-4026-OL1	W	9:00-11:50	fall
HSD-4026-OL2	M	12:10-3:00	spring
HSD-4026-OL3	W	9:00-11:50	spring

HSD-4128-R**Paradigm Shift: Scientific Revolutions**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: P Garcia-Lopez

In this course we will analyze the concept of paradigm shift. As our class focus and discussions move from lab experimentation, through studio art to life experience, we will explore important science paradigm shifts such as the discovery of neurons and the creation of the first transgenic mammals as well as important paradigmatic shifts in art and society. During the course of our studies, we will examine the connections between experience in the lab, the art studio, our personal lives and the world at large.

HSD-4129-R**Science, Art and Visual Culture**

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: P Garcia-Lopez

This course will analyze the essential connections between science, art and visual culture. We will review and explore the importance of visual models in science and examine how these visual models are integrated into culture. The class will devote special attention to a variety of cultural products that address these topics such as books, music, film and especially the visual arts.

HSD-4138-R**Brave New Worlds: Science and Science Fiction**

Monday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

This course will explore the complex relationship between science and science fiction, alternatively focusing on science fiction as a source of inspiration for scientists and, conversely, the role of science as a source of inspiration for science-fiction authors and filmmakers. Students will become familiar with the historical development and far-reaching consequences of scientific discoveries and advances in scientific theory. From neuroscience through genetic engineering and nanotechnology, our work will give us a deeper understanding of how scientific research and science fiction have contributed to the generation of new ideas, social relationships and worldviews. We will read and discuss a wide variety of scientific articles and science-fiction novels such as Mary Shelley's *Frankenstein*, Aldus Huxley's *Brave New World* and Italo Calvino's *Cosmicomics*. Films such as *Fantastic Voyage*, *Blade Runner* and *The Matrix* will be screened. Students will be encouraged to create their own science-based artistic projects.

HSD-4139-R**Fantastic Voyage and Nanotechnology**

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: P. Garcia-Lopez

Have you ever been on a mission traveling inside the human body? This is the plot of the science-fiction movie *Fantastic Voyage*. This course is a voyage through the world of scientific illustration, microscopic observation and other techniques to explore the interior of the human body. From the macroscopic anatomists like Vesalius to microscopic anatomists like Cajal, we will review the visual work of different anatomists. Using different ways of visualizing the body's interior (anatomical bodies, videos, brain scans, dissection, online visual atlas and microscopic observations) we will explore the beauty of the anatomy of different tissues (such as epithelial, connective, osseous, muscular, nervous, endocrine). Through this visual travel we will also review basic concepts of physiology (nervous transmission, muscular contraction, etc.) that will correlate structure and function.

HSD-4204-R**Human Anatomy and Physiology**

Thursday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: T. Gorrell

A comparative study of human anatomy in the context of vertebrate evolution is the focus of this course. Students will view tissues and cells through microscopes and with other physiological experiments. Field trips to the American Museum of Natural History and detailed discussion of the major physiological systems will be included.

HSD-4232-R**Light, Color and Vision**

Friday 9:00-11:50

Fall semester: 3 humanities and sciences credits

Instructor: T. Gorrell

The basic physics and chemistry of light will be explored in this course by examining the qualitative parameters that distinguish classical, geometrical and physical optics, and the quantitative characteristics that distinguish color. We will discuss refraction and diffraction, structural color, the modern view of the nature of light and its interactions with matter, photochemistry, pigments and dyes, the principles underlying fluorescence and phosphorescence, lasers and holography.

HSD-4233-R**Vision, Perception and the Mind**

Friday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: T. Gorrell

This course will explore the biology and psychology of vision from the sensory responses to light in microorganisms and plants to the complex interplay of visual perception, thought and creativity in the human brain. Readings and discussions will be supplemented by laboratory experiments and analyses of various theories of vision and the brain.

HSD-4289**Art, Mathematics and the Mystical**

One semester: 3 humanities and sciences credits

Instructor: L. Gamwell

What is infinity? Do numbers originate in our minds or in the cosmos? How do abstract patterns acquire meaning? These fascinating questions lie at the heart of mathematics, which—because of its abstractness—is the foundation of exact thought and the international language of today's high-tech culture. But despite its pivotal importance, mathematics is often a disappointment to artists because its secrets are written in a language—mathematical symbols—that they may not understand. The goal of this course is to describe in plain English the ideas that drive mathematics—numbers, infinity, geometry, pattern, and so on—and to demonstrate how these topics have been absorbed, interpreted and expressed by modern artists. The course will also explain how mathematical ideas are conveyed in symbols, formulas, graphs and diagrams. These figures and formulas amount to a pictorial visualization of abstract concepts that have profound implications

for artists who create animated patterns, abstract paintings or conceptual art. No background in mathematics is needed; the only prerequisite is a natural curiosity about numbers. *Note: This course is held online.*

Course #	Day	Time	Semester
HSD-4289-OL	M	12:10-3:00	fall
HSD-4289-OL1	M	3:20-6:10	spring

HSD-4321-R**Sustainable Food Systems**

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: M. Boo

Food is both a basic human right and an essential human need. Yet, issues of hunger, malnutrition, and food waste persist around the world. This course will address what is necessary to overcome these issues by examining the current food system—a complex set of practices and policies that govern the production, processing, distribution, marketing and disposal of foods—to explore alternative models for sustainability. Through reading, discussions, and field trips, students will gain an understanding of such topics as the history of agriculture; current methods of farming and their economic and ecological consequences; alternative models, including organic farming and GMO, and their feasibility; food justice and grassroots efforts to redesign food systems.

HSD-4324-R**Food Explorations**

Friday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: T. Gorrell

Cuisine, nutrition and the problems of our abundant food supply will be examined in this course. Topics will include the selections of crops, meats and beverages by ancient civilizations; industrialization of farming through genetic engineering, and fast-food diets. The impact of our changing taste for nutrition and our health will also be explored. Additional topics suggested by students will be addressed. Field trips to green markets and purveyors of food will provide a chance to explore the culinary arts.

HSD-4351-R**Eggs, Seeds and the Origins of Life**

Friday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: T. Gorrell

This course will explore the concept of all eggs—from eggs through explorations of seeds, ova and cysts. We will begin with discussions about their origins among the spores of bacteria and the shells of animals, and where these cell types are found among the seeds of plants, ova of helminths, spores of fungi, cysts of protozoa and other eukaryotic organisms. Additional topics to be discussed will include foods based upon the eggs and their gametes. Discussions are supplemented with field trips to explore the habitats of these creatures. Laboratory exercises include using microscopes to see them in samples from their environment.

WRITING COURSES

CRITICAL WRITING

HWD-2000-R

Writing About Art

Thursday 12:10-3:00

Spring semester: 3 humanities and science credits

Instructor: E. Rivera

In this critical writing course, students will be immersed in the world of the arts, which spans multiple genres and styles. We will read and discuss inspiring essays by artists and critics, such as the great film editor Walter Murch, cultural critic Camille Paglia, the novelists James Baldwin and Tom Wolfe, and art grandee Dave Hickey, along with the crackling prose of artist-eccentrics such as William Blake, Vincent van Gogh and Andy Warhol. Students will also be introduced to autobiographical works, including William Eggleston's film *Stranded in Canton*, in order to explore how the personal narrative is transformed into a sparkling art. This reading and arts immersion will guide students to write eloquently, confidently, and with an abundance of passion for their own artistic practice, as well as that of others. Students will keep journals detailing their gallery/museum visits and place writing—including their own—under the microscope.

HWD-2103-R

Everybody's a Critic: Writing About Pop Culture

Tuesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: B. Altman

Whether it's music, movies, theater or television, all of us react to pop culture through the prism of our individual experience. But how does that process work? How do we decide what songs, shows, actors or directors we like or dislike, and what do those choices say to others about us? In this course we will explore the individual pop aesthetic, and how to successfully articulate in writing the critical voice that everyone possesses. Through assignments, collective reviews and analysis of works by critics—including Lester Bangs (music), John Leonard (TV), Manny Farber (film) and Frank Rich (theater)—we will examine the unique challenges critics face as both arbiters of taste and as writers seeking to effectively express themselves.

HWD-2256-R

Words in Action: The Play's the Thing

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: S. Mosakowski

Sharpen your critical writing skills at the theater. See live performances of works from cutting-edge playwrights in theaters Off-Broadway. Read plays by Pulitzer prize-winning authors Suzan-Lori Parks, Ayad Akhtar, August Wilson, Edward Albee, Lynn Nottage, Tony Kushner, and more. Explore how a play makes it from the page to the stage. Learn the techniques of dramatic writing: how to create characters, plot and narrative lines, as well as discovering how the director, designers and actors collaborate in the process. Students will write essays and critical reviews of assigned plays and have the opportunity to put into practice playwriting techniques by writing a 10-minute play. Tune up your ears for wit, banter, rage and chaos, and listen to the voices of contemporary writers—see their words in action.

HWD-2271-R

Images and Criticism

Tuesday 12:10-3:00

Spring semester: 3 humanities and science credits

Instructor: R. Leslie

The emphasis of this course is to help students develop clear and critical thinking by writing about images and media selected from students and their majors. We will examine images, installations and design projects while considering the space and context in which they are shown. Students will respond to these images through class discussions as well as in a series of short written analysis and essays open to edits and rewrites. We will explore how forms and media relate to internal and external contexts to discover concepts that can be applied across other media and environments. This process improves awareness of how multiple meanings are made beyond an artist's intentions. Students will learn to write professional-level analyses, critical reviews and interviews in a supportive and interesting environment.

HWD-2323-R

How to Think and Write About Comics

Monday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: T. Hodler

This class is a formal and practical analysis of sequential art and a survey of the history of comics. We will discuss the themes that the works generate, relating them to culture and personal experience. We will read and discuss many canonical texts that have helped to create the landscape of comics, graphic novels and narrative art today. Students will write criticism and analyses on the history, culture, aesthetics and language of graphic novels and comics in response to class readings. We will discuss machinations and genealogies, to be useful for students in their current and future artistic, creative and intellectual endeavors, in addition to creating inspiration by reading some of the masters of the medium, including the work of Herriman, McCay, Hergé, Barks, Crumb, Schulz, Eisner, Tezuka, Spiegelman, Miller, the Hernandez Brothers, Clowes, Ware, Burns, Satrapi, Cruse and Bechdel. Throughout our exploration we will address what it is about comics, graphic novels and narrative art that compels our attention as a dominant cultural form of the 21st century.

HWD-2364-R

Becoming a Digital Critic

Tuesday 9:00-11:50

Spring semester: 3 humanities and science credits

Instructor: M. Horan

Have you ever wanted to add your voice to the world of cultural criticism online? This course will teach you how to build an online portfolio of reviews (TV, film, music, book), essays and think pieces, with a focus on developing your voice and brand, as well as navigating the world of freelance pitching. We will tackle digital literacy and digital media theory to explore and discover your own place in the digital landscape. Readings include works of contemporary media theory, such as *The Ambivalent Internet: Mischief, Oddity, and Antagonism Online* and *Going Viral*, focusing on what it means to be constantly consuming and synthesizing information. Practical readings will come from a variety of sites that cover cultural criticism, including *Buzzfeed*, *Broadly*, *Vice*, *Catapult*, *The A.V. Club* and *Vulture*. Students will complete this course with at least two pieces of cultural criticism ready for publication, as well as corresponding pitch letters and a list of sites best suited for each piece.

HWD-2376-R**Leaving/Returning Home: Narratives of Migration**

Thursday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: I. Deconinck

Migration is one of the major forces shaping today's world. The reasons for leaving home are multiple: studies, job opportunities, armed conflicts, climate change, or the mere desire to live someplace else. Whether you come from Texas or China, leaving home remains a profound experience that changes who you are. How do immigrants meet the new land and how does it meet them? How are immigration policies in the U.S. or other countries affecting migration? Can the same self ever return home? In this critical writing course, students will read essays, articles and short stories to investigate issues of home and belonging, identity and otherness, assimilation vs. integration, globalism and third culture kids, and the dynamics of race and ethnicity in contemporary migration. Students are encouraged to examine their own narrative of leaving and returning home. Texts, films and visuals will include work by Chimamanda Ngozi Adichie, Pico Iyer, Porochista Khakpour, Valeria Luiselli, Amin Maalouf, Suketu Mehta, Ai Weiwei and Xiaolu Guo.

HWD-2381-R**Writing the Past**

Thursday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: S. Morrison

We would not exist without those who came before us. In this course students will examine their own genealogy, explore universal social and cultural histories, and write responsive critical essays relating to these themes. We will take field trips to institutions in the city where students will immerse themselves in genealogy and family research, and study historical newspapers to consider major historical events. These primary materials will be utilized to craft essays that analyze the past. Students will be encouraged to think of history and the archive as a vital source of inspiration for both writing and visual art. Readings will include writers who examine the past, such as Jack Finney, Patrick Modiano, Suzannah Lessard and Daniel Mendelsohn, among others. This course is an introduction into the art of visualizing and writing about the past.

CREATIVE WRITING**HWD-3001-R****Writing Beat**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: R. Weinreich

Inspired by the literary inventiveness of The Beat Generation, this writing course in prose and poetry departs from the standard notions of story, play and poem to focus on experimentation with language. Readings from Jack Kerouac, William S. Burroughs, Allen Ginsberg, Kathy Acker, Diane di Prima, and others will inform student work. Intended for students from a variety of visual disciplines, this course will include the interrelationship of writing with other art forms, such as film, photography, painting and music. Students will explore such techniques as spontaneous bop prosody, sketching and unrevised prose based on the principle of "first thought, best thought," to help students find their own voice and forms of expression in writing.

HWD-3002-R**Restructuring the Narrative**

Wednesday 12:10-3:00

Spring semester: 3 humanities and sciences credits

Instructor: R. Weinreich

Consider this course a language "work-out." A writing workshop—with a twist, the course will expand the use of language as a creative tool. In the belief that writing is a frontier for artists, open and free methods such as automatic writing, cut-ups and fold-ins will be used to render states of consciousness in written form, and will be extended to innovative forms of storytelling, creating new narrative possibilities. We will read selections from Ernest Hemingway and Gertrude Stein, the modern haiku poets, and humorists Hunter S. Thompson and William S. Burroughs.

HWD-3014-R**Storytelling and Narrative Art**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: B. Gonzalez

What is story and why do we love it? Why has storytelling been a fundamental feature of all cultures since humanity's earliest days on earth? This course will explore storytelling, its origins and the diverse forms of creative works and theory. How is narrative composed? What motivates the stories we continue to share? We will survey many different ideas about narrative beginning with neurobiological concepts to the origins of myth and religion to modern-day psychology. We will also look toward advertising, sociopolitical narratives and propaganda. This is a writing course designed to help you build a personal narrative map that can be a creative compass both as a writer and a visual storyteller. This practice will require weekly reading and written assignments with word limits. Students are encouraged to incorporate their own visual artwork.

HWD-3112-R**Reading and Writing Young Adult Books Across Genres**

Tuesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: M. Horan

Young adult fiction has become a rich literary classification covering all genres, from fantasy to literary fiction to magical realism. The one unifying theme across all YA is a sense of hope in the conclusion—for the protagonist, their community, or even humankind. This course offers specific units that introduce subgenres of YA through readings and discussion. As a class, we will workshop students' concepts, outlines and short pieces of writing. Close attention will be paid to voice and dialogue, and we will study and practice the importance of world building. The importance of representation and the increased visibility of diverse characters in young adult fiction will be discussed. Assigned readings will focus on young adult literature from the last 20 years, and be divided into subgenres, including mystery (*One of Us is Lying* by Karen M. McManus), literary fiction (*Aristotle and Dante Discover the Secrets of the Universe* by Benjamin Alire Sáenz), and fantasy (*The Strange and Beautiful Sorrows of Ava Lavender* by Leslye Walton). We will also explore form, looking at novels in verse (*Long Way Down* by Jason Reynolds) and graphic novels (*Nimona* by Noelle Stevenson).

HWD-3116-R**Writing the Short Story**

Wednesday 12:10-3:00

Fall semester: 3 humanities and sciences credits

Instructor: E. Rivera

Do you want to have a blast hatching plots and narratives so explosive they could blow the dome off a palace of steel? In this workshop-based course, we will concentrate on writing and reading short stories. Throughout the semester we will explore masterworks by writers such as Joyce Carol Oates and John Cheever in order to shake, shiver, rattle and roll out the inspired writing from your fiery fingertips. Students will hone their storytelling skills through feedback from both the instructor and their peers. We will investigate the "exquisite joy" that fantasist Ray Bradbury felt when he wrote, and become familiar with the "magic of existence" that Nobel prize-winning writer Saul Bellow understood all too well. Completed stories will be considered for publication in SVA's online literary magazine, *The Match Factory*.

HWD-3223-R**Artists Write the Fantastic**

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: C. Stine

Artists are naturally drawn to the fantastic: stories of the supernatural, sci-fi, dark fantasy, dystopian and magical realism. In this workshop-based class you will have a chance to write in these genres, see which appeal to you and complement your art. We'll read a selection of stories by celebrated fantasy authors, including Ray Bradbury, Edgar Allan Poe, Paolo Bacigalupi and Susanna Clarke. This course is especially helpful to graphic novelists, screenwriters, cartoonists, filmmakers, and any artist who uses narrative elements. Come find out where your own storytelling will take you. You'll gain a portfolio of fun, exploratory writing and a better understanding of how narrative and art intersect.

HWD-3244-R**Journals: Yours and Theirs**

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: M. Horan

How many half-filled notebooks do you have lying around? Have you always wanted to fill up a journal but find you can't keep it up? This course is designed to help you do just that. Everyone will write at home in their personal journal at least three times a week. In addition, in class you will write to suggested prompts and topics, and read that writing aloud to give you practice in sharing your thoughts and feelings, which are the stuff of journal writing. Keeping a journal is crucial to an artist because it develops a private space in which to connect your art with that of others. We will also explore journals of great writers such as Virginia Woolf, Albert Camus, Sylvia Plath, Sappho Durrell, Allen Ginsberg, Anton Chekhov, Mike Figgis, Lord Byron, Juanita de la Sorjuana and Walter Benjamin, including the logbooks of women whalers from the 19th century. The journal will be yours to keep except what you choose to share. It will not be graded or handed in. Each student will select a published journal to explore and critique.

HWD-3261-R**Visuality in Poetry**

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: G. Donovan

How are words made into images? What is the science of figurative language? What are opportunities for music, image and language to complement as opposed to contrast with one another? This course, offered through the Visual and Critical Studies Department, will address these fundamental questions by engaging with poetic works drawn from diverse periods. In this effort to understand poetry's relationship with the visual world, we will read closely and critically. We will study the mechanics of poetry and work on writing, listen to writers and attend readings to arrive at a practical understanding of writing and prepare for tackling the larger questions of *ekphrasis* in poetry. *Note: This course is cross-listed with VHD-2060.*

HWD-3354-R**The Digital Experience**

Wednesday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: N. Schiff

This course will explore writing for digital platforms, from blogs and social media to artists' websites and online literary magazines. By examining the most beautiful, dangerous and cutting-edge work from all corners of the Internet, we will investigate and respond to the following: How can we take advantage of the fundamental differences between traditional and digital writing? How is the relationship between visual arts and digital media evolving? What is the vast potential and what are grave perils of writing on the Internet? The focus of the course will not be on expressing ourselves, but rather on creating new digital experiences through writing in a variety of genres, including memoir, fiction, poetry, description of art, about me pages, and more. By the end of the course students will have created a personal website and portfolio, mastered the fundamentals of personal branding, improved their writing skills, and developed their understanding of online audiences.

HWD-3552-R**Writing, Multimedia and Performance**

Wednesday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: D. Singer

The excitement of writing a poem or flash fiction and sharing it with an audience can be taken to another level when visual components and music are added. This course invites you to compose short creative pieces with the intent of combining them with multimedia elements for a portfolio and a live performance. Based on a chosen topic and numerous prompts, you will develop your writing in a workshop setting, add your own visual art aspect (photos, painting, collage, etc.) and practice reading what you write in order to sharpen your ear for language, rhythm and sound. Guest artists will discuss their work and how it connects writing and multimedia. At semester's end, you will present excerpts from your finished project, joined by musicians to heighten the experience. Readings and exercises will be drawn from works by Langston Hughes, Allen Ginsberg, Margaret Atwood, Etgar Keret, Sandra Cisneros, Sherman Alexie, Claudia Rankine, Bob Dylan, Leonard Cohen, Laurie Anderson and Oko Ono, as well as critical essays by Billy Collins, Saul Williams and Gertrude Stein.

HWD-3567-R**Writing the Chapbook**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: D. Singer

The excitement and reward of compiling a short collection of creative writing and seeing it published in book form is what this course is about. During the semester students will compose and piece together a group of theme-based work (poetry, flash fiction, or memoir) in order to complete a 12-page chapbook. Students will design their own book cover. Readings will include Jean Valentine's *Lucy*; Matt Rasmussen's *Fingergun*; Eduardo Corral's "Border Triptych" and Natalie Eilbert's "Imprecation."

BFA Illustration

DEGREE REQUIREMENTS

- Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.
 - 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.
- Students must meet all requirements of the BFA Illustration Department and complete a portfolio review at the end of each year.
- Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their coursework within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year illustration majors must successfully complete all required foundation-year courses by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Freshmen who begin their studies in the spring 2023 semester should refer to Illustration Foundation program GS.

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR CURRICULUM TRACK OPTIONS

The BFA Illustration program offers students two curriculum tracks in the first year, which may be selected from the block schedules that follow. Please look over each curriculum track and decide which best suits your needs. Each track has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

ILLUSTRATION TRACK 1 REQUIREMENTS

AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
FID-1430	Sculpture
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
ILD-1020	Visual Computing for the Illustrator

ILLUSTRATION TRACK 2 REQUIREMENTS

AHD-1010	European Painting: Late Gothic to Romanticism
AHD-1015/17	Art History (constrained elective)
FID-1130	Drawing I
FID-1135	Drawing II
FID-1220	Painting I
FID-1225	Painting II
FID-1430	Sculpture
HCD-1020	Writing and Thinking
HCD-1025	Writing and Literature
SMD-1020	Foundations of Visual Computing

FIRST-YEAR COURSE LISTINGS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1010

European Painting: Late Gothic to Romanticism

One semester: 3 art history credits

The history of European painting from the late Gothic and pre-Renaissance eras to the early 19th century will be examined in this course. We will focus on the major movements and key figures during the 700-year period and include such topics as the varieties of Renaissance painting from the North of Europe to Italy, the development of mannerism and baroque art, and the emergence of neoclassical and Romantic painting. The aim throughout will be to understand the art of each time and place within the historical and political transformations taking place in Europe.

AHD-1015 through AHD-1017

One semester: 3 art history credits

These constrained elective courses offer students the opportunity to focus on one of the three areas of study. Foundation year-students must initially register for the section of these courses that correspond with their foundation-year program. Students may elect to change to another section during the drop/add period. *Note: Please refer to the art history listing for course descriptions.*

FID-1130**Drawing I**

One semester: 3 studio credits

Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

FID-1135**Drawing II**

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1130 for course description.

FID-1220**Painting I**

One semester: 3 studio credits

Foundation-year painting will explore various means of representation through the application of pigments to canvas, panels and paper. Color and its organizational principles will be investigated—both as a practical and theoretical endeavor. An exploration of form and content will be undertaken with an emphasis on technical skills. Class critiques and museum visits will be employed as vehicles to develop critical terms concerning painting.

FID-1225**Painting II**

One semester: 3 studio credits

This is the second part of a two-semester course. See FID-1220 for course description.

FID-1430**Sculpture**

One semester: 3 studio credits

As an introduction to the material world, this course explores diverse media and their potentialities to create volume, line and mass. Ranging from the ethereal to the fabricated, materials such as clay, plaster, cardboard, wood, resin and wire will be investigated by exercises in casting, mold-making, installation and site-specific work. Discussion will include concepts of space, gravity and light, among others, as they pertain to three-dimensional form.

HCD-1020**Writing and Thinking**

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025**Writing and Literature**

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

ILD-1020**Visual Computing for the Illustrator**

One semester: 3 studio credits

This course introduces illustration techniques using Adobe applications as a tool for visual creation. It will cover the essentials of Adobe Photoshop, Fresco, and other applications that can assist you in creating multifaceted visual solutions. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. A minimum of three hours per week of lab time outside of class is required. *Note: Available in blocks IL1 and IL2.*

SMD-1020**Foundations of Visual Computing**

One semester: 3 studio credits

Serving as an introduction to the tools, terms and techniques of visual computing for artists, this course will cover basic skills for operating and maintaining a computer, as well as the techniques to create collages and layered images and the tools required to display work on the web. The impact of technology on the visual arts will be examined and discussed from contemporary and historical perspectives. *Note: Available in blocks 01G through 13G.*

ILLUSTRATION FOUNDATION COURSE SCHEDULES FALL 2022 / SPRING 2023

Illustration Track 1 / Foundation Block 1IL / FALL					
	TUES	WED	THURS	FRI	SAT
9					ILD-1020-1IL Visual Computing for Illustrators 9:00-12:50 Instructor: TBA
10					
11			FID-1130-1IL Drawing I 9:00-2:50 N. Tournon	FID-1220-1IL Painting I 9:00-2:50 D. Kardon	
12					
1					
2					
3			AHD-1010-1IL European Painting 3:20-6:10 D. Carvalho	HCD-1020 Writing and Thinking 3:20-6:10	
4					
5					
6					

Note: Illustration Foundation 1IL courses are held on Thursday, Friday and Saturday.

Illustration Track 1 / Foundation Block 1IL / SPRING					
	TUES	WED	THURS	FRI	SAT
9					
10					
11			FID-1135-1IL Drawing II 9:00-2:50 N. Tournon	FID-1225-1IL Painting II 9:00-2:50 Instructor: TBA	FID-1430-1IL Sculpture 9:00-2:50 T. Thyzel
12					
1					
2					
3			AHD-1015-1IL Modern Art 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					

Note: Illustration Foundation 1IL courses are held on Thursday, Friday and Saturday.

Illustration Track 1 / Foundation Block 2IL / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11		FID-1130-2IL Drawing I 9:00-2:50 L. Shorin		FID-1430-2IL Sculpture 9:00-2:50 R. Baron	FID-1220-2IL Painting I 9:00-2:50 E. Sisto
12					
1					
2					
3		AHD-1010-2IL European Painting 3:20-6:10 J. Keesling	HCD-1020 Writing and Thinking 3:20-6:10		
4					
5					
6					

Illustration Track 1 / Foundation Block 2IL / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11		FID-1135-2IL Drawing II 9:00-2:50 L. Shorin			FID-1225-2IL Painting II 9:00-2:50 E. Sisto
12					
1	ILD-1020-2IL Visual Computing for Illustrators 1:10-5:00 Instructor: TBA				
2					
3		AHD-1016-2IL Non-European Art Histories 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10		
4					
5					
6					

Illustration Track 2 / Foundation Block 01G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-01G European Painting 9:00-11:50 D. Dumbadze
10					
11	FID-1220-01G Painting I 9:00-2:50 L. Behnke		FID-1130-01G Drawing I 9:00-2:50 I. Lang	FID-1430-01G Sculpture 9:00-2:50 D. Wapner	
12					
1					
2					
3					HCD-1020 Writing and Thinking 3:20-6:10
4					
5					
6		DSD-1005-01L Thinking Design 6:30-8:00 G. Anderson			
7					
8					

Illustration Track 2 / Foundation Block 01G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-01G Modern Art 9:00-11:50 Instructor: TBA
10		SMD-1020-01G Foundations of Visual Comp. 9:00-12:50 S. Barrett			
11	FID-1225-01G Painting II 9:00-2:50 L. Behnke		FID-1135-01G Drawing II 9:00-2:50 I. Lang		
12					
1					
2					
3					HCD-1025 Writing and Literature 3:20-6:10
4					
5					
6					
7					
8					

Illustration Track 2 / Foundation Block 02G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1220-02G Painting I 9:00-2:50 D. Chow				
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2			FID-1130-02G Drawing I 12:10-6:00 S. Etkin		
3		AHD-1010-02G European Painting 3:20-6:10 R. Arnold		SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta	SMD-1020-02G Foundations of Visual Comp. 3:20-5:30 E. Peralta
4					
5					
6					

Illustration Track 2 / Foundation Block 02G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11	FID-1225-02G Painting II 9:00-2:50 D. Chow				FID-1430-02G Sculpture 9:00-2:50 P. Dudek
12		HCD-1025 Writing and Literature 12:10-3:00		FID-1135-02G Drawing II 12:10-6:00 S. Etkin	
1					
2					
3		AHD-1015-02G Modern Art 3:20-6:10 Instructor: TBA			
4					
5					
6					

Illustration Track 2 / Foundation Block 03G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-03G European Painting 9:00-11:50 L. Gamwell
10					
11			FID-1130-03G Drawing I 9:00-2:50 M. Gacek		
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2				FID-1430-03G Sculpture 12:10-6:00 J. Cohen	FID-1220-03G Painting I 12:10-6:00 M. Mattelson
3					
4					
5					
6					
7					
8					
9					

Illustration Track 2 / Foundation Block 03G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1015-03G Modern Art 9:00-11:50 Instructor: TBA
10					
11			FID-1135-03G Drawing II 9:00-2:50 M. Gacek		
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2					FID-1225-03G Painting II 12:10-6:00 M. Mattelson
3					
4					
5					
6				SMD-1020-03G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
7					
8					
9					

Illustration Track 2 / Foundation Block 04G / FALL					
	MON	TUES	WED	THURS	FRI
9					
10				SMD-1020-04G Foundations of Visual Comp. 9:00-12:50 B. Bobkoff	
11			FID-1220-04G Painting I 9:00-2:50 T. Kahn		
12		HCD-1020 Writing and Thinking 12:10-3:00			
1					
2	FID-1130-04G Drawing I 12:10-6:00 B. Larsen				
3				AHD-1010-04G European Painting 3:20-6:10 R. Sarkissian	
4					
5					
6					

Illustration Track 2 / Foundation Block 04G / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11			FID-1225-04G Painting II 9:00-2:50 T. Kahn		FID-1430-04G Sculpture 9:00-2:50 D. Wapner
12		HCD-1025 Writing and Literature 12:10-3:00			
1					
2	FID-1135-04G Drawing II 12:10-6:00 B. Larsen				
3				AHD-1017-04G Ancient and Classical Art 3:20-6:10 Instructor: TBA	
4					
5					
6					

Illustration Track 2 / Foundation Block 05G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11			FID-1130-05G Drawing I 9:00-2:50 T. Roniger	FID-1220-05G Painting I 9:00-2:50 N. Chunn	
12					
1					
2		SMD-1020-05G Foundations of Visual Comp. 1:10-5:00 T. Fong			
3				AHD-1010-05G European Painting 3:20-6:10 J. Keesling	
4					
5					
6					

Illustration Track 2 / Foundation Block 05G / SPRING					
	MON	TUES	WED	THURS	FRI
9					HCD-1025 Writing and Literature 9:00-11:50
10					
11			FID-1135-05G Drawing II 9:00-2:50 T. Roniger	FID-1225-05G Painting II 9:00-2:50 N. Chunn	
12					
1					
2			FID-1430-05G Sculpture 12:10-6:00 J. Silverthorne		
3					
4				AHD-1015-05G Modern Art 3:20-6:10 Instructor: TBA	
5					
6					

Illustration Track 2 / Foundation Block 06G / FALL					
	MON	TUES	WED	THURS	FRI
9		HCD-1020			
10		Writing and Thinking			
11		9:00-11:50			
12					
1	SMD-1020-06G			FID-1130-06G	FID-1220-06G
2	Foundations of Visual Comp.			Drawing I	Painting I
3	1:10-5:00	AHD-1010-06G		12:10-6:00	12:10-6:00
4	T. Fong	European Painting		T. Suzuki	K. Raina
5		3:20-6:10			
6		J. Edwards			

Illustration Track 2 / Foundation Block 06G / SPRING					
	MON	TUES	WED	THURS	FRI
9		HCD-1025			
10		Writing and Literature			
11	FID-1430-06G	9:00-11:50			
12	Sculpture				
1	9:00-2:50				
2	J. Perlman			FID-1135-06G	FID-1225-06G
3		AHD-1015-06G		Drawing II	Painting II
4		Modern Art		12:10-6:00	12:10-6:00
5		3:20-6:10		T. Suzuki	K. Raina
6		Instructor: TBA			

Illustration Track 2 / Foundation Block 07G / FALL					
	MON	TUES	WED	THURS	FRI
9					AHD-1010-07G
10				SMD-1020-07G	European Painting
11	FID-1130-07G		FID-1220-07G	Foundations of Visual Comp.	9:00-11:50
12	Drawing I		Painting I	9:00-12:50	D. Carvalho
1	9:00-2:50		9:00-2:50	T. Fong	
2	S. DeFrank		M. Sheehan		
3				HCD-1020	
4				Writing and Thinking	
5				3:20-6:10	
6					

Illustration Track 2 / Foundation Block 07G / SPRING					
	MON	TUES	WED	THURS	FRI
9					AHD-1017-07G
10					Ancient and Classical Art
11	FID-1135-07G		FID-1225-07G	FID-1430-07G	9:00-11:50
12	Drawing II		Painting II	Sculpture	Instructor: TBA
1	9:00-2:50		9:00-2:50	9:00-2:50	
2	S. DeFrank		M. Sheehan	A. Cziraki	
3				HCD-1025	
4				Writing and Literature	
5				3:20-6:10	
6					

Illustration Track 2 / Foundation Block 08G / FALL					
	MON	TUES	WED	THURS	FRI
9				HCD-1020	
10				Writing and Thinking	
11	FID-1220-08G	FID-1130-08G		9:00-11:50	FID-1430-08G
12	Painting I	Drawing I			Sculpture
1	9:00-2:50	9:00-2:50			9:00-2:50
2	G. Boorujy	N. Touron			P. Dudek
3		AHD-1010-08G			
4		European Painting			
5		3:20-6:10			
6		D. Dumbadze			

Illustration Track 2 / Foundation Block 08G / SPRING					
	MON	TUES	WED	THURS	FRI
9				HCD-1025	SMD-1020-08G
10				Writing and Literature	Foundations of Visual Comp.
11	FID-1225-08G	FID-1135-08G		9:00-11:50	9:00-12:50
12	Painting II	Drawing II			M. Kovacevic
1	9:00-2:50	9:00-2:50			
2	G. Boorujy	N. Touron			
3		AHD-1015-08G			
4		Modern Art			
5		3:20-6:10			
6		Instructor: TBA			

Illustration Track 2 / Foundation Block 09G / FALL					
	MON	TUES	WED	THURS	FRI
9		HCD-1020		AHD-1010-09G	
10		Writing and Thinking		European Painting	
11	FID-1430-09G	9:00-11:50		9:00-11:50	FID-1130-09G
12	Sculpture			S. Koo	Drawing I
1	9:00-2:50				9:00-2:50
2	J. Perlman				I. Burnley
3				FID-1220-09G	
4				Painting I	
5				12:10-6:00	
6				B. Komoski	

Illustration Track 2 / Foundation Block 09G / SPRING					
	MON	TUES	WED	THURS	FRI
9	SMD-1020-09G	HCD-1025		AHD-1017-09G	
10	Foundations of Visual Comp.	Writing and Literature		Ancient and Classical Art	
11	9:00-12:50	9:00-11:50		9:00-11:50	FID-1135-09G
12	T. Fong			Instructor: TBA	Drawing II
1					9:00-2:50
2				FID-1225-09G	I. Burnley
3				Painting II	
4				12:10-6:00	
5				B. Komoski	
6					

Illustration Track 2 / Foundation Block 10G / FALL					
	MON	TUES	WED	THURS	FRI
9					HCD-1020 Writing and Thinking 9:00-11:50
10					
11					
12					
1					
2					
3	FID-1130-10G Drawing I 3:20-9:10 M. Jones	AHD-1010-10G European Painting 3:20-6:10 R. Sarkissian	FID-1220-10G Painting I 3:20-9:10 T.M. Davy	SMD-1020-10G Foundations of Visual Comp. 5:20-9:10 S. McGiver	
4					
5					
6					
7					
8					
9					

Illustration Track 2 / Foundation Block 10G / SPRING					
	MON	TUES	WED	THURS	FRI
9				FID-1430-10G Sculpture 9:00-2:50 R. Baron	HCD-1025 Writing and Literature 9:00-11:50
10					
11					
12					
1					
2					
3	FID-1135-10G Drawing II 3:20-9:10 M. Jones	AHD-1017-10G Ancient and Classical Art 3:20-6:10 Instructor: TBA	FID-1225-10G Painting II 3:20-9:10 T.M. Davy		
4					
5					
6					
7					
8					
9					

Illustration Track 2 / Foundation Block 11G / FALL						
	MON	TUES	WED	THURS	FRI	
9			FID-1430-11G Sculpture 9:00-2:50 R. Baron	AHD-1010-11G European Painting 9:00-11:50 D. Dumbadze	FID-1220-11G Painting I 9:00-2:50 J. Jurayj	
10						
11						
12	FID-1130-11G Drawing I 12:10-6:00 L. Scott					
1						
2						
3					HCD-1020 Writing and Thinking 3:20-6:10	
4						
5						
6						

Illustration Track 2 / Foundation Block 11G / SPRING							
	MON	TUES	WED	THURS	FRI		
9				AHD-1016-11G Non-European Art Histories 9:00-11:50 Instructor: TBA	FID-1225-11G Painting II 9:00-2:50 J. Jurayj		
10							
11							
12	FID-1135-11G Drawing II 12:10-6:00 L. Scott	SMD-1020-11G Foundations of Visual Comp. 1:10-5:00 T. Fong					
1							
2							
3						HCD-1025 Writing and Literature 3:20-6:10	
4							
5							
6							

Illustration Track 2 / Foundation Block 12G / FALL						
	MON	TUES	WED	THURS	SAT	
9			HCD-1020 Writing and Thinking 9:00-11:50			
10						
11						
12	SMD-1020-12G Foundations of Visual Comp. 12:30-4:20 J. Rosman				FID-1220-12G Painting I 12:10-6:00 Z. Wu	
1						
2						
3			AHD-1010-12G European Painting 3:20-6:10 P. Kloehn			
4					FID-1130-12G Drawing I 3:20-9:10 A. Hawley	
5						
6						
7						
8						
9						

Illustration Track 2 / Foundation Block 12G / SPRING						
	MON	TUES	WED	THURS	SAT	
9			HCD-1025 Writing and Literature 9:00-11:50			
10						
11						
12	FID-1430-12G Sculpture 12:10-6:00 E. Scott				FID-1225-12G Painting II 12:10-6:00 Z. Wu	
1						
2						
3			AHD-1016-12G Non-European Art Histories 3:20-6:10 Instructor: TBA			
4					FID-1135-12G Drawing II 3:20-9:10 A. Hawley	
5						
6						
7						
8						
9						

Note: Illustration Foundation 12G will be made available after Illustration Foundation programs 01G through 11G have reached capacity. Illustration Foundation 12G courses are held Monday through Thursday and on Saturday.

Note: Illustration Foundation 12G will be made available after Illustration Foundation programs 01G through 11G have reached capacity. Illustration Foundation 12G courses are held Monday through Thursday and on Saturday.

Illustration Track 2 / Foundation Block 13G / FALL						
	MON	TUES	WED	THURS	FRI	
9	FID-1130-13G Drawing I 9:00-2:50 J. Cohen	SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic			SMD-1020-13G Foundations of Visual Comp. 9:00-11:00 M. Kovacevic	
10						
11						
12						
1						
2						
3			FID-1220-13G Painting I 3:20-9:10 P. Lievano	AHD-1010-13G European Painting 3:20-6:10 S. Flach	HCD-1020 Writing and Thinking 3:20-6:10	
4						
5						
6						
7						
8						
9						

Illustration Track 2 / Foundation Block 13G / SPRING					
	MON	WED	THURS	FRI	SAT
9	FID-1135-13G Drawing II 9:00-2:50 J. Cohen				FID-1430-13G Sculpture 9:00-2:50 J. Pastor
10					
11					
12					
1					
2					
3		FID-1225-13G Painting II 3:20-9:10 P. Lievano	AHD-1015-13G Modern Art 3:20-6:10 Instructor: TBA	HCD-1025 Writing and Literature 3:20-6:10	
4					
5					
6					
7					
8					
9					

Note: Illustration Foundation 13G will be made available after all other fall/spring Illustration Foundation programs have reached capacity.

Note: Illustration Foundation 13G will be made available after all other fall/spring Illustration Foundation programs have reached capacity. Illustration Foundation 13G spring semester courses are held on Monday, Wednesday, Thursday, Friday and Saturday.

ILLUSTRATION FOUNDATION COURSES FOR STUDENTS ENTERING SPRING 2023

Illustration majors who begin their studies in the spring semester must register for spring 2023 and summer 2023 Illustration Foundation GS.

Illustration Foundation GS / SPRING 2023						
	MON	TUES	WED	THURS	FRI	
9		AHD-1010-GS European Painting 9:00-11:50 D. Carvalho	SMD-1020-GS Foundations of Visual Comp. 9:00-12:50 S. Barrett	FID-1220-GS Painting I 9:00-2:50 Instructor: TBA		
10						
11						
12						
1						
2						
3	FID-1130-GS Drawing I 3:20-9:10 Instructor: TBA	HCD-1020 Writing and Thinking 3:20-6:10				
4						
5						
6						
7						
8						
9						

Illustration Foundation GS / SUMMER 2023					
	5/8 - 5/26	5/9 - 6/27	5/10 - 6/28	5/30 - 6/20	6/21 - 7/13
9	FID-1135-GS Drawing II 9:00-1:10 M-F A. Gerndt			FID-1430-GS Sculpture 9:00-1:10 M-F R. Hu	FID-1225-GS Painting II 9:00-1:10 M-F R. Hu
10					
11					
12					
1					
2					
3		HCD-1025 Writing and Literature 3:20-6:10 Tu/Th	AHD-1015-GS Modern Art 3:20-6:10 W/F Instructor: TBA		
4					
5					
6					

Note: Summer foundation schedules are subject to change.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Second-year illustration majors must take:

REQUIREMENT A

One semester of:

ILD-2000	Principles of Illustration I
ILD-2005	Principles of Illustration II
ILD-2010	Painting/Illustration I
or CID-2050	Storytelling I
ILD-2015	Painting/Illustration II
or CID-2055	Storytelling II
ILD-2020	Drawing I
ILD-2025	Drawing II
ILD-2040	History of Illustration

REQUIREMENT B

Choose one of the following digital technique courses:

ILD-2145	Digital Collage Illustration: Telling Stories in Layers
ILD-2146	Digital Workshop: Music to Your Eyes
ILD-2147	Realistic Digital Painting Techniques Using Photoshop
CID-2148	Digital Coloring for Cartoonists
ILD-2149	Realistic and Fantastical Digital Painting
ILD-2161	Still and Moving: Low-Tech Animation
ILD-2162	Illustration in Motion

REQUIREMENT C

Choose one of the following non-digital technique courses:

ILD-2106	Graphic Design Solutions for Illustrators and Cartoonists
ILD-2116	Perspective
ILD-2118	Perspective for Concept Art Illustration
ILD-2122	Watercolor Techniques
ILD-2124	Watercolor/Gouache
ILD-2126	The Gouache Experience
CID-2142	Lettering Comics
ILD-2151	Acrylic Painting
ILD-2163	Photocopy Zines
ILD-2166	Cool Books

REQUIREMENT D

Second-year students must take 6 humanities and sciences credits, including at least one HHD (history) or HWD (writing) course. Below is a list of suggested courses. Please refer to the listing in humanities and sciences for course details.

HHD-2111	World History: Classical to Renaissance
HHD-2112	World History: Renaissance to the 21st Century
HHD-2144	Revolutions: From America 1776 to The Arab Spring 2011
HHD-3186	Global Crisis and Conflict from 1500 to the Present
HHD-3328	The World Since 1945
HHD-3334	Postcolonial Africa
HHD-3451	Creative and Destructive Personalities in History
HHD-3567	Comic Book Superheroes and American Society
HHD-3669	Modern Russian History
HHD-3788	China: Past and Present
HHD-3883	From Books to Blogs: A Cultural History of Communication
HHD-3895	Latin American History
HHD-4118	World Geography
HHD-4288	Nature and Society: A Global Perspective
HHD-4333	African-American History I
HHD-4348	The Wealth and Poverty of Nations
HWD-2323	How to Think and Write about Comics
HWD-3014	Storytelling and Narrative Art
HWD-3112	Reading and Writing Young Adult Books Across Genre
HWD-3116	Writing the Short Story
HWD-3223	Artists Write the Fantastic
HWD-3354	The Digital Experience

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Third-year illustration majors must take one semester of:

ILD-3010	Pictorial Projects I: Illustration
ILD-3015	Pictorial Projects II: Illustration
HMD-3050	Culture Survey I
HMD-3055	Culture Survey II

Note: Pictorial Projects I and II and Culture Survey I and II are courses that cover related theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year.

Recommended elective studio courses offered through other departments: Please refer to the listings in these departments for course details.

AND-2177	Stop Motion (BFA Animation)
AND-2167	Storyboarding for Animation (BFA Animation)
AND-2173	Experimental Animation (BFA Animation)
AND-3137	Creating Unforgettable Characters (BFA Animation)
FID-2120	Anatomy I (BFA Fine Arts)
FID-2127	Fur, Feathers and Scales: Animal Anatomy (BFA Fine Arts)
FID-3223/ 3224	Representational Painting (BFA Fine Arts)
SMD-3263	Motion Graphics Techniques I (BFA Computer Art)
SMD-3265	Motion Graphics Techniques II (BFA Computer Art)
SMD-3341	Digital Matte Painting with Photoshop (BFA Computer Art)
SMD-3429	Introduction to Website Design (BFA Computer Art)

FOURTH-YEAR REQUIREMENTS

All fourth-year students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, within the fourth year to be eligible to graduate. In addition to the requirements that follow, students may take other supplemental portfolio courses for credit.

Fourth-year illustration majors must take one semester of:

ILD-4040	Professional Practice: Illustration
ILD-4055	Senior Lecture Symposium
ILD-4900	Senior Thesis I: Illustration
ILD-4905	Senior Thesis II: Illustration

Recommended elective studio courses offered through other departments: Please refer to the listings in these departments for course details.

AND-2177	Stop Motion (BFA Animation)
AND-2167	Storyboarding for Animation (BFA Animation)
AND-2173	Experimental Animation (BFA Animation)
AND-3137	Creating Unforgettable Characters (BFA Animation)
FID-2120	Anatomy I (BFA Fine Arts)
FID-2127	Fur, Feathers and Scales: Animal Anatomy (BFA Fine Arts)
FID-3223/ 3224	Representational Painting (BFA Fine Arts)
SMD-3263	Motion Graphics Techniques I (BFA Computer Art)
SMD-3265	Motion Graphics Techniques II (BFA Computer Art)
SMD-3341	Digital Matte Painting with Photoshop (BFA Computer Art)
SMD-3429	Introduction to Website Design (BFA Computer Art)

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

To view faculty work, go to the website address listed after the instructor(s) name(s) in the course information.

ILD-2000

Principles of Illustration I

Fall semester: 3 studio credits

Designed to introduce the illustration basics: editorial interpretation, compositional fundamentals, different media, color and stylization, this course will focus on thinking and establishing creative solutions to problems. The sketch and its function in the illustrative process will be explored. Appropriate professional work habits will be stressed. Each instructor has particular areas of focus as indicated in the following course descriptions. Choose the section that best aligns with your areas of interest. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor(s)
ILD-2000-A	M	12:10-3:00	T. Allen
ILD-2000-B	M	12:10-3:00	E. Rodriguez
ILD-2000-C	M	3:20-6:10	T.M. Davy
ILD-2000-D	Tu	12:10-3:00	H. Drescher
ILD-2000-E	Tu	12:10-3:00	E. Weinstein
ILD-2000-F	Tu	3:20-6:10	T. Fasolino
ILD-2000-G	W	12:10-3:00	R. Vizcarra
ILD-2000-H	W	12:10-3:00	F. Jetter
ILD-2000-J	W	3:20-6:10	S. Brodner
ILD-2000-K	W	6:30-9:20	V. Kerlow
ILD-2000-L	Th	12:10-3:00	T. Elwell
ILD-2000-M	Th	12:10-3:00	C. Griesbach, S. Martucci
ILD-2000-N	Th	12:10-3:00	A. Meshon
ILD-2000-P	Th	12:10-3:00	S. Savage
ILD-2000-R	Th	3:20-6:10	A. Whitehurst

ILD-2000-A

Principles of Illustration I

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Allen (terryallen.com)

This course will be an opportunity to experiment with media and techniques as well as approaches and concepts while working on “real-world” illustration assignments. Projects will range from posters to children’s books, advertising to editorial assignments, and much more. Some projects will touch on design and typography and how they relate to illustration while other assignments will be strictly illustration. Whether you prefer to work traditionally or digitally, you will be encouraged to develop a style that is an extension of your personality and your way of thinking. No one can do that better than you. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-B

Principles of Illustration I

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: E. Rodriguez (edelr.com)

Through a variety of assignments, students in this course will acquire the tools to conceptualize and execute their work on a more professional level. Students will be introduced to the importance of sketches in the process of making an image, and how to bring those sketches to fully realized illustrations. How to incorporate metaphors, symbols and narrative into work in original ways will be emphasized. Students will work a variety of media throughout the semester, from collage to painting, printmaking and digital techniques. We will also cover hand lettering and the importance of typography in the working life of a contemporary illustrator. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-C

Principles of Illustration I: Principles of Figurative Painting

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: T.M. Davy (tmdavy.com)

The goal of this course is to understand the differences in approach to narrative figurative painting and illustration. Subtlety in approach and personal history will be stressed when given a battery of challenging assignments. The direction will be toward work in a gallery setting, with less focus on editorial content. Historical and contemporary methods to creating pictures will be discussed, photo reference and research will be covered, and ambitious projects will be developed and realized. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-D

Principles of Illustration I

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: H. Drescher (hdrescher.com)

Illustration is all about communication. This course will give an introduction to the professional world of illustration. Through various assignments, we will dip our toes into different markets and applications of illustration such as editorial, book cover, poster and package design. It takes a good idea and the right execution to make a great illustration. So both concept and skill/craftsmanship will be stressed during critiques. The main objective of the course is to help students realize their interest and strength, as well as develop their unique voice. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-E

Principles of Illustration I

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: E. Weinstein

In creating successful images, concept, color, composition and craft work together to tell a story. This course will focus on the principles of picture making, style and media with an emphasis on conceptual thinking and developing your unique voice. We will cover the importance of research, reference material and the sketch process for creating successful, finished work. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-F

Principles of Illustration I

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: T. Fasolino (newborngroup.com)

Contemporary illustrators need to have a variety of skills for different types of clients and jobs. It all comes down to problem solving and creating images with impact. This course will focus on illustration concepts and developing a personal style. Most assignments will have a sketch phase followed by an in-class critique. Drawing, painting and compositional skills as well as critical thinking will be emphasized. In-class work includes sketchbook collaborations and media experimentation. Guest lectures, studio visits and field trips complement studio work. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-G

Principles of Illustration I: Principles of Concept Design

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: R. Vizcarra (roxination.com)

Aspects of visual problem solving as it applies to concept art and related fields is the focus of this course. Exploration of how to illustrate specific projects through extensive research of periods, genres and locations will be stressed. Proper choices of color palette and world-building strategies will be discussed. Strong rendering skills and knowledge of perspective, anatomy and digital prowess will be necessary to excel in this course. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-H**Principles of Illustration I**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: F. Jetter (fjetter.com)

In this course students will explore how to create images that communicate to an audience with clarity, intelligence, style and grace. From rough sketches to finished work, students will develop the skills necessary for an illustrator, including interpreting text, developing characters, researching and utilizing photo references, establishing personal references, completing assignments and meeting deadlines. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-J**Principles of Illustration I**

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: S. Brodner (stevebrodner.com)

This course is concerned with building awareness of the techniques and ideas involved in successfully telling stories with pictures. We will discuss the ways in which arrangements of elements within compositions can connect with the cognitive process of the viewer, resulting in the telling of a story. This will be explored through the genre of single-image editorial illustration. The career applications for these skills are widespread and growing: film, animation, video games, graphic novels, writing, etc., which all require being conversant in the interaction that occurs between the elements of an image and the mind of the viewer. The course will consist of assignments that focus on pictorial problem solving, and general assignments designed to sharpen skills. As the course progresses students will be encouraged to follow their own subject matter. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-K**Principles of Illustration I**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructors: V. Kerlow (victorkerlow.com)

Okay, so you love drawing and making art and wouldn't it be great if you could get paid for it too? Wow, what a dream job. But there are so many different commercial art and illustration jobs to consider; maybe first let's just focus on the principles of illustration. Oh wow, here we are! The perfect class for that! Cool! Perfect. This course will help to strengthen your drawing skills, concepting process and work ethic to better prepare you for the inevitable reality of graduation and real-world application of your skills. Also known as ... *sigh* ... a job. Once you graduate, it is unlikely that someone will immediately beg to hire you, so the harder you work now, the better prepared you will be when are looking for one. Developing your visual and conceptual skills and using them to create work in a professional-level environment will be emphasized. Much of the commercial art world is built around clear, concept-driven visuals and strict deadlines, so we will focus on building up these skills to make you the best illustrator you can be. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-L**Principles of Illustration I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Elwell (tristanelwell.com)

The goal of this course is to introduce the process and art of illustration. Students will be encouraged to find their voice by applying individual style to a wide variety of creative problem-solving assignments. We will focus on developing visual literacy and harnessing ideas to technique, as well as delve into the current crossover between fine art, illustration and comics. You can expect to be exposed to a vast range of art-making, both in the classroom and on field trips. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-M**Principles of Illustration I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructors: C. Griesbach, S. Martucci (cherylgriesbach.com)

The goal of this course is to help students develop and reinforce technical skills along with strong compositional strategies to establish a style that is beneficial in pursuing illustration assignments. We will encourage students to find the right subject matter to best bring out their strongest qualities by expanding their visual vocabulary, as well as participating in group critiques to accomplish these ends. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2000-N**Principles of Illustration I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Meshon (aaronmeshon.com)

See ILD-2000-C for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2000-P**Principles of Illustration I**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: S. Savage (savageillustrator.com)

See ILD-2000-C for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2000-R**Principles of Illustration I**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: A. Whitehurst

"Commercial" art comes in different forms, and this course will explore many possibilities. Editorial, advertising packaging, posters, fashion and book cover assignments will give students a feel for what it is that their talents may be best suited. Various media will be addressed. *Note: Open to sophomore cartooning and illustration majors only.*

ILD-2005**Principles of Illustration II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of ILD-2000 for course description. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor(s)
ILD-2005-A	M	12:10-3:00	T. Allen
ILD-2005-B	M	12:10-3:00	E. Rodriguez
ILD-2005-C	M	3:20-6:10	T.M. Davy
ILD-2005-D	Tu	12:10-3:00	H. Drescher
ILD-2005-E	Tu	12:10-3:00	E. Weinstein
ILD-2005-F	Tu	3:20-6:10	T. Fasolino
ILD-2005-G	W	12:10-3:00	R. Vizcarra
ILD-2005-H	W	12:10-3:00	F. Jetter
ILD-2005-J	W	3:20-6:10	S. Brodner
ILD-2005-K	W	6:30-9:20	V. Kerlow
ILD-2005-L	Th	12:10-3:00	T. Elwell
ILD-2005-M	Th	12:10-3:00	C. Griesbach, S. Martucci
ILD-2005-N	Th	12:10-3:00	A. Meshon
ILD-2005-P	Th	12:10-3:00	S. Savage
ILD-2005-R	Th	3:20-6:10	A. Whitehurst

ILD-2010**Painting/Illustration I**

Fall semester: 2 studio credits

This workshop course will deal with the basic aspects of painting in relation to illustration. Please refer to the individual course descriptions that follow.

Note: This is the first part of a two-semester course. Students must register for the corresponding fall and spring sections. Students with more of an interest in storytelling and narrative may elect to take CID-2050, Storytelling I, to fulfill this requirement. Open to sophomore cartooning and illustration majors only.

Course #	Day	Time	Instructor
ILD-2010-A	M	3:20-6:10	M.J. Vath
ILD-2010-B	M	6:30-9:20	P. Fiore
ILD-2010-C	Tu	12:10-3:00	P. Fiore
ILD-2010-D	Tu	3:20-6:10	M. Combs
ILD-2010-E	W	12:10-3:00	Z. Lazar
ILD-2010-F	Th	3:20-6:10	T. Elwell
ILD-2010-G	F	9:00-11:50	S. Vaccariello
ILD-2010-H	F	12:10-3:00	S. Vaccariello

ILD-2010-A**Traditional Painting/Illustration I**

Monday 3:20-6:10

Fall semester: 2 studio credits

Instructor: M.J. Vath (maryjovath.com)

This is a course designed specifically for the representational artist. Each session is a concentrated painting workout, painting directly from still life and/or the model. Students will work at their own level in a mistake-friendly environment. Recognizing and building on the strengths of each individual's unique approach to painting will be stressed throughout the year. The goal of this course is to give students a practical, flexible "tool box" for creating the images they want to create. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-B**Painting/Illustration I**

Monday 6:30-9:20

Fall semester: 2 studio credits

Instructor: P. Fiore (peterfiore.com)

Learning to paint requires knowledge and time. Students will discover how to take any subject and transform it into patterns of light and shadow. Learn how to use color as light. Understand the use of values to create solid, representational pictures. Using photography in creating reference for paintings will be addressed. Students will also learn how to create and use various surfaces and approaches to make a painting by incorporating a variety of painting mediums. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-C**Painting/Illustration I**

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: P. Fiore (peterfiore.com)

See ILD-2010-B for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-D**Painting/Illustration I**

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: M. Combs

Based on figurative painting, this course will examine contemporary and classic approaches to painting. A firm foundation in the fundamentals of painting will be provided. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-E**Painting/Illustration I**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: Z. Lazar (zoharlazar.com)

This course will take a deep dive into color. We will avoid getting bogged down in classical methods and get our hands dirty experimenting with the medium's intrinsic flexibility. Students will see examples by painters, past and present, to further their knowledge and appreciation for the many ways that paint can communicate. With a deepened knowledge of color, composition and form, students will have a strong foundation that they can apply to any medium they encounter. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-F**Painting/Illustration I: Painting from the Figure**

Thursday 3:20-6:10

Fall semester: 2 studio credits

Instructor: T. Elwell (tristanelwell.com)

While the introduction of digital painting has dramatically expanded the artist's toolbox, the fundamentals of picture-making have remained unchanged. Designed for both traditional painters interested in exploring digital media and digital painters who want to "brush up" on their traditional skills, in this course traditional and digital painters will work side-by-side from the same models. We will explore both the unique qualities of different mediums (oils, water media, Adobe Photoshop), and the underlying principles of form, design, light and color that unite them. *Note: Students must register for the corresponding spring semester section of this course. Students must provide their own laptop, graphics tablet and software to work digitally in class. Open to sophomore cartooning and illustration majors only.*

ILD-2010-G**Painting/Illustration I**

Friday 9:00-11:50

Fall semester: 2 studio credits

Instructor: S. Vaccariello (sarahvaccariello.com)

In this painting course students will explore both basic and advanced oil painting techniques. Materials, surfaces and set up will be discussed as we delve into picture-making. We will discuss subject matter and content, and how to draw inspiration from your personal experiences and passions. What excites you most about art-making? Which artists ignite your greatest enthusiasm? If you could paint anything, what would it be? We will design pictures conjured from the depths of the maker while greatly increasing technical facility. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2010-H**Painting/Illustration I**

Friday 12:10-3:00

Fall semester: 2 studio credits

Instructor: S. Vaccariello (sarahvaccariello.com)

See ILD-2010-G for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2015**Painting/Illustration II**

Spring semester: 2 studio credits

This is the second part of a two-semester course. Please see the corresponding section of ILD-2010 for course description. *Note: Students with more of an interest in storytelling and narrative may elect to take CID-2055, Storytelling II, to fulfill this requirement. Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor
ILD-2015-A	M	3:20-6:10	M.J. Vath
ILD-2015-B	M	6:30-9:20	P. Fiore
ILD-2015-C	Tu	12:10-3:00	P. Fiore
ILD-2015-D	Tu	3:20-6:10	M. Combs
ILD-2015-E	W	12:10-3:00	Z. Lazar
ILD-2015-F	Th	3:20-6:10	T. Elwell
ILD-2015-G	F	9:00-11:50	S. Vaccariello
ILD-2015-H	F	12:10-3:00	S. Vaccariello

ILD-2020

Drawing I

Fall semester: 2 studio credits

This course will deal with the basic aspects of drawing in relationship to the figure. Please refer to the individual course descriptions that follow. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor
ILD-2020-A	M	9:00-11:50	T.M. Davy
ILD-2020-B	M	12:10-3:00	E. Lilly
ILD-2020-C	M	3:20-6:10	B. Waldman
ILD-2020-D	Tu	3:20-6:10	M. Pan
ILD-2020-E	Tu	3:20-6:10	I. Serrano-Perez
ILD-2020-F	Tu	6:30-9:20	B. Waldman
ILD-2020-G	Tu	6:30-9:20	A. Clipston
ILD-2020-H	W	9:00-11:50	J. Ruggeri
ILD-2020-J	W	9:00-11:50	R. Vecchio
ILD-2020-K	W	12:10-3:00	N. Ascencios
ILD-2020-L	W	3:20-6:10	B. Douglas
ILD-2020-M	Th	9:00-11:50	S. Maku
ILD-2020-N	Th	12:10-3:00	TBA
ILD-2020-P	Th	12:10-3:00	N. Ascencios
ILD-2020-R	Th	3:20-6:10	T. Louie

ILD-2020-A

Drawing I

Monday 9:00-11:50

Fall semester: 2 studio credits

Instructor: T.M. Davy (tmdavy.com)

Drawing I will focus on the analysis and depiction of observable reality. Central to this course is the belief that the artist's personal journey should first begin with serious training. Regardless of any previous experience, or lack thereof, you will develop the ability to see and respond to life with confidence. You will also forge a deep understanding of the craft, history and mechanics of drawing. This foundation will grow over time, as each week's concepts build on the previous sessions. Emphasis will be on achieving greater accuracy and objectivity in your ability to see and depict, while simultaneously developing an individual artistic and poetic response. Diverse methods, materials and techniques will be demonstrated and explored, and we will investigate contemporary art practices and examples of drawing from the history of art. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-B

Drawing I: Concept Art Focus

Monday 12:10-3:00

Fall semester: 2 studio credits

Instructor: E. Lilly (eliottlillyart.artstation.com)

This course is designed for students who want to focus exclusively on concept design. The work will be intense and rigorous, with assignments that will teach you how to think better in three dimensions; research and render from extensive photo referencing; and fine tune your perspective, anatomy and surface texture skills. Moderate to excellent computer skills are a must for this specialized course, as it is the only sophomore drawing course held in a computer lab. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-C

Drawing I

Monday 3:20-6:10

Fall semester: 2 studio credits

Instructor: B. Waldman (brucewaldman.com)

This course will focus on drawing from a model with emphasis on charcoal, Conté crayon and pencil techniques. Through a variety of assignments the course will include exercises in anatomy, gesture, quick and sustained poses, and the figure in an environment. Advanced students may work with pen and ink, wash and brush drawing. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-D

Drawing I

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: M. Pan (mupan.com)

In this course students will draw live models to create and design figures in action from their imagination. During the first semester students will practice the fundamentals of life drawing by sketching models in short poses (5 to 20 minutes). In the spring semester, students will focus on close observation of the human figure and working on capturing a unique character through live study. We will discuss issues such as proportion, composition, gesture and line. Students will keep a weekly sketchbook of life drawings and practice their skills outside of class to build a resources for future creations. How to recognize the most essential elements of a pose will be explored and students will apply this knowledge when designing figures in different gestures or in motion. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-E

Drawing I

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: I. Serrano-Perez (instagram.com/ignacioserranoart)

See ILD-2020-D for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-F

Drawing I

Tuesday 6:30-9:20

Fall semester: 2 studio credits

Instructor: B. Waldman (brucewaldman.com)

Drawing is the foundation of most artistic pursuits. Drawing develops the eye to see accurately so that the artist can execute any subject she or he desires. This course will introduce and give practice in many types of drawings and drawing tools, surfaces and techniques in order to create competency. Composition, light, volume, mark-making, anatomy, perspective and proportion will be addressed. Masters' drawings will be used for demonstration and discussion. In-class work will focus on drawing from the figure and still life. Home assignments will include imaginative work, field trips, honing drawing skills and incorporating those skills into an artistic vocabulary. Regular critiques will encourage articulation of each student's intention and self-evaluation. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-G

Drawing I

Tuesday 6:30-9:20

Fall semester: 2 studio credits

Instructor: A. Clipston (anitaclipston.com)

See ILD-2020-D for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-H

Drawing I

Wednesday 9:00-11:50

Fall semester: 2 studio credits

Instructor: J. Ruggeri

Focusing on figurative drawing with the nude model, class sessions will typically begin with quick poses and then move on to longer poses. Aspects of drawing, such as balance, rhythm, light and shadow, proportion, anatomy (including drawing the head) and composition will be explored. This is an intense and really fun course for serious students who are interested in improving their approach to the figure. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-J**Drawing I**

Wednesday 9:00-11:50

Fall semester: 2 studio credits

Instructor: R. Vecchio (riccardovecchio.com)

This drawing course will concentrate on the diverse elements of good draftsmanship: perspective, anatomy, shape, line and value. Nude and clothed models will be utilized exclusively, to achieve volume and dimension in the figure. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-K**Drawing I**

Wednesday 12:10-3:00

Fall semester: 2 studio credits

Instructor: N. Ascencios (ascencios.com)

This course will focus on drawing from observation, memory and the imagination. We will work on structural fundamentals, speed and gesture, composition and free association. Over two semesters we discuss how to use photos, studies and images intelligently so you are in control of your reference and materials. It will also help you understand how drawing connects to your individual voice—to visual art today and of the past. Both semesters we have a model for short and long poses. Anatomy is addressed but not tested. Books and images are discussed to develop a sophistication, historical context and vocabulary in the visual arts. I aim to help you become a better self-critic and to articulate your opinions so you can make smart choices when shaping your vision. Regular talks, Q&A and in-class assignments are given throughout. This includes quick self-portraits, free association and memory exercises to be done on a regular basis. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-L**Drawing I**

Wednesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: B. Douglas

If composition is the skeleton for art then drawing is certainly the muscle. This course will function as a gym. It will focus on rhythm, shape, light, anatomy and exaggeration to create confidence in all aspects of drawing. The goal is that students can call upon the specific combination of tools necessary to solve any specific visual problem. In-class sessions will focus on the figure and the figure as it relates to the environment. We will also draw outside from the landscape, weather permitting. There will be weekly home assignments on anatomy and students will keep an active sketchbook. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-M**Drawing I**

Thursday 9:00-11:50

Fall semester: 2 studio credits

Instructor: S. Maku (sakuramaku.com)

Drawing is the center of all visual problem solving. To draw with control and deftness is crucial to an illustrator's success. In this course observation, line quality, space, figure anatomy and composition will be stressed. Artists will keep their sketchbooks up to date, and great drawings from the past will be discussed. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-N**Drawing I**

Thursday 12:10-3:00

Fall semester: 2 studio credits

Instructor: TBA

Learning how to draw well is a long and challenging process. The basics are best undertaken from observations, and the bulk of this course will be honing these skills through drawing the figure, interior and exterior spaces, and still-life. We will also investigate the ways photography reference, observation and drawing

from your imagination can be combined to create seamless visual worlds. Various mediums and techniques will be covered. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-P**Drawing I**

Thursday 12:10-3:00

Fall semester: 2 studio credits

Instructor: N. Ascencios (ascencios.com)

See ILD-2020-J for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2020-R**Drawing I**

Thursday 3:20-6:10

Fall semester: 2 studio credits

Instructor: T. Louie (travislouie.com)

Geared toward building drawing skills—for commercial illustration or more personal artworks—this course will begin with an emphasis on contour drawing of the human figure with short poses. From there, tonal value will be explored and students will progress to longer poses from the model. Breaking bad drawing habits and how to successfully draw common anatomical trouble spots for artists, such as hands and feet, will be addressed. A final drawing project will be worked and reworked over the last five weeks. The goal of the course is to achieve a better understanding of how to see and measure spatial relationships while drawing from the model. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

ILD-2025**Drawing II**

Spring semester: 2 studio credits

This is the second part of a two-semester course. Please see the corresponding section of ILD-2020 for course description. *Note: No midyear entry. Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor
ILD-2025-A	M	9:00-11:50	T.M. Davy
ILD-2025-B	M	12:10-3:00	E. Lilly
ILD-2025-C	M	3:20-6:10	B. Waldman
ILD-2025-D	Tu	3:20-6:10	M. Pan
ILD-2025-E	Tu	3:20-6:10	I. Serrano-Perez
ILD-2025-F	Tu	6:30-9:20	B. Waldman
ILD-2025-G	Tu	6:30-9:20	A. Clipston
ILD-2025-H	W	9:00-11:50	J. Ruggeri
ILD-2025-J	W	9:00-11:50	R. Vecchio
ILD-2025-K	W	12:10-3:00	N. Ascencios
ILD-2025-L	W	3:20-6:10	B. Douglas
ILD-2025-M	Th	9:00-11:50	S. Maku
ILD-2025-N	Th	12:10-3:00	TBA
ILD-2025-P	Th	12:10-3:00	N. Ascencios
ILD-2025-R	Th	3:20-6:10	T. Louie

ILD-2040

History of Illustration

One semester: 3 studio credits

The fascinating history of illustrative images and the major movements in illustration are the focus of this course. The continuous interrelations between commercial and fine art, as well as the changing role of the artist's influence on culture will be explored. The course will also help students better understand the differences of metaphor in pictorial content and the universal symbolic vocabulary—where a rose is not just a rose, a ladder is not just a ladder, and a dark horse is far from being just a dark horse. *Note: Open to sophomore illustration majors only.*

Course #	Day	Time	Semester	Instructors
ILD-2040-A	M	12:10-3:00	fall	T. Fasolino
ILD-2040-B	M	12:10-3:00	fall	A. Miller
ILD-2040-C	M	6:30-9:20	fall	TBA
ILD-2040-D	M	6:30-9:20	fall	J. Ruliffson
ILD-2040-E	M	6:30-9:20	fall	B. Kartalopoulos
ILD-2040-F	Tu	6:30-9:20	fall	T. Fasolino
ILD-2040-G	W	3:20-6:10	fall	M.J. Vath
ILD-2040-H	M	12:10-3:00	spring	T. Fasolino
ILD-2040-J	M	12:10-3:00	spring	A. Miller
ILD-2040-K	M	6:30-9:20	spring	TBA
ILD-2040-L	M	6:30-9:20	spring	J. Ruliffson
ILD-2040-M	M	6:30-9:20	spring	B. Kartalopoulos
ILD-2040-N	Tu	6:30-9:20	spring	A. Miller
ILD-2040-P	W	3:20-6:10	spring	M.J. Vath

CID-2050 / CID-2055

Storytelling I and II

Students create their own comics stories, featuring their original characters. Instructors will break down “story” into component parts, including character, setting, plot, dialogue and narration, and will provide specific lessons for each component. In addition to drawing, students will learn scripting as a way to organize their ideas in preparation for making great comics. At the end of the year, students will compile their work in an edition of printed comic books. Each instructor has particular areas of focus as indicated in the following course descriptions; choose the section that best aligns with your areas of interest. *Note: CID-2050, Storytelling I, is the first part of a two-semester course; students must register for the corresponding spring section. Open to sophomore cartooning and illustration majors only.*

CID-2050

Storytelling I

Fall semester: 2 studio credits

Note: Open to sophomore cartooning and illustration majors only.

Course #	Day	Time	Instructor
CID-2050-A	M	3:20-6:10	C. Forgues
CID-2050-B	M	6:30-9:20	T. Motley
CID-2050-C	Tu	12:10-3:00	B. Griffith
CID-2050-D	Tu	3:20-6:10	F. Jetter
CID-2050-E	Tu	3:20-6:10	B. Som
CID-2050-F	Th	9:00-11:50	J. Little
CID-2050-G	Th	3:20-6:10	S. Tobocman
CID-2050-H	Th	6:30-9:20	J. Cavalieri
CID-2050-J	F	12:10-3:00	L. Berke
CID-2050-K	F	12:10-3:00	M. Lasko-Gross

CID-2050-A

Storytelling I

Monday 3:20-6:10

Fall semester: 2 studio credits

Instructor: C. Forgues ([instagram.com/Outdoors](https://www.instagram.com/Outdoors))

In this course we will focus on a wide variety of devices to reveal how they create the stories we love and the stories we tell. Strategies for generating plot, characters and setting from traditional to experimental will be introduced and developed. Interplay of panel composition, flow, timing and rhythm will be explored. Isolated story-making elements will be practiced in weekly assignments. Examples of

storytelling methods from literature, film, fashion, fine art and architecture will be discussed, as well as comics and illustration. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-B

Storytelling I: Comics Authors

Monday 6:30-9:20

Fall semester: 2 studio credits

Instructor: T. Motley ([tmotley.com](https://www.tmotley.com))

Though we'll work hard at our drawings, it must be understood that a cartoonist is a type of writer; we write using images. In this course students will create a small cast of characters to feature in a series of thematic and formal narrative challenges designed to illuminate key aspects of sequential art. Support with technical principles will be included, and the emphasis will be on developing the students' personal vision, in whatever style or genre, to discover and convey stories they are passionate about telling. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-C

Storytelling I: Comic Storytelling

Tuesday 12:10-3:00

Fall semester: 2 studio credits

Instructor: B. Griffith ([zippythehead.com](https://www.zippythehead.com))

This course will explore different storytelling strategies in cartoon form. One-row, half-page, full-page and multi-page formats will be utilized. Writing, pacing and dialogue will be emphasized, as well as traditional drawing technique and character development. Whether creating humorous, satirical, literary or personal narratives, communications skills will be stressed. Assignments will guide students through the various formats, using elements of written and graphic narrative, as they learn the vocabulary of the comics medium and find their personal voice within it. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-D

Storytelling I: Artists' Books

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: F. Jetter ([fj.net](https://www.fj.net))

In this course stories will be told in pictures, with or without words. One project will be developed into an artist's book. The aim will be to produce an object with drama, individuality and intelligence. You will be involved in making each image function as a separate piece of art, as well as part of a cohesive whole. Work will consist of development of characters, mood, color, texture, materials, overall design and layout—including pacing—to propel the story forward. The book's cover should set the stage for the entire book, but still hold some mystery, and may be dimensional or incorporate type. There will be guest speakers and demonstrations of basic bookbinding. Both traditional and experimental approaches will be welcome. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-E

Storytelling I: Comics Narrative

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: B. Som ([bishakh.com](https://www.bishakh.com))

This course will explore primary and complex strategies of storytelling in cartoon form. Assignments will require students to move from stream-of-consciousness and free association narrative exercises to controlled, coherent storytelling using the formal elements of cartooning and illustration. Increasing knowledge and comfort with traditional tools and techniques for getting ideas onto paper will be emphasized. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-F**Storytelling I: Writing and Drawing Comics**

Thursday 9:00-11:50

Fall semester: 2 studio credits

Instructor: J. Little (beecomix.com)

Storytelling is the course that will support your development as a cartoonist-author. Our agenda is to create new and original material. You'll begin with exercises to jump-start creativity by drawing spontaneously improvised comics. Next you'll develop new characters with a complex internal life, individuated appearances and expressive voices. You will create convincing settings to contain and support your characters. You will learn traditional story structure to create shapely plots for your characters' adventures. Our primary format will be the short comic-book story, but we will also explore other formats that incorporate serial stories. This yearlong work will culminate in the production of a short-run, comic-book collection of your work. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-G**Storytelling I: Possibilities**

Thursday 3:20-6:10

Fall semester: 2 studio credits

Instructor: S. Tobocman (sethtobocman.com)

The great comics writer Harvey Pekar once said, "Comics are words and pictures, any kind of words, any kind of pictures." Comics, indeed, can be approached in many ways. The comic strip is also one of the most direct and accessible ways to tell a story or convey an idea. This course will familiarize the student with a wide variety of communication strategies. What ideas can we get from literature, film, or painting? What is the role of plot, character, dialog, close ups, establishing shots, realism, exaggeration, journalism and myth? What ideas are unique to comics? How do we use page layout, panel borders, balloons, closure, and eye movement to heighten the effect of a narrative? Students will explore the possibilities of the medium through a series of exercises designed to help each artist find their own voice. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-H**Storytelling I**

Thursday 6:30-9:20

Fall semester: 2 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Comic-book artists must learn to defy the constraints of the page and of the imagination to get the greatest possible effect with the greatest economy: to use a series of images to tell a story clearly and effectively. These principles of storytelling are the solid foundation of the comics medium and can be employed no matter what style or approach is chosen. Contemporary and past examples of bravura storytelling, as well as many personalized methods, will be explored to unlock the story in your head and get it onto paper. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-J**Storytelling I: Comics Storytelling**

Friday 12:10-3:00

Fall semester: 2 studio credits

Instructor: L. Berke (simkinberke.com)

The basics of illustrating comic books will be covered in this course. We will initially work in black and white as we focus on form, diving into disciplines such as layout, inking and composition, as well as other drawing and storytelling fundamentals. In the second half of the course we will apply what we've explored to a longer-form comics project of your creation, incorporating color/grey tones if you so choose. Throughout the course we will study the greats, both historical and the many contemporary masters. This will be a mostly workshop environment mixed with group critiques and individual consultation. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2050-K**Storytelling I: Comics Narrative**

Friday 12:10-3:00

Fall semester: 2 studio credits

Instructor: M. Lasko-Gross

See CID-2050-E for course description. *Note: Students must register for the corresponding spring semester section of this course. Open to sophomore cartooning and illustration majors only.*

CID-2055**Storytelling II**

Spring semester: 2 studio credits

This is the second part of a two-semester course. Please see the corresponding section of CID-2050 for course description. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Day	Time	Instructor
CID-2055-A	M	3:20-6:10	C. Forgues
CID-2055-B	M	6:30-9:20	T. Motley
CID-2055-C	Tu	12:10-3:00	B. Griffith
CID-2055-D	Tu	3:20-6:10	F. Jetter
CID-2055-E	Tu	3:20-6:10	B. Som
CID-2055-F	Th	9:00-11:50	J. Little
CID-2055-G	Th	3:20-6:10	S. Tobocman
CID-2055-H	Th	6:30-9:20	J. Cavalieri
CID-2055-J	F	12:10-3:00	L. Berke
CID-2055-K	F	12:10-3:00	M. Lasko-Gross

SECOND-YEAR TECHNIQUE COURSES

ILD-2106

Graphic Design Solutions for Illustrators and Cartoonists

Wednesday 6:30-9:20

One semester: 2 studio credits

Instructor: R. Durinick

This course will give the cartoonist and illustrator better insight on how to combine type and images. There will be a focus on how to create hand-drawn type to incorporate into your projects, as well as how to adapt and customize pre-existing typefaces to enhance your visual projects. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2106-A	fall
ILD-2106-B	spring

ILD-2116

Perspective

Thursday 3:20-6:10

One semester: 2 studio credits

Instructor: TBA

This course will cover all the necessary mechanical aspects of one-, two- and three-point perspective. We will explore compound forms (i.e., extensions to houses, chimneys, attics), inclined planes (hills and valleys, steps), placing windows, non-parallel forms, interiors and exteriors, station point/field of vision and environmental scale, reflections, shadows and shading, and atmospheric perspective. Exercises will incorporate the use of the human figure. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2116-A	fall
ILD-2116-B	spring

ILD-2118

Perspective for Concept Art Illustration

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

The technical and artistic aspects of creating perspective rendering for concept art illustrations will be examined in this course. Students will learn how to draw and create perspective visions for background environments, using the study of different vanishing points. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2118-A	fall
ILD-2118-B	spring

ILD-2122

Watercolor Techniques

Thursday 9:00-11:50

One semester: 2 studio credits

Instructor: D. Soman

Watercolor is a beautiful, versatile and demanding medium. This course will focus on learning its technique and applying it to a semester-long assignment. The majority of class time will be spent painting from the model in order to master traditional, realistic, tonal painting. Attention will be paid not just to the differing techniques of watercolors, but also to basics such as composition, drawing and color. The works of past and present master artists will be examined through weekly discussion. Students may work in any style they choose to develop and execute the semester-long project. Particular focus will be placed on the conceptual and interpretive nature of the work. *Note: Please bring a drawing pad and pencils to the first session. Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2122-A	fall
ILD-2122-B	spring

ILD-2122

Watercolor Techniques

Thursday 9:00-11:50

One semester: 2 studio credits

Instructor: TBA

Using water-based media, this course will help each student think outside of their comfort level and explore ambitions and exciting projects beyond the safe “watercolor picture.” Invention, manipulation and placing our artworks in the world will be stressed in this course, and stretching your imagination will be the key. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2122-C	fall
ILD-2122-D	spring

ILD-2124

Watercolor/Gouache Painting

Wednesday 3:20-6:10

One semester: 2 studio credits

Instructor: C. Fabricatore (carolfabricatore.com)

Exploring various techniques using watercolor, gouache and Acryla gouache is the focus of this course. From basic to more advanced approaches, students will experiment with using traditional and nontraditional ways to find their personal approach. Attention will be paid to creating vibrant, rich colors and applying it to projects. The class will work from models for the first half of the semester, learning to respond in an expressive, individual way. Working from direct observation will challenge and strengthen drawing abilities. There will be demonstrations and individual instruction to help students find their specific way of working with the mediums. For the second half of the semester we will work on assignments and in sketchbooks. While several techniques will be explored, the course will concentrate on using gouache and watercolor to enhance each student’s work. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2124-A	fall
ILD-2124-B	spring

ILD-2126

The Gouache Experience

Tuesday 3:20-6:10

One semester: 2 studio credits

Instructor: J. Ruliffson (jessruliffson.com)

An intensive course devoted to the use of gouache for illustration. Gouache is, in many respects, the ideal illustration medium—fast drying and giving brilliant, rich matte color. The course will be a workshop and seminar in which students undertake a variety of projects. Several techniques will be explored, but the course will concentrate on using gouache to enhance the work of the individual student. Some seminar time will be devoted to taking a close look at the uses of gouache in the professional work of many artists and illustrators. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2126-A	fall
ILD-2126-B	spring

CID-2142

Lettering Comics

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: TBA

This course will be an introduction to cartoon lettering, and all that it can add to an artist’s comic. Cover designs, special effects lettering and the appropriate choices of fonts, balloons, spacing and design options will all be explored. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
CID-2142-A	fall
CID-2142-B	spring

ILD-2145**Digital Collage Illustration: Telling Stories in Layers**

Tuesday 9:00-11:50

One semester: 2 studio credits

Instructor: E. Weinstein (ellenweinstein.com)

Collage is a dynamic medium that lends itself to create stories with layers of color, texture and meaning. This course will explore various approaches to collage and basic Adobe Photoshop techniques with an emphasis on personal expression and communication of ideas. Students will combine painting, mixed media and digital assets to create images that are seamlessly woven together. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2145-A	fall
ILD-2145-B	spring

ILD-2146**Digital Workshop: Music to Your Eyes**

Monday 12:10-3:00

One semester: 2 studio credits

Instructor: S. Ewalt (ewaltimaging.com)

This course will use digital methods to combine photography, drawing and digital painting to explore various aspects of creating images suitable for music/band posters, album/cd packages, T-shirt and button designs. We will look back at the history of rock and roll/band graphics from the past and discuss ways to adapt older visual strategies into fresh, hip, contemporary solutions. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2146-A	fall
ILD-2146-B	spring

ILD-2147**Realistic Digital Painting Techniques Using Photoshop**

Monday 3:20-6:10

One semester: 2 studio credits

Instructor: J. Godin (joshgodin.net)

Learn the essential tools and techniques for drawing and painting in Adobe Photoshop. We will go through the many functions of the design tools of Photoshop as they are applied to digital painting. Learn to search out, use, modify and create Photoshop brushes. Learn to use layers, masking and adjustment layers to edit paintings and create depth. Develop a sophisticated knowledge of color and lighting to be applied to traditional and digital painting. Learn to create finished work efficiently. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2147-A	fall
ILD-2147-B	spring

CID-2148**Digital Coloring for Cartoonists**

Wednesday 12:10-3:00

One semester: 2 studio credits

Instructor: A. Pearlman (andypearlman.info)

With the changeover to digital prepress, most cartoon publications are now colored on the computer. This course is an introduction to the Macintosh for cartoonists. After learning the basic operation of the machine, students will scan their artwork into the computer where it will be digitally colored and printed. In addition to these techniques, students will also learn image processing and digital manipulation. Demonstrations of the capabilities of digital design will give cartoonists an insight into the potential of the computer as a creative tool. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
CID-2148-A	fall
CID-2148-B	spring

ILD-2149**Realistic and Fantastical Digital Painting**

Friday 3:20-6:10

One semester: 2 studio credits

Instructor: C. McGrath (christianmcgrath.com)

This course will cover the basics of digital science fiction or fantasy illustration using Adobe Photoshop. Science fiction and fantasy can be daunting at times and overwhelming with possibilities for design. The course is designed to give you confidence through properly researching your idea and then proceeding to the next phase of solidifying a concept sketch and gathering reference for your idea. Themes of composition and lighting will be covered as well as how to take photo references for your work. The basic rules of painting digitally will be explored through that application of traditional rules and photomontage. Achieving atmosphere with tonal values and how they sit in space in relation to one another will also be examined and will make your pieces much more convincing and unified. Human anatomy will also be covered. If you are planning a career in concept art, or any sci-fi or fantasy-related illustration field, this course is a solid introduction. Prerequisite: Intermediate to advanced Adobe Photoshop skills. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2149-A	fall
ILD-2149-B	spring

ILD-2151**Acrylic Painting**

Wednesday 12:10-3:00

One semester: 2 studio credits

Instructor: K. Alder (kelynnalder.com)

In this introductory course students will become familiar with the material and techniques of acrylic painting through hands-on painting, demonstrations, home assignments and in-class critiques. Materials will include the use of acrylic paint and mediums on paper, canvas, fabric and wood. In addition to the technical aspect, this course will explore and emphasize developing a strong visual vocabulary as students become fluid with acrylic painting in the context their work and ideas. Each student can expect to complete a series of paintings during the semester. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2151-A	fall
ILD-2151-B	spring

ILD-2161**Still and Moving: Low-Tech Animation**

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: J. Rosen (jrosen.org)

In this course students will animate their illustration and comic art by making short, smart, animated films and GIFs. Experimental projects using diverse analog mediums will be encouraged, including drawing, collage, paper dolls, puppets and miniature sets in conjunction with Adobe Photoshop timeline drawing, Dragonframe for stop motion, Apple iMovie for editing, Adobe After Effects for layering and compositing, and other software. Storyboarding, character design, sound design and currents in historical and contemporary animation will be covered as well as many examples of time-based editorial art. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
ILD-2161-A	fall
ILD-2161-B	spring

ILD-2162

Illustration in Motion

Thursday 6:30-9:20

One semester: 2 studio credits

Instructor: V. Kerlow (victorkerlow.com)

How to animate your static illustration and cartoon images in a variety of digital means is the focus of this course. We will discuss how movement can enhance meaning and deepen the picture's content to create more than just visual tricks.

A final project will be sequential digital work, combining sound with moving images. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
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ILD-2162-A	fall
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ILD-2162-B	spring
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ILD-2163

Photocopy Zines

Friday 9:00-11:50

One semester: 2 studio credits

Materials fee: \$300

Instructor: G. Newland (gfnewland.com)

In this course students will create zines and mini-comics. The class will primarily use a Risograph, which is similar to a photocopier but prints in multiple colors. Students will learn how to use a limited palette to make their images and will explore various ways of making color separations. Various bookbinding techniques will be demonstrated. Several small zine projects will be assigned during the class for students to experiment with different formats, materials, and techniques. For the final project, students will make a zine or mini-comic in an edition of 25, using any of the techniques covered in class. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
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ILD-2163-A	fall
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ILD-2163-B	spring
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ILD-2166

Cool Books

Wednesday 9:00-11:50

One semester: 2 studio credits

Materials fee: \$175

Instructor: S. Maku (sakuramaku.com)

In this course each student will create a book of original color linocut prints that illustrates a fantastical visual narrative. If you love to draw pictures that create worlds of their own and are searching for ways to go graphic and colorful, this course emphasizes the potential of storytelling, drawing, design and print working together as choreographed dance. Students will be guided and encouraged to plan and produce a stunning one-of-a-kind handmade book. *Note: Open to sophomore cartooning and illustration majors only.*

Course #	Semester
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ILD-2166-A	fall
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ILD-2166-B	spring
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THIRD-YEAR COURSES

ILD-3010 / ILD-3015

Pictorial Projects I and II: Illustration

Students will develop a series of portfolio assignments that will increase in depth and complexity to personally explore personal vision and bring about work in a voice that is uniquely their own. Open to various approaches—series of paintings or posters, children's books, deck of cards, interrelated editorial illustrations, or any combination of these that will challenge your abilities, talents and work ethic. Ongoing critiques and discussions will be conducted to assist in creating a body of work that fulfills your artistic aspirations. In the second semester, students will conceptualize, sketch and execute a series of related works based on a specific theme. Developing a personal research methodology will be important to successfully completing this cohesive body of work. A selected number of illustrations produced by the end of the spring semester will be displayed in an online exhibition. Choose an instructor that best fits your aesthetic goals to guide you through this inspiring process. By the end of the year, at least 10 finished works are required. Please refer to the individual course descriptions that follow. *Note: ILD-3010/ILD-3015, Pictorial Projects I and II, and HMD-3050/HMD-3015, Culture Survey I and II, are courses that cover related, theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year. Open to junior illustration majors only.*

ILD-3010

Pictorial Projects I: Illustration

Fall semester: 3 studio credits

Course #	Day	Time	Instructor
ILD-3010-A	M	9:00-11:50	E. Lilly
ILD-3010-B	M	12:10-3:00	M. Rota
ILD-3010-C	M	3:20-6:10	S. Weber
ILD-3010-D	Tu	9:00-11:50	P. Fiore
ILD-3010-E	Tu	12:10-3:00	T. Elwell
ILD-3010-F	W	9:00-11:50	Z. Lazar
ILD-3010-G	W	12:10-3:00	T. Fasolino
ILD-3010-H	W	3:20-6:10	F. Jetter
ILD-3010-J	Th	9:00-11:50	E. Weinstein
ILD-3010-K	Th	12:10-3:00	T. Louie
ILD-3010-L	Th	3:20-6:10	D. Soman
ILD-3010-M	Th	6:30-9:20	R. Vecchio
ILD-3010-N	F	9:00-11:50	V. Koen
ILD-3010-P	F	12:10-3:00	K. Shadmi
ILD-3010-R	F	3:20-6:10	T. Hanuka

ILD-3010-A

Pictorial Projects I: Illustration (Concept Art Focus)

Monday 9:00-11:50

Fall semester: 3 studio credits

Instructor: E. Lilly (eliottlillyart.artstation.com)

This course in pictorial projects is designed for students interested in pursuing careers in concept design. The annual theme and literature choices will be transformed into viable gaming or film/animation projects, where entire "world-building" ideas will be explored through employing extensive research in location, costume, period, atmosphere, etc. Strong computer skills are required. This course will take place in a computer lab. *Note: Open to junior illustration majors only.*

ILD-3010-B

Pictorial Projects I: Illustration

Monday 12:10-3:00

Fall semester: 3 studio credits

Instructor: M. Rota (mattrotasart.com)

Lots of people can draw, but nobody thinks quite like you. Discover your voice and learn to communicate your point of view. Let's exercise our critical minds by exploring and sharing our influences. By creating sketches, final works and having open discussions, students will begin to build a visual vocabulary that will inform their personal and commercial work. By cultivating a deeper interest in past and current visual arts, students will enjoy more flexibility in applying their knowledge to pictorial challenges. *Note: Open to junior illustration majors only.*

ILD-3010-C**Pictorial Projects I: Illustration**

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: S. Weber (sampaints.com)

This course will focus on iteration and experimentation, in an effort to develop a personal voice for picture making. Through our exploration of media and process we will create a strong and personally fulfilling method of working that can be enthusiastically applied to the rigorous requirements of the third year. Students must be ready to make smart, sophisticated work drawn from a deep understanding of their subject matter, enriched through authentic engagement with personal identity and history. We will discuss traditional methods of painting, drawing and printmaking, as well as the use of digital tools to create, enhance or assemble mixed-media works. Projects may be created using any media, including sculpture. This course is a good choice for those interested in making symbolic, emotional images. *Note: Open to junior illustration majors only.*

ILD-3010-D**Pictorial Projects I: Illustration**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: P. Fiore (peterfiore.com)

This course connects observational drawing to the ideas of narrative, metaphor and composition in illustration. The work will be divided in two stages. In the first, students will draw and photograph the clothed figure, with some supplementary drawing of the nude. This will lead, in the second stage, to assignments depicting figures in pictures with specific illustrative objectives. By learning to carefully observe the figure and its environment, the student will find the specific information and the emotional focus upon which to build interesting moments and strong ideas. *Note: Open to junior illustration majors only.*

ILD-3010-E**Pictorial Projects I: Illustration**

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Elwell (tristanelwell.com)

One of the most important and sophisticated talents any artist must demonstrate is the avoidance of the obvious, symbolic cliché. Being able to conjure dynamic and dramatic visual solutions is also a crucial skill. In this course we will work on developing heightened awareness while focusing on each individual's evolving, interpretive voice. Not an easy task, but by working with the construct of a given theme, we will be able to achieve these goals. *Note: Open to junior illustration majors only.*

ILD-3010-F**Pictorial Projects I: Illustration**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: Z. Lazar (zoharlazar.com)

See ILD-3010-B for course description. *Note: Open to junior illustration majors only.*

ILD-3010-G**Pictorial Projects I: Illustration**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Fasolino (newborngroup.com)

This course will deal with the basic concepts of individual picture-making. It will explore space, value, form and problems designed to make you think in terms of a total picture. All work will be done to solve the multiplicity of problems encountered in the making of the complete piece. Assignments will deal with deep space, light and shade, premise and concept. Each phase of the process will be discussed and critiqued. An average of one assignment every other week is given. *Note: Open to junior illustration majors only.*

ILD-3010-H**Pictorial Projects I: Illustration**

Wednesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: F. Jetter (fj.net)

Students will work to make images that are intriguing and forceful, and which communicate with intelligence, grace and clarity. You will be encouraged to avoid the conventional, to experiment and take risks in your work in order to become memorable. There will be short assignments early in the semester, where thumbnail sketches are due one week, finishes the next, concurrent with working on a longer-duration project. The rough sketches will be as important as the finishes; enabling students to explore different ideas on a subject, with variations in compositions that will enhance nuance and meaning in your work. All mediums, including three-dimensional work are welcome. *Note: Open to junior illustration majors only.*

ILD-3010-J**Pictorial Projects I: Illustration**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: E. Weinstein (ellenweinstein.com)

The focus of this course is to create compelling and memorable images that tell a story in your unique voice. We will examine the process of picture-making through extensive research and a deep dive into the subject matter, composition, idea exploration, and drawing upon personal interests and identity. In the first semester we will work on a series of assignments that explore your vision and style development. In the second semester we will conceptualize, sketch and execute a series of related work based on a theme. *Note: Open to junior illustration majors only.*

ILD-3010-K**Pictorial Projects I: Illustration**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: T. Louie (travislouie.com)

The goal of this course is to help students develop and reinforce technical skills along with strong compositional strategies to establish a style that is beneficial in pursuing illustration assignments. Students will be encouraged to find the right subject matter that best brings out their strongest qualities by expanding their visual vocabulary, as well as participate in group critiques to accomplish these ends. The diverse approaches of commercial and fine art illustration will be explored. *Note: Open to junior illustration majors only.*

ILD-3010-L**Pictorial Projects I: Illustration**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: D. Soman

Success in illustration today is not solely based upon technical and conceptual mastery, but also upon what you, uniquely, do with it. The aim of this course is to help bring out who you are as an artist. Thus, the focus will be to develop a portfolio that showcases each student's artistic sensibility. Work will be done both in and out of class, beginning with shorter assignments, and then focusing on the junior-year thesis, with the goal of using it as a vehicle toward intelligent, artistic self-expression. Students may work in any medium; emphasis is on using classical, figurative techniques to create contemporary illustrations. *Note: Open to junior illustration majors only.*

ILD-3010-M**Pictorial Projects I: Illustration**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: R. Vecchio (riccardovecchio.com)

The focus of this course is to build strong work habits by breaking down the entire creative process of storytelling picture-making. By working on concepts, composition, drawing and finding a personal visual style, students will learn what it takes to create successful, finished illustration. We will look at many career avenues for your work and find inspiration from guest lectures, field trips and show-and-tell. *Note: Open to junior illustration majors only.*

ILD-3010-N**Pictorial Projects I: Illustration**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: V. Koen (viktorkoen.com)

Pictorial Projects will incorporate an advanced portfolio course in the first semester with a short version of the junior project in the second, culminating to an online exhibition in May. We will start by developing a series of portfolio assignments that will increase in depth, complexity and format as the semester progresses to perfect our personal process from brainstorming to finish. Ongoing critiques and discussions will assist in creating a body of works reflecting your unique visual voice. Based on a specific theme, in the second semester you will conceptualize, sketch and execute a series of related works. A series of paintings or posters, children's books, deck of cards, or interrelated editorial illustrations, this long-form project is open to various approaches and formats as long as it challenges your talent and work ethic. Important to successfully completing this cohesive body of work will be developing a strong brainstorming and research methodology. *Note: Open to junior illustration majors only.*

ILD-3010-P**Pictorial Projects I: Illustration**

Friday 12:10-3:00

Fall semester: 3 studio credits

Instructor: K. Shadmi (korenshadmi.com)

In this course you will develop a standout visual language for today's ultra-competitive illustration world. You will be encouraged to push the boundaries of your visual comfort zone, creating work that will take your viewer by surprise. We will de-construct and distill the elements that make masterworks and learn to implement them onto your personal work. Composition, figure drawing skills, background detail and palettes are some of the components we will tackle. We will also strengthen your storytelling skills and your ability to convey an idea with a single image. Finally you will use the skills developed in class to produce an ambitious thesis project that will encompass your vision and enrich your portfolio. *Note: Open to junior illustration majors only.*

ILD-3010-R**Pictorial Projects I: Illustration**

Friday 3:20-6:10

Fall semester: 3 studio credits

Instructor: T. Hanuka (thanuka.com)

The aim of this course is to create epic and moving visual experiences. Using extensive research and rigorous sketching we will take a deep, conceptual dive into a class project, finding a personal stake in it. Visually speaking we're looking to challenge notions of beauty, balance, harmony and good taste—essentially creating a personal pictorial ideology through which we share our vision.

ILD-3015**Pictorial Projects II: Illustration**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding section of ILD-3010 for course description.

Course #	Day	Time	Instructor
ILD-3015-A	M	9:00-11:50	E. Lilly
ILD-3015-B	M	12:10-3:00	M. Rota
ILD-3015-C	M	3:20-6:10	S. Weber
ILD-3015-D	Tu	9:00-11:50	P. Fiore
ILD-3015-E	Tu	12:10-3:00	T. Elwell
ILD-3015-F	W	9:00-11:50	Z. Lazar
ILD-3015-G	W	12:10-3:00	T. Fasolino
ILD-3015-H	W	3:20-6:10	F. Jetter
ILD-3015-J	Th	9:00-11:50	E. Weinstein
ILD-3015-K	Th	12:10-3:00	T. Louie
ILD-3015-L	Th	3:20-6:10	D. Soman
ILD-3015-M	Th	6:30-9:20	R. Vecchio
ILD-3015-N	F	9:00-11:50	V. Koen
ILD-3015-P	F	12:10-3:00	K. Shadmi
ILD-3015-R	F	3:20-6:10	T. Hanuka

HMD-3050**Culture Survey I**

Fall semester: 3 humanities and sciences credits

Designed to help students clarify and develop their art projects and articulate their own art in writing, this course uses readings, films, a diverse range of multi-media and student writing to explore a theme that changes each year. Students will examine how the chosen theme has been adapted and readapted in different times, places and media, while also considering the connections between content and form in storytelling. Through reading, seeing and research, students will hone their ability to analyze art, visual and written, and the cultural background of the works discussed in class. *Note: This course must be taken simultaneously with CID-3010, Pictorial Projects I: Cartooning, or ILD-3010, Pictorial Projects I: Illustration. It covers related, theme-based material for third-year projects. Since the theme changes each year, failure in any of these courses will require enrolling in summer courses and may require repeating all four courses in the following year. Open to junior cartooning and illustration majors only.*

Course #	Day	Time	Instructor
HMD-3050-A	M	12:10-3:00	V. Benedetto
HMD-3050-B	M	12:10-3:00	C. Matlin
HMD-3050-C	M	6:30-9:20	TBA
HMD-3050-OL*	M	6:30-9:20	M. Palmeri
HMD-3050-E	Tu	12:10-3:00	S. Pandit
HMD-3050-F	Tu	3:20-6:10	E. Spackman
HMD-3050-G	Th	9:00-11:50	D. Sweet
HMD-3050-H	Th	3:20-6:10	D. Sweet
HMD-3050-J	F	9:00-11:50	D. King
HMD-3050-K	F	9:00-11:50	E. Spackman
HMD-3050-L	F	9:00-11:50	D. Sweet
HMD-3050-M	F	12:10-3:00	A. Cooks
HMD-3050-OL1*	F	12:10-3:00	S. Pandit
HMD-3050-OL2*	F	3:20-6:10	S. Pandit
HMD-3050-R	F	3:20-6:10	TBA

* Note: These sections are held online.

HMD-3055**Culture Survey II**

Spring semester: 3 humanities and sciences credits

The second part of this two-semester course introduces students to different types of narratives in a variety of media, including literature, drama, film and music, to help them further understand the connection between content and form in storytelling. Through reading and engaging with primary works as well as researching criticisms about these works, students will learn how to generate an independent interpretation to help them produce their visual narrative. *Note: This course must be taken simultaneously with CID-3015, Pictorial Projects II: Cartooning, or ILD-3015, Pictorial Projects II: Illustration (depending on your major). It covers related, theme-based material for third-year projects. Since the theme changes each year, failure in this course will require enrolling in summer courses and might require repeating this course in the following year. Open to junior cartooning and illustration majors only.*

Course #	Day	Time	Instructor
HMD-3055-A	M	12:10-3:00	V. Benedetto
HMD-3055-B	M	12:10-3:00	C. Matlin
HMD-3055-C	M	6:30-9:20	TBA
HMD-3055-OL*	M	6:30-9:20	M. Palmeri
HMD-3055-E	Tu	12:10-3:00	S. Pandit
HMD-3055-F	Tu	3:20-6:10	E. Spackman
HMD-3055-G	Th	9:00-11:50	D. Sweet
HMD-3055-H	Th	3:20-6:10	D. Sweet
HMD-3055-J	F	9:00-11:50	D. King
HMD-3055-K	F	9:00-11:50	E. Spackman
HMD-3055-L	F	9:00-11:50	D. Sweet
HMD-3055-M	F	12:10-3:00	A. Cooks
HMD-3055-OL1*	F	12:10-3:00	S. Pandit
HMD-3055-OL2*	F	3:20-6:10	S. Pandit
HMD-3055-R	F	3:20-6:10	TBA

* Note: These sections are held online.

FOURTH-YEAR COURSES

ILD-4040

Professional Practice: Illustration

One semester: no credit

The challenges that await illustration students after graduation are numerous. With the use of technological advances, the professional market has shifted dramatically in the areas of promotion and networking, and how work is delivered to potential employers and clients. This course will address what you need to know to get started in the business, and will focus on timeless strategies on how to target clients and dream jobs. *Note: Open to senior illustration majors only.*

Course #	Day	Time	Semester	Instructor
ILD-4040-A	M	6:30-9:20	fall	J. Rosen
ILD-4040-B	W	6:30-9:20	fall	S. Savage
ILD-4040-C	W	6:30-9:20	fall	J. Eckwall
ILD-4040-D	W	6:30-9:20	fall	G. Shaffer
ILD-4040-E	Th	12:10-3:00	fall	D. Hertzberg
ILD-4040-F	Th	12:10-3:00	fall	V. Kerlow
ILD-4040-G	M	6:30-9:20	spring	J. Rosen
ILD-4040-H	W	6:30-9:20	spring	S. Savage
ILD-4040-J	W	6:30-9:20	spring	R. Tu
ILD-4040-K	W	6:30-9:20	spring	G. Shaffer
ILD-4040-L	Th	12:10-3:00	spring	D. Hertzberg
ILD-4040-M	Th	12:10-3:00	spring	V. Kerlow

ILD-4055-OL

Senior Lecture Symposium

Friday 6:30-9:20

Spring semester: no credit

This symposium for seniors will be a series of conversations with renowned cartoonists and illustrators, and a variety of our faculty members. Guests will speak about their work, career and process, and answer questions. *Note: This course is held online.*

ILD-4900 / ILD-4905

Senior Thesis I and II: Illustration

In senior year, illustration students will focus on a thesis project of their own conception, interest and design. This personal yet industry-minded body of work will represent a substantial part of their portfolio and showcase capabilities in concept and visual language. Project formats and techniques from traditional to digital are open, as long as the ideas behind them are well defined, structured and executed in significant quality and volume. Graphic novels, children's books, book covers, series of paintings or posters, editorial, gifs, animation, concept art and games are only some of the shapes a senior thesis can take. Choose an instructor that best fits your aesthetic and professional goals to guide you through this inspiring process. Early in the second semester, there will be a departmental progress review for all projects ahead of the Senior Thesis Show when works for the exhibition will be selected by a panel of industry judges. For graduation clearance, 10 finished works are required by the end of the spring semester. Please refer to the individual course descriptions that follow. *Note: Open to senior illustration majors only.*

ILD-4900

Senior Thesis I: Illustration

Course #	Day	Time	Instructor
ILD-4900-A	M	9:00-11:50	L. Feng
ILD-4900-B	M	3:20-6:10	Y. Shimizu
ILD-4900-C	M	6:30-9:20	T.M. Davy
ILD-4900-D	M	6:30-9:20	Y. Shimizu
ILD-4900-E	Tu	9:00-11:50	V. Koen
ILD-4900-F	Tu	9:00-11:50	H. Drescher
ILD-4900-G	W	9:00-11:50	A. Macbain
ILD-4900-H	W	12:10-3:00	D. Salati
ILD-4900-J	W	12:10-3:00	S. Brodner
ILD-4900-K	Th	9:00-11:50	J. Cochran
ILD-4900-L	Th	6:30-9:20	J. Eckwall
ILD-4900-M	Th	3:20-6:10	M. Mattelson
ILD-4900-N	F	9:00-11:50	L. Padula
ILD-4900-P	F	9:00-11:50	M. Ilic
ILD-4900-R	F	12:10-3:00	V. Stamper

ILD-4900-A

Senior Thesis I: Illustration

Monday 9:00-11:50

Fall semester: 3 studio credits

Instructor: L. Feng

Being an illustrator today requires a flexible and clever mind to solve visual challenges, a determination and ambition to develop clients, and an understanding of what you do the best—that can be applied to the marketplace. This course will help you to develop the right images to show the world what you can do. Professional presentation and practices will be stressed, and creative solutions to difficult assignments will be emphasized, to enable you to have the proper approach to excel in this ever-changing art market. *Note: Open to senior illustration majors only.*

ILD-4900-B

Senior Thesis I: Illustration

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: Y. Shimizu (yukoart.com)

An Illustrator's job is not only about making good work, it's also about running your own small business. In this course we will cover business and other critical issues in illustration. The first semester will be assignment driven. You will complete several assignments that represent different paths the illustration industry offers. The second semester will be self-initiated. You'll be building projects from scratch. We will guide you in finding your personal voice. The main part of this course will focus on group critiques. We will also hold regular class discussions. Be ready to speak up and share your opinions. Participation matters. Guest speakers include illustrators from various career paths as well as art directors. This course is for those who will put serious effort into their work. *Note: Please bring three to five samples of your favorite work from the junior year to share. Open to senior illustration majors only.*

ILD-4900-C

Senior Thesis I: Illustration

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: T.M. Davy (tmdavy.com)

This portfolio section is designed for those students who want to focus more intensely on the gallery area of making pictures, rather than an editorial arena. Strong conceptual prowess and technical expertise will be encouraged, but the scope will be more about how to fit into the ever-changing art world model. Studio practice will be stressed; gallerists, artists and curators will visit. A strong personal body of work, suitable for public exhibition, will be the ultimate goal. *Note: Open to senior illustration majors only.*

ILD-4900-D

Senior Thesis I: Illustration

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: Y. Shimizu (yukoart.com)

See ILD-4900-B for course description. *Note: Open to senior illustration majors only.*

ILD-4900-E

Senior Thesis I: Illustration

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: V. Koen (viktorkoen.com)

In the Senior Thesis course we will work on an extensive project of your choice, taste and interest. Conceiving, sketching, pitching and executing a personal yet industry-minded body of work is a solid step toward your professional direction and the foundation of one's postgraduate pursuit for success. Senior Thesis will represent a substantial part of your portfolio to showcase capabilities in concept and visual language; embrace this as a personal project. *Note: Open to senior illustration majors only.*

ILD-4900-F**Senior Thesis I: Illustration**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: H. Drescher (hdrescher.com)

Telling visual stories clearly, provocatively and meaningfully will be the focus of this course. You can choose to create single illustrations that can get you assignments in magazines and newspapers, or multiple images for graphic fiction or nonfiction. These can also be made into artists' books for special collections libraries. We will work to develop characters as well as define and describe time and place. You can re-interpret stories from the past or illustrate something you have written. *Note: Open to senior illustration majors only.*

ILD-4900-G**Senior Thesis I: Illustration**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: A. Macbain (anthonymacbain.com)

This course will help aspiring concept artists to build a professional portfolio appropriate for gaming and entertainment design fields. World building and visualization, including character development, prop design and environments will be explored. Imagination and technical skills will be stressed. The beginning of the course will be assignment based, building into a larger project where the artist's own visual proposals will be realized. Advanced digital skills will be required. *Note: Open to senior illustration majors only.*

ILD-4900-H**Senior Thesis I: Illustration**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: D. Salati (dougsalati.com)

See ILD-4900-F for course description. *Note: Open to senior illustration majors only.*

ILD-4900-J**Senior Thesis I: Illustration—Troubleshooting the Big and Small Stuff All the Way to the Finish**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: S. Brodner (stevebrodner.com)

This course is about the joy of storytelling with pictures, and how excellence is waiting for you if you just know a few simple tools. Students will be given real-world assignments. We will solve problems together with a demystifying of illustration and a deepened understanding of what it takes to get to the killer final. As the course progresses students follow their own path: getting the dream assignments with a top-flight illustrator standing by to help them achieve their goals. There will be guest speakers, field trips and discussion of all manner of ideas connected to the making of awesome narrative art. *Note: Open to senior illustration majors only.*

ILD-4900-K**Senior Thesis I: Illustration**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Cochran (joshcochran.com)

In this portfolio-building course we will be focusing on a series of pieces that will establish the foundation of your portfolio. We will discuss and define the direction of your work. Class critiques, professional studio visits and lectures will help prepare you for life after graduation. This course will also cover studio practices, basic marketing strategies, promotional materials and professional development. *Note: Open to senior illustration majors only.*

ILD-4900-L**Senior Thesis I: Illustration**

Thursday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Eckwall (jensineeckwall.com)

Developing an illustration practice means engaging with many seemingly opposing ideas, concepts and schools of thought. Illustration students can find, through experience, where in this landscape they are most apt to thrive. In this course students will work on assignments that balance instructor direction with self-direction. Through found materials, research, observation of self and other, and experimentation, students will begin to identify and solidify their values and goals when it comes to art-making. This process is in service of creating a body of work both finely honed and flexible, well-suited to an early career professional. Students will be exposed to a wide variety of artists, art and applications, and will practice articulating their ideas through describing, summarizing and pitching them. Through lecture, discussion and critique, students will challenge themselves and each other in a mutually supportive way. This experience with creating and maintaining a network and fostering productive group communication will give them an advantageous position when communicating with future clients and team members, as well as with themselves on the road ahead. *Note: Open to senior illustration majors only.*

ILD-4900-M**Senior Thesis I: Illustration**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: M. Mattelson (fineartportrait.com)

This course will help students develop a successful approach to creating consistent personal imagery. Whether taking a representational, stylized or fantastic approach, using traditional or digital media, students are encouraged to expand their picture-making skills by considering how the use of light, line, color, value and composition can be most effectively employed to get across their individual point of view. Innovative problem solving is emphasized and combined with practical information on how to assemble quality reference material that supports one's artistic intent. We'll also explore the usefulness of photography and computer manipulation to help formulate ideas and create superior reference material. The goal is to give you the tools necessary to create a unique professional portfolio that will open the door to a successful career. *Note: Open to senior illustration majors only.*

ILD-4900-N**Senior Thesis I: Illustration**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: L. Padula (lilypadula.com)

Illustrators must be flexible and inventive in their approach to their careers. This course is designed to help you create your best work and find the right places for it in the vast illustration field. I will lead you through a series of challenging, market-based assignments designed to help you refine your artistic voice and introduce you to the reality of being a commercial artist. Storytelling and pictorial fundamentals will be stressed. You will develop professional habits and learn to effectively promote your work. You will become familiar with the current illustration landscape and will be exposed to the many directions you can take your career. *Note: Open to senior illustration majors only.*

ILD-4900-P**Senior Thesis I: Illustration**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: M. Ilic (ghost.mirkoilic.com)

See ILD-4900-E for course description. *Note: Open to senior illustration majors only.*

ILD-4900-R**Senior Thesis I: Illustration**

Friday 12:10-3:00

Fall semester: 3 studio credits

Instructor: V. Stamper (vesperillustration.com)

The time has never been better for new ventures into children's books. Board and novelty books, picture books, early chapter readers, illustrated middle grade, and even full-color young adult novels offer the literary illustrator more options than ever. In this course we will explore, in the most practical of ways, the requirements of working in children's publishing and how to break into the industry with class and style. Students will refine a personal philosophy centered on children's developmental needs, and create a body of work, tailored to their strengths, ready to pitch to the children's market. *Note: Open to senior illustration majors only.*

ILD-4905**Senior Thesis I: Illustration**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see the corresponding fall semester section of ILD-4900, Senior Thesis I: Illustration, for course description. *Note: Open to senior illustration majors only.*

Course #	Day	Time	Instructor
ILD-4905-A	M	9:00-11:50	L. Feng
ILD-4905-B	M	3:20-6:10	Y. Shimizu
ILD-4905-C	M	6:30-9:20	T.M. Davy
ILD-4905-D	M	6:30-9:20	Y. Shimizu
ILD-4905-E	Tu	9:00-11:50	V. Koen
ILD-4905-F	Tu	9:00-11:50	H. Drescher
ILD-4905-G	W	9:00-11:50	A. Macbain
ILD-4905-H	W	12:10-3:00	D. Salati
ILD-4905-J	W	12:10-3:00	S. Brodner
ILD-4905-K	Th	9:00-11:50	J. Cochran
ILD-4905-L	Th	6:30-9:20	J. Eckwall
ILD-4905-M	Th	3:20-6:10	M. Mattelson
ILD-4905-N	F	9:00-11:50	L. Padula
ILD-4905-P	F	9:00-11:50	M. Ilic
ILD-4905-R	F	12:10-3:00	V. Stamper

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

ADVANCED CARTOONING AND ILLUSTRATION ELECTIVES

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed in numerical order.

ILD-3211**Drawing on Location**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Ruggeri

Class sessions will be spent at various New York City locations, learning to challenge the practical difficulties that arise while drawing on the spot. The main goal of the course is to encourage students to observe their environment, the particular details of each situation, and to draw spontaneously. We will put together three stories from drawings done on location. On-the-spot drawing experience is not necessary, but you should have some drawing skills. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3211-A	fall
ILD-3211-B	spring

ILD-3216**Advanced Drawing: Drawing Our Moment**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: J. Twingley

Advanced Drawing will be an immersive exploration of both the model and the space the model occupies, with an emphasis on utilizing traditional tools in nontraditional ways. In this course, through a series of weekly sessions drawing live from the model and related home assignments, we will closely examine the figure as a subject in and of itself as well as the figure in relation to its surroundings. *Note: Open to juniors and seniors from all departments.*

Course #	Semester
ILD-3216-A	fall
ILD-3216-B	spring

ILD-3218**Advanced Life Drawing**

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: B. Waldman (brucewaldman.com)

Drawing from the live model, this course will explore structural anatomy, gesture, quick and sustained poses, and the figure in the environment. Charcoal, conte crayon and pencil techniques (in both black-and-white and color) will be emphasized, and students can progress to pen-and-ink, wash, and brush drawing. Home assignments will be oriented toward using structural drawing skills to enhance and strengthen your illustrations and your illustration portfolio. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3218-A	fall
ILD-3218-B	spring

ILD-3219**Advanced Life Drawing: Figure, Form and Function**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Gaffney (stephengaffney.tumblr.com)

This course will explore the core practice of drawing the human body as both expressive and functional outlets for communication in artistic representations. Perception, depiction and expression are challenged from an intense focus on the human form via exercises that provoke a direct intuitive response and brief lecture/demonstrations of synthetic anatomy, which confirm a form's concepts. Combining these with three key design principles—rhythm, hierarchy and form—we will explore the function of line through various practices of drawing from observation and knowledge, which culminate in applied composition studies. The

exercises develop a language of line that connect us to both the earliest known and the most sophisticated drawings made by humans. Progress is charted from practice of the exercises as well as personal expression and growth. *Note: Please bring a pad (18x24") of 100 sheets of white sketch paper (not newsprint) and soft graphite (6B) or black colored pencils to the first session. Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3219-A	fall
ILD-3219-B	spring

ILD-3227

The Drawn Epic

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: M. Pan (mupan.com)

Using only simple materials—paper, drawing supplies and aqueous media (watercolor, gouache, acrylic)—this course will explore the traditions of grand, epic compositions; battle scenes; large groups of multiple figures and dramatic action. We will analyze the design strategies used by the great Japanese print-makers as well as the European masters. Ambitious fantasies and large-scale visions are very much encouraged. All work will be made by hand. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3227-A	fall
ILD-3227-B	spring

ILD-3228

Mark-Making: Expanding Graphic Vocabulary Through Experimental Drawing Practices

Monday 6:30-9:20

One semester: 3 studio credits

Instructor: I. Serrano-Perez (instagram.com/ignacioserranoart)

This course aims to help students expand their visual vocabulary by exploring unusual approaches to drawing and painting. It will mainly focus on traditional drawing techniques and how to reach unexpected results by turning them upside down. This will enable students to experiment with new ways of expression and directly affect their approach and image-making capabilities. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3228-A	fall
ILD-3228-B	spring

ILD-3318

Advanced Painting

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: D. Ross (deborahrossarts.com)

Direct painting from life in watercolor will be the focus of this course. Poses will be sustained from five up to 30 minutes. The emphasis will be on movement/gesture, anatomy, narrative and composition. Life models will be both nude and costumed. Students will be given an understanding of the materials and craft of watercolor painting through a series of exercises, which will include silhouette and practice of layering transparency to achieve depth. By the end of this course, students will have gained competence in capturing movement using the watercolor medium and the skills in using color to tell a story. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3318-A	fall
ILD-3318-B	spring

ILD-3323 (previously FID-2841 / FID-2842)

Etching and Monoprint as Illustration

Thursday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: B. Waldman (brucewaldman.com)

This course will introduce students to numerous basic etching and monoprint techniques, including hard ground, soft ground, aquatint and color printing. Once students become familiar with functioning in a print shop, they will learn to use prints as a viable technique for fine illustration. The emphasis will be on experimentation and personal expression. We will discuss the early relationship of printmaking to illustration, and will study and discuss specific illustrators who use printmaking as a final technique for solving illustration problems. *Note: Open to juniors and seniors from all departments.*

Course #	Semester
ILD-3323-A	fall
ILD-3323-B	spring

ILD-3331-A

Narrative Painting

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: S. Ellis (stevellis.com)

Today, many contemporary artists straddle the line between the commercial and fine art worlds, and galleries and collectors have become more accepting of figurative work that blurs these distinctions. This course will strive to help students push their imagination to find a unique vision, with biweekly and semester-long assignments that focus on an exploration of ideas and emotions using a personal vocabulary. Class time will consist of critique, open and/or structured drawing and painting, and technical instruction and demonstration. We will keep current with the New York art scene by visiting galleries, inviting guest speakers and discussing pertinent local events. *Note: Open to juniors and seniors from all departments.*

ILD-3336-A

Realistic Life Painting

Thursday 9:00-2:50

Fall semester: 3 studio credits

Instructor: M. Mattelson (fineartportrait.com)

Do you control your pictures, or do they control you? This course presents a simple, logical and structured approach to realistic painting, which emphasizes the underlying principles that have guided master artists for more than 500 years. Traditionally, artists have worked from life in order to develop their understanding of visual phenomena. Reality provides all the clues necessary, as long as you know what to look for. In this course you will learn how to accurately see what's before your eyes, how to translate your observations onto the canvas and, most importantly, how to enhance the desired effect through the manipulation of color intensity, sharpness and contrast. Working in oils from a live model, you will learn how to master the illusion of light and atmosphere, how to make a form appear solid and project forward or recede back into space. You will discover a simple and straightforward way to accurately and repeatedly mix any color you see or imagine, including lifelike skin tones. Students have the option of painting digitally. All aspects of the curriculum will be demonstrated in class and thoroughly explained by the instructor. These are universal principles that, once understood, can be applied to all aspects of image creation in any medium: traditional, digital, or anywhere between. *Note: Open to juniors and seniors from all departments.*

ILD-3337-A**Classical Portrait Painting in Oil**

Thursday 9:00-2:50

Spring semester: 3 studio credits

Instructor: M. Mattelson (fineartportrait.com)

This course is a logical approach to painting the portrait in oil and will emphasize the mindset and methodologies that have guided master portrait artists for more than five hundred years. You will learn the time-honored techniques that have served as the backbone for some of the greatest portrait paintings ever created. Successful portraiture is more than merely copying what is in front of you; it requires the ability to understand and interpret your subject. By working from the live model, students will rigorously engage with the principles of portrait painting in the classical tradition. Techniques for capturing a likeness, handling paint, emphasizing the effects of light and atmosphere, modeling form and mixing life-like complexions will be covered. Every step from preparing a canvas to applying the final highlight will be thoroughly demonstrated and explained. Students have the option of painting digitally. One session will be spent at The Metropolitan Museum of Art to study and analyze the outstanding portraits in its collection. *Note: Open to juniors and seniors from all departments.*

ILD-3338**Painting From Inside/Out**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: Z. Lazar (zoharlazar.com)

In this course students will explore methods to effectively apply their points of view to a variety of visual challenges. The aim is to bring out each student's artistic self by building a strong visual vocabulary and honing communications skills through painting. This process will involve rounds of sketching with open critiques. Students will be encouraged to introduce autobiographical themes to their painting that will enhance their personal and commercial work well into the future. *Note: Open to juniors and seniors from all departments.*

Course # Semester

ILD-3338-A fall

ILD-3338-B spring

ILD-3341**The Painting of Light**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: P. Fiore (peterfiore.com)

This course deals with the interpretation of light for the two-dimensional artist. The ability to capture the world around us, in a representational manner, requires a keen sense of observation. We will explore how light visually describes your subject (i.e., time of day, temperature, weather conditions, humidity, color, texture, etc.). To create a sense of reality is the artist's job—this course will teach you how. It will enable you to calculate the effect your pictures will have. Light is the great designer of our world. Learn how to capture it. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3341-A fall

ILD-3341-B spring

ILD-3361**From Fantasy to Reality: Production/Concept Design**

Wednesday 6:30-9:20

One semester: 3 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

When one imagines a sumptuous story in a fabulous place, often the details are a bit fuzzy. This course will explore how to create concrete designs and plans of interior and exterior spaces that convey narrative content. Basic drafting and perspective techniques utilizing multiple angles, elevations and prop details will be covered. Research skills will be developed by looking into the design of different historical periods. Projects will also include character and costume designs, and cover how to professionally present your ideas and plans to prospective clients

and collaborators. The techniques learned can be applied to areas of stage, screen, animation and gaming. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3361-A fall

ILD-3361-B spring

ILD-3409**The Fine Art of Illustration**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: H. Drescher (hdrescher.com)

This course is designed for illustration students who have an interest in the fine arts and believe that a fine arts sensibility should be a part of the illustration form. Great emphasis will be placed on the usage of personal visual language and the development of skill, craft and conceptual ability. These components will be incorporated to produce a body of work by the end of the semester. There will be museum, gallery and studio visits. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3409-A fall

ILD-3409-B spring

ILD-3416**Advanced Watercolor**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: TBA

Using water-based media, this course will help students think outside of their comfort level and explore ambitions and exciting projects beyond the safe "watercolor picture." Invention, manipulation and placing our artworks in the world will be stressed in this course and stretching your imagination will be the key. *Note: Open to juniors and seniors from all departments.*

Course # Semester

ILD-3416-A fall

ILD-3416-B spring

ILD-3418-A**Painting Mythologies From Classical to Contemporary**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: M.J. Vath (maryjovath.com)

What elevates a story into the realm of the "mythic"? This course will examine what makes myths so compelling and will introduce strategies to convey the power of a myth in visual form. Through the process of illustrating myths of their own choosing, students will become familiar with general symbolism and the use of motif to reinforce the narrative, as well as elements more specific to mythology such as metamorphosis, disguise, prophecy and magic. *Note: Open to juniors and seniors from all departments.*

ILD-3419-A**Pictorial Fantasy Illustration**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructors: C. Griesbach, S. Martucci (cherylgriesbach.com)

Ideas and concepts will be reinforced through an in-depth exploration of fantasy illustrations in film and print. Traditional reference sources will be used to fashion unusual characters in fairy-tale landscapes. Students will create a glowing picture of strange and compelling creatures and distant worlds. Assignments will be tailored to individual pictorial preferences from child-inspired storytelling to sophisticated image realism. All media can be explored—from colored pencil and gouache to acrylic and oil—to best develop intriguing and suggestive images. Fantasy imagery can be a bold addition to your portfolio. *Note: Open to juniors and seniors from all departments.*

ILD-3424**Surface Design**

Tuesday 9:00-11:50

One semester: 3 studio credits

Instructor: D. Funderburgh (danfunderburgh.com)

Wallpaper, textiles, stationery, dishware and apparel—there are many applications for your artwork. This intensive course will focus on surface design for illustration. Complex repeat patterns will be created, both by hand and digitally, and students will produce products such as fabrics and giftwrap. Business concepts will also be addressed, including licensing your designs and buyouts. Traditional and contemporary designs will be explored, and students will gain an understanding of the variety of styles, techniques and range of projects available to surface designers. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3424-A	fall
ILD-3424-B	spring

ILD-3425**Murals**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: J. Cochran (joshcochran.com)

Murals have become one of the most exciting and dynamic parts of the illustration industry. This course will cover all aspects of mural making from conception to the design and development options and executing. While practicing on research, pitching, sketching, budgeting, transferring and applying, we will also focus on methodologies to get ideas approved and the technical secrets essential to delivering amazing pieces of public art. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3425-A	fall
ILD-3425-B	spring

ILD-3428-A**The Poster**

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: T. Allen (terryallen.com)

Think big! Think graphic! Think simple! These are the elements that make a great poster. How you achieve that goal, through traditional or digital means, is secondary. Whether intended for indoor or outdoor use, from a subway station to a bus stop, from a billboard to a brick wall, a poster is a unique form of illustration and design with often only a moment to grab someone's attention and get the message across. This course will focus on simplifying your concepts, illustration and typography to create a powerful, unified design. If you're an illustrator you will stretch your skills working with type. If you're a designer you will use your graphic sensibilities to create illustration. Assignments will be in the form of real-world jobs. We will use WPA posters of the forties, propaganda posters, consumer posters of the post-war boom years and counter-culture posters of the sixties, Broadway posters, movie posters, music and concert posters of today will be the basis for assignments. The course will consist of group critiques, in-class exercises, demonstrations and field trips. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3431**Lifestyle Illustration**

Friday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Lanzone (amandalanzone.com)

This course will explore the numerous possibilities in lifestyle illustration, including fashion and merchandise, food and cooking, travel and leisure. This area is becoming an increasingly varied and exciting aspect of both editorial and publishing opportunities. Students will create their own solutions to real-world assignments and add examples to their portfolios. Students will be encouraged to explore their personal directions and interests in their content, and develop a final project that will be in a series. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3431-A	fall
ILD-3431-B	spring

ILD-3432**Fashion Illustration and Beyond**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: A. Whitehurst (awhitehurst.tumblr.com)

For students with an interest in fashion illustration and for illustrators with a fashionable flair, this course will explore and practice the skills needed to produce illustrations for fashion advertising as well as for print media, theater posters, package design, beauty illustration, book covers, licensing and product merchandising. Group critiques will help students identify areas on which to focus in order to achieve a personal style. Working toward portfolio-quality pieces, we will explore the changing role of the fashion illustrator in the current marketplace. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3432-A	fall
ILD-3432-B	spring

ILD-3434**Digital Environments and Periods**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Auerbach (simonamigliottiauerbach.com)

Imagine illustrating compelling digital environments for stories set in the past, present and future. Through pictures, thumbnails, sketches and research, students will gain an understanding of the process for creating settings and environments. Building a portfolio of concept design work for live action, animated film production, video games and graphic novels will be addressed. This course will explore previsualization, mood, layering values, content, metaphor, perspective and identifying the places inhabited by the characters' created. Concept art, drawing techniques and digital paint to the realization of the final portfolio will all be covered. Students will find solutions working digitally. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3434-A	fall
ILD-3434-B	spring

ILD-3435-A**Environments and Backgrounds for Animation and Gaming**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Godin (joshgodin.net)

This course will focus on the needs of a concept artist working in the game and animation industries. We will focus on 2D design and paint of dimensional environments using Adobe Photoshop for concept development and other production art. Learn and apply traditional perspective drawing tools and incorporate Photoshop perspective tools to design spaces. Build blueprints for spaces using isometric design and use those blueprints to draw alternate angles of an environment. Learn to create a mood board to develop color scenarios for application in concept art. Learn to incorporate photo elements and textures into designs to match and enhance the setting. Use aerial perspective and learn skills to adjust lighting to create dimension, mood and drama in a space. Learn file management for the repurposing of design elements and direct use as production art. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3436**Costume, Concept and Environment**

Friday 12:10-3:00

One semester: 3 studio credits

Instructor: C. McGrath (christianmcgrath.com)

This digitally based course will focus on rendered and collaged elements that create accurate fictive worlds. Period costumes and settings will be explored, as well as imaginary and futuristic concepts—all rooted in actual research to add a believability and consistency to student work. Each assignment will be set in a different culture and time period to add diversity to their portfolio. This course will appeal to anyone interested in concept art, traditional illustration and

image-making. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Students will need a camera that is not a cell phone. Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3436-A	fall
ILD-3436-B	spring

ILD-3438-A

The Beauty Mark

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: B. Donovan (biltonovan.com)

This course will explore the possibilities of elegant mark making, and this process in relation to content. While calligraphic gesture and line have long been associated with “old-school” fashion illustration, this course will address the genres of sports, landscape, still life and portraiture made with bold and beautiful strokes. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3439-A

Not for the Squeamish

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Rosen (jrosen.org)

Your body: temple of the soul or soft machine? This course is about the fabric of the body as depicted by artists and anatomists. The human body is where art, science, culture, politics and medicine intersect. Serving as a nontechnical survey, this lecture/studio course will focus on artists from ancient to modern times who use medicine and anatomy as a point of departure for personal, political, religious, aesthetic, or scientific commentary, and will provide an opportunity for students to do likewise. Examples will range from medieval manuscripts and obscure Renaissance medical surrealism through 19th-century anatomy charts and medical museums to contemporary bio-mechanics, illustration, comics, animation, film, fine art, and beyond. The course assignments will be to respond with art projects that make a personal or editorial statement about medicine or anatomy. Students may use the medium of their choice. Projects are not required to be anatomically correct. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3442

Anatomy

One semester: 3 studio credits

The focus of this course is drawing human and animal anatomy from observation, construction and imagination. Draw every session from models (quick poses to catch the action of the muscles of the body in motion, long poses to create detailed studies), and from skeleton specimens of humans and other creatures. Class sessions will include demonstrations of old masters and contemporary drawing techniques, lectures on comparative anatomy and individual instruction to help students achieve their artistic goals. *Note: Open to juniors and seniors from all departments.*

Course #	Day	Time	Semester	Instructor
ILD-3442-A	Th	3:20-6:10	fall	S. Camhy
ILD-3442-B	Tu	9:00-11:50	spring	G. Boorujy
ILD-3442-C	Th	3:20-6:10	spring	S. Camhy

ILD-3448-A

Animals and Creatures in Illustration

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructors: C. Griesbach, S. Martucci (cherylgriesbach.com)

Are you bored with rendering the human figure? If you find yourself relating more to frogs, insects, jaguars, snakes and other beasts, this course is for you. Real or imagined creatures in visual expression can be an exciting and vital part of your portfolio. Choose from a diversified view of assignments ranging from creating a movie monster poster, designing an alphabet consisting of animals, to portraying a poisonous toad in a rain forest. Projects will be worked on in class with supervision on concepts, use of different mediums and choosing reference sources supplemented with occasional field trips. This course welcomes students in all phases of development who feel this area is an important component of their visual vocabulary. Use of all media is acceptable. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3542-A

Toy Design

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Materials fee: \$200

Instructor: TBA

Turning an idea or character from sketchbook to toy is a fascinating process. Crossing dimensions, from 2D to 3D has multiple stages and prerequisites to delivering a product equal to one’s vision. This course will focus on toy brainstorming, dimensional thinking, sketching, developing and drafting all angles, troubleshooting, color studying and testing, detailing and exploring production options. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3543-A

Toy Production

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Materials fee: \$200

Instructor: J. Freeny (jasonfreeny.com)

Building on the material addressed in ILD-3542, Toy Design, this course takes a hands-on approach through sculpting, drawing and painting, as well as covering design and engineering through CAD and 3D printing. Toy production methods and their limitations as well as market demands, real-world processes from inception to production, manufacturing and distribution will be covered. Packaging, display, promoting and professional toy industry events will be highlighted through guest lectures by leading toy makers and designers. Licensing, royalties and navigating the ever-expanding pool of production companies and services that can advance your product to the buyers’ market will be addressed. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3559

The Extraordinary Picture Book

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

The picture book genre is particularly rich in storytelling structures and possibilities. This course will start at the core of what traditionally makes a great ‘picture book’ and then explore the margins of that bibliography in search of its most remarkable, unusual and genre-bending examples. We will examine what makes these books stand out by carefully unfolding the layers that compose them: color, style, story and narrative structure; design and physical materials; and how these work in service of the story, effectively expanding and elevating it. Short exercises and mini-books will allow us to workshop ideas and apply class lessons to creating unique picture books, while deepening our knowledge on the genre and our tool kit toward larger projects. Through hands-on experimentation we will practice and expand on what some of the very best artists/storytellers have worked on for decades—mesmerizing books that tell stories able to engage and transform their readers in unexpected ways. *Note: Open to junior and senior cartooning and illustration majors only.*

Course # Semester

ILD-3559-A	fall
ILD-3559-B	spring

ILD-3563

Children’s Book Illustration

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: P. McCarty (petermccarty.net)

Telling a story in pictures is both challenging and immensely satisfying. This course covers every stage in the creation of a picture book: developing an idea and writing it; creating sequential, storytelling images; book layout; solving problems of pacing; presenting a book to a publisher; contracts; and working with an editor. The emphasis will be on the process of making the words and images work together seamlessly, from the first rough storyboard all the way through to a presentation dummy. We will also discuss, in depth, all the work available in children’s illustration and how to look for it. A good portfolio for this market is quite different from an editorial or advertising portfolio. So, we will address

the questions of what art directors in this field are looking for, and what sort of portfolio pieces you might need to be competitive. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3563-A	fall
ILD-3563-B	spring

ILD-3566-A

Children's Book Illustration: For the Real World I

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: D. Soman

Beyond beautiful pictures, the real art in illustrating a children's book is in telling a story, and the real work is in telling it well. More than just pictorial narration, the field of children's books gives artists the great freedom and opportunity to explore a variety of ideas and themes found in both classic and contemporary children's literature. This course will focus primarily on one story (their own or someone else's), taking it from typewritten text to fully realized illustrations. We will concentrate on such elements as breaking down and understanding a text, character development, composition and storyboards, and the finished dummy in order to grapple with the more complex problems of pacing and point of view. The spring semester will be spent creating the finished illustrated story (approximately 15 portfolio-quality pieces). Time will also be devoted to issues involved in printing and production as well as working in the field. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3567-A

Children's Book Illustration: For the Real World II

Thursday 12:10-3:00

Spring semester: 3 studio credits

Instructor: D. Soman

This is the second part of a two-semester course. See ILD-3566 for course description. *Note: No midyear entry. Open to junior and senior cartooning and illustration majors only.*

ILD-3568

Two Eyes, a Nose and a Mouth

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: S. Brodner (stevebrodner.com)

Learning to capture a person's likeness is a skill to which many artists aspire. The caricaturist distorts and manipulates the face to make us laugh. Cartoonists and illustrators use the same method to create familiar or original characters in their narratives. In this course students will learn the fundamentals of simplification and exaggeration, and how these principles influence the content of an image. We will draw hundreds of faces using slides, magazines, movies and models as our subject matter. We'll look for the main idea within each face—the arrangement of shapes that sets that person's face apart from all other faces. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3568-A	fall
ILD-3568-B	spring

ILD-3569-A

SPOTS Before Your Eyes

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Savage (stephensavage.net)

This course will outline the basics in how to do small "spot" illustrations, as seen in most daily newspapers and weekly magazines. They are a staple for many emerging illustrators, and their artistry is conceptual and surprisingly abstract. We will explore the history of the "spot" and examine how various artists have contributed to the form. In addition, we will attempt to re-create the environment and procedures necessary to excel in this challenging type of illustration. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3576-A

Experiments in Narrative

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: F. Jetter (fj.net)

The purpose of this course is to liberate students from the conventions—and clichés—of traditional storytelling. It is an intensive workshop that encourages experiments in character, content and narrative form through instructive examples of such innovative artists, filmmakers and authors as Akira Kurosawa, Andy Warhol, Jean-Luc Godard, Jack Smith, Kurt Vonnegut, Jorge Luis Borges, the Wooster Group, Matthew Barney and other contemporaries whose imaginations and perceptual strategies continue to influence and refresh our culture. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3578-A

Laboratory for Moving Pictures—Adventures in Limited Animation

Wednesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Rosen (jrosen.org)

Exploring a range of approaches to animation, students will be introduced to the technical skills needed to realize a variety of animated projects. Beginning with stop-motion animation with analog materials, students will then incorporate digital and hand-drawn images to construct short narrative sequences with an emphasis on mixed media and experimentation. We will use Adobe Photoshop for animated drawings and rotoscoping, Dragonframe for stop motion, Apple iMovie for editing, Adobe After Effects for layering and compositing, and other software. Beginning with shorter assignments, the final project will be to develop a longer narrative piece with basic character development, storyboards and a short, but complete, narrative. Examples from animation history as well as contemporary animation will be shown. Prerequisite: A working knowledge of Adobe Photoshop. *Note: Open to junior and senior cartooning and illustration majors only.*

ILD-3594

Type and Image

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: E. Rodriguez (edelr.com)

If the illustrator understands basic type design, he or she can create impressive visuals: posters, covers, promotional materials, websites. Often the pictorial and the typographic design are at aesthetic odds. This course will cover some design basics to help illustrators and cartoonists understand the relationship between type and image. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
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ILD-3594-A	fall
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ILD-3594-B	spring
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ILD-3666

Advanced Motion Illustration

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: V. Kerlow (victorkerlow.com)

We will take static illustrated images and, through added movement, we will enhance their meanings and appeal. Editorial motion illustration allows artists to explore combining animation, music, sound effects, and other elements to heighten the content of their visual ideas. An extended project will allow students to integrate their new skills into an impressive portfolio piece. *Note: Open to junior and senior cartooning and illustration majors.*

Course #	Semester
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ILD-3666-A	fall
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ILD-3666-B	spring
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ILD-3668**Advanced Digital Techniques for Illustrators**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: Z. Lazar (zoharlazar.com)

Illustration has increasingly become digitally oriented, but not necessarily by utilizing traditional “painting” techniques. This course will explore the various processes that top illustrators use to create individualistic styles through scanning textures, reinventing printing and collage effects, and other forms of digital manipulation. Projects vary each semester. *Note: Open to junior and senior cartooning and illustration majors.*

Course #	Semester
ILD-3668-A	fall
ILD-3668-B	spring

ILD-3669**Vector-Based Illustration and Graphics**

Monday 12:10-3:00

One semester: 3 studio credits

Instructor: TBA

Exploring methodologies to create effective vector illustrations for branding, logo design, icons, custom type design and large-scale campaigns is the focus of this course. Being able to deliver messages through simple or complicated line work and advanced color palettes to a plethora of applications in the design industry is a tremendous commercial advantage. Brainstorming, sketching and digital drawing, composing, coloring, finalizing and delivering files according to industry standards will be the core learning goals through the semester. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
ILD-3669-A	fall
ILD-3669-B	spring

CID-3633**How to Storyboard**

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: B. Richardson

A storyboard artist needs rough sketches, in continuity form, to assist the film director in planning their shots. A strong sense of storytelling is essential to this endeavor, as is an understanding of film terms like zooming, trucking and dollying. This course will teach students what they need to become storyboard artists, showing how to accomplish this in simple sketches, all through the “imagined” eye of the camera. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3633-A	fall
CID-3633-B	spring

CID-3634-A**Comics without Fear**

Monday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Comics revolve around stories, around narrative. Writing and drawing sequences of five or more pages can seem intimidating. This course takes the sting out of the creative process, with methods that can help you get your story out of your head and down on paper and refine it to become a real page-turner. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3639-A**Self-Publishing / Life Underground**

Monday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Cavalieri (blogalieri.blogspot.com)

Driven cartoonists took the comic book medium back from the mainstream to cover topics and states of mind that it otherwise wouldn't or couldn't express. This course explores the constantly evolving, exciting developments in alternative comics publishing. More “underground” work is seeing the light of day than ever before, and students will be exposed to some of the most innovative work being produced. Students will pursue their own goals in a personal comics project in an atmosphere of freedom. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3642**Comics Writing**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: A. Chu (amychu.com)

How to write scripts in various genres for comic books is the focus of this course. We will examine narrative traditions in both the self-contained short story and graphic novel formats, as well as the ongoing serial narrative. The semester will begin with writing exercises that will help students develop understanding of character, setting, voice and plot. Deeper into the semester we will transition to a workshop format in which students read and critique one another's longer projects. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3642-A	fall
CID-3642-B	spring

CID-3643**Comic-Book Storytelling Workshop**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: N. Bertozzi (nickbertozzi.com)

Stories have a basic, clear format. Within that structure is an exponentially expanding set of narrative choices that the author can make. Add to that the myriad devices used in constructing works using words and pictures and it's often difficult to know where to begin telling a story. This workshop will examine the theories behind storytelling using practical exercises to help students recognize and use the components of a good story. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3643-A	fall
CID-3643-B	spring

CID-3644-A**Reality Comics**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Neufeld (joshcomix.com)

Graphic nonfiction is a huge publishing growth area, so come explore the dynamic world of reality-based comics. In this course you will craft short pieces on current events, history, memoir, education, instructional comics and various types of essays, culminating in a five-page final project on a nonfiction topic of your choice. The course's emphasis will be on good research, strong content and compelling narrative storytelling. Equally important is a sense of curiosity about the world around you. Students will regularly read and comment on one another's work as in a writing workshop. *Note: Open to juniors and seniors from all departments.*

CID-3646-A**Short-Form Comics**

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: T. Motley (tmotley.com)

Any story, however sprawling it may seem, can be told in six or fewer comic panels. In this course students will employ a full bag of tricks—expressive figure drawing, dynamic composition, stagecraft, verbal concision and narrative condensation—to create comic short stories of maximum impact. Challenges will include: adaptations and deformations of poetry and literature, developing visual metaphors, writing from logic and structure, and other techniques for coaxing personal truth from the back of your head onto the paper. Projects will be useful for comic strips, minicomics and anthologies. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3647**Joke in a Box: The Art of Single-Panel and Short-Form Cartooning**

Wednesday 9:00-11:50

One semester: 3 studio credits

Instructor: E. Flake (emilyflake.com)

This hands-on studio and critique course will focus on the writing, drawing, composition and style of New Yorker-type, single-panel comics, and short, visual narratives. Through a combination of writing and drawing, the course will encompass everything from idea generation to joke-craft to finding your personal visual vocabulary in service of a joke or narrative. Aesthetic choices based on conceptual expression of humorous (and sometimes deeper symbolic and philosophical conceits) will be discussed and critiqued. By the end of the course, students will have created a portfolio of several finished cartoons and developed a deeper relationship to their own sense of humor and artistic hand. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3647-A	fall
CID-3647-B	spring

CID-3648**Web Comics**

Thursday 9:00-11:50

One semester: 3 studio credits

Instructor: S. Moon (shinyeon-moon.com)

This course will focus on the mechanics, as well as the most common obstacles, in producing a consistent web comic. The goal is to have your works online in a professional format. For many, this is the future of promotion and presence in the cartooning world. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3648-A	fall
CID-3648-B	spring

CID-3654**Comic Book Covers**

Tuesday 6:30-9:20

One semester: 3 studio credits

Instructor: T. Clarke (taurinclarke.com)

Illustrating and designing effective comic book covers is a prestigious and sought after specialty. It is an essential skill for the cartooning industry in order to get published in print or online. From personal to commercial projects, covers are instrumental to a project's success by packaging, promoting, attracting and selling. This course is dedicated to developing the skills to make a strong and effective first impression by creating singular masterpieces of sequential significance. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3654-A	fall
CID-3654-B	spring

CID-3659**Personal Comics**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: D. Noomin (dianenoomin.com)

Personal comics can trace their roots to the first wave of alternative comic books in the 1970s. From there, later waves of cartoonists sought to deal with personal content and literary themes and created an entire comics industry, which is still flourishing today. This course will include “turning yourself into a cartoon character” (the comic alter ego) dealing with personal issues, personal history and personal narrative—looking for truth through comic storytelling. Comics can be viewed as a literary form—as serious or as funny as any other kind of fiction or nonfiction. The personal approach to comics in this course is similar in intent to the creation of a short story, but with the added dimension of drawing in a personal, expressive style. Comics are ideal for dealing with emotional content and personal issues. Biography, social satire, painful and happy memories—they're all material for personal comics. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3659-A	fall
CID-3659-B	spring

CID-3663**Advanced Digital Coloring and Rendering**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: M. Cavallaro (mikecavallaro.com)

Coloring is a key narrative and graphic component of modern comics, on par with penciling and inking in terms of importance. Skilled colorists are in high demand in the comics and animation industries. This course will seek to acquaint students with the Photoshop tools and techniques employed by working professionals to develop their instincts for color, and to apply those in support of narrative sequences, as well as to focus and direct attention, reinforce the composition, and suggest atmosphere and emotion, among other considerations. Class sessions are a mix of lecture, demonstration, student work time and critique, with guest speakers from the publishing and animation industries. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3663-A	fall
CID-3663-B	spring

CID-3664**Building Fictional Worlds: Creating a Bible**

Tuesday 12:10-3:00

One semester: 3 studio credits

Instructor: C. Potts (carlpotts.com)

This course will introduce the creative information needed to build an intellectual property and impart the basics of classic story structure while improving storytelling skills. Students will create a draft of an entertainment intellectual property “bible,” including a pilot script, ideas for extending the story into a series (or for sequels, historical, main character profiles) and the “rules” of the fictional reality. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3664-A	fall
CID-3664-B	spring

CID-3667**ZBrush for Illustrators**

Thursday 3:20-6:10

One semester: 3 studio credits

Instructor: C. McGrath (christianmcgrath.com)

Pixologic ZBrush has gained a reputation over the past several years as the go to 3D software for non-3D artists because of its natural feel for sculpting. It is a powerful tool for traditional artists, allowing them to create reference for their paintings, drawings, Photoshop work and even physical sculptures. This introductory course into the world of ZBrush is specifically tailored for illustration and how 3D models can be incorporated into 2D work, bypassing some of the more complex aspects of 3D. Students will learn the basics of the program by sculpting out a model, painting it, lighting it, rendering it out and sending it into Adobe Photoshop to create a finished digital illustration. Learning this program will open many possibilities to each student's creativity. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3667-A	fall
CID-3667-B	spring

CID-3668-A**Digital Comics**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: TBA

This course will explore the ease and pleasure of creating comics entirely digitally, with applications in both print and web media. We will use a variety of digital tools to recreate the look of physical media for all stages of the process, including specialized processes and brushes for layouts, pencils and inks. Students will create personal fonts for lettering, and explore limited color palettes, as well as the unfettered range of full-spectrum color. *Note: Open to junior and senior cartooning and illustration majors only.*

CID-3672**Digital Inking and Lettering**

Monday 9:00-11:50

One semester: 3 studio credits

Instructor: G. Kendall (gideonkendall.com)

In this course students will discover digital processes that connect with the inking and lettering work they've done on paper, with an emphasis on exploring a diverse range of techniques. Skills learned in this course will be directly applicable to freelance comic-book work and will also be highly useful to the auteur cartoonist. Emphasis will be on finding a balance of precision and expressiveness. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3672-A	fall
CID-3672-B	spring

CID-3673**Design and Production for Comics**

Friday 9:00-11:50

One semester: 3 studio credits

Instructor: B. Gold (pyritepress.com)

This course will explore common territory between comics and graphic design. Students will receive training in digital tools used primarily for print production, and will also be taught the difference between print media and projects for distribution via the Internet. How to design a cover, logo, front and back matter of a book, and how to composite color art, line art and lettering will all be covered. An explanation of offset lithography will provide context for the skills learned. *Note: Open to junior and senior cartooning and illustration majors only.*

Course #	Semester
CID-3673-A	fall
CID-3673-B	spring

FID-3862**Printmaking: Silkscreen and the Artists' Book**

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Using silkscreen, students will explore various ways to present print as sequential images—artists' books, themed portfolios and comics, even fanzines. The course will cover the process from concept to finished and bound multiples. Methods of making color separations for multicolor prints using traditional hand-drawn and modern photographic techniques will be included. Bookbinding techniques will be demonstrated, such as Japanese bookbinding, accordion folding and signature binding. Large-scale digital output is available. *Note: Open to students from all departments.*

Course #	Day	Time	Semester
FID-3862-A	Th	9:00-1:50	fall
FID-3862-B	Th	2:00-6:50	fall
FID-3862-C	Th	9:00-1:50	spring

FID-3871-A**Printmaking: Advanced Silkscreen and the Artists' Book**

Thursday 2:00-6:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

This course offers the opportunity to make that ambitious book or series you've been working toward—from mockup to finished, bound multiples. Whether your project is a book, themed portfolio, or comics, you'll learn the most effective way to present silkscreened, sequential images. Explore Japanese bookbinding, accordion fold and multiple-signature techniques. Large-scale digital output is available. Prerequisite: At least one silkscreen course, or instructor's permission. *Note: Open to students from all departments.*

FID-3883**Printmaking: Graphic Image Silkscreen**

Monday 2:00-6:50

One semester: 3 studio credits

Materials fee: \$300

Instructor: D. Sandlin

Silkscreen is ideal for making bold, iconic images. This course will cover all aspects of the silkscreen process, including making separations by hand and by computer and printing on various media. Students will learn how to use silkscreen as a tool for strengthening their image-making abilities and color sense. *Note: Open to students from all departments.*

Course #	Semester
FID-3883-A	fall
FID-3883-B	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

DIGITAL IMAGING CENTER FACILITIES ACCESS

Digital Imaging Center Access

One semester: no credit
Access fee: \$400

For cartooning and illustration majors who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and Adobe Creative Cloud software. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
ILD-Access-A	fall
ILD-Access-B	spring

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Printmaking Workshop Access: Undergraduate Students

One semester: no credit
Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

Sculpture Center Access: Undergraduate Students

One semester: no credit
Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

RISOLAB FACILITIES ACCESS

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

SUMMER RESIDENCY IN ILLUSTRATION

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

ILD-4993 / ILD-4994

Illustration and Visual Storytelling: Art and Industry

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

This studio residency offers artists the opportunity to explore the wealth of resources available to professional illustrators in New York City while developing a portfolio of work that embodies personal vision.

With guidance from award-winning illustrators, participants will complete a body of work comprised of images created from assigned projects, as well as those self-directed by the artist, with the aim of showcasing personal style and aesthetic direction. The goals are to advance to the next level of artistic practice and to attain an enhanced position in the illustration marketplace.

A rigorous instructional program, including sessions in portfolio development, sequential illustration and painting from life, and visits to professional studios will complement independent work. Together these initiatives form an intense program that fosters professional growth and an expansion of personal voice. Special lectures by guest artists, gallery directors, publishers and art directors are designed to provide additional insight regarding the realities of a career in illustration.

Participants have access to a digital facility, as well as the opportunity to work in a variety of mediums. The program culminates in an open studio exhibition.

Faculty and lecturers have included Maëlle Doliveux, Tim Hamilton, Paul Hoppe, Viktor Koen, Aaron Meshon, Anna Raff and Andrea Tsurumi. Lecturers and portfolio reviewers have included Marshall Arisman, Paul Buckley, Martin Gee, Karl Heine, Charles Hively, Kat Irannejad, Francesca Messina, Yuko Shimizu, Sara Varon and Alexandra Zsigmond. Program coordinator: Viktor Koen.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
ILD-4993-A	May 31 – July 1
ILD-4994-A	July 5 – August 5

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

BFA Interior Design: Built Environments

DEGREE REQUIREMENTS

- Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 75 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
 - 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

 - 15 credits in art history courses that carry a prefix of AHD or VCD.
- Students must meet all academic and administrative requirements of the BFA Interior Design Department.
- Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

Students must have their own Windows laptop with a high-powered graphics card (minimum 6GB), RAM (minimum of 16GB) and a hard drive (minimum 1TB). Additionally, students should purchase a portable hard drive (minimum 1TB). The department will provide laptop specifications and recommendations to incoming students. The department provides a comprehensive array of design tools and equipment, including 3D printers, a large-format plotter printer, camera and lighting packages, scanners, fabrication tools and software for student laptops. For more information, please contact the department's technology manager, Erin Davis, at edavis9@sva.edu.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

The following schedules are each composed of foundation-year required courses. First-year interior design majors must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.*

Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to humanities and sciences degree requirements at the beginning of the humanities and sciences course listing.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCI-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

IDD-1010

Drafting and Presentation Drawing

One semester: 3 studio credits

This course will introduce students to the tools and methods of hand drafting, drawing and presentation techniques, and basic standards that help you create drawings that express your ideas. Topics will include: an introduction to the methods, tools and materials used in drafting; drawing symbols; surveying existing conditions; converting survey information into drawings; developing plans into sections and elevations; site plans; axonometric drawings; descriptive geometry principles; drawing details; and the characteristics of clear graphics and drawing skills. The important role of the hierarchy of line weights is emphasized. Guided by lectures and exercises, students will learn to create drawings that evoke clarity and skill, and will use that clarity and skill in developing a studio project.

IDD-1020**Drawing: Perspective**

One semester: 3 studio credits

This course will focus on architectural sketching, perspectival drawing and graphic skills necessary to complete interior sketches that depict spatial depth. Students will learn how to develop and present interior ideas and concepts quickly, graphically and to a scale that reflects actual space dimensions.

IDD-1030**Drawing: Environment and Composition**

One semester: 3 studio credits

The majority of class sessions will be spent at various New York City locations, learning to draw the particular details of different environments. Composition will be stressed, along with line drawing and the use of tone. Capturing the mood of a building and its locale will be emphasized.

IDD-1050**Principles of Interior Design**

One semester: 3 studio credits

This course is designed to help each student explore design principles and develop a personal vision within the context of the design process. Basic design principles for interiors will be introduced through two- and three-dimensional projects.

Line, mass, texture, volume, form, shape, configuration, symmetry, balance, proportion, scale, rhythm, repetition, axis, alignment, light and color will be covered, and will provide the tools necessary for careful consideration of interior design issues in future projects.

IDD-1060**Introduction to Designing Interiors**

One semester: 3 studio credits

This course will provide an introduction to the three types of interiors: retail, office and residential projects. Students will explore all three through analysis, sketching, design, presentation techniques and model building. We will build upon the investigation of concept, form and materials that began in the first semester.

IDD-1130**Lecture Series I: Inside the Box**

Fall semester: no credit

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically designed to learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give students the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester. *Note: This course is held online. Lecture dates will be posted on Canvas.*

IDD-1135**Lecture Series II: Inside the Box**

Spring semester: no credit

This is the second part of a two-semester course. See IDD-1130 for course description.

IDD-1160**Computer-Aided Drafting and Design**

One semester: 3 studio credits

Serving as an introduction to computer-aided design and drafting (CAD), this course will explore ideas for layout, line weights, dimensions and annotation using AutoCAD. We will approach drawings as a visual communication tool that is both artistic and informative. Study will revolve around a semester-long project that contains various types of plans, elevations and sections of an interior space. *Note: Three hours per week of lab time is required.*

IDD-1170**Introduction to Computer Design**

One semester: 3 studio credits

Digital tools are constantly in flux. As software continually evolves, technical problem solving becomes a necessary component of project creation. This course will explore art-making using many of the digital tools provided by Adobe Photoshop and Illustrator to create composite images, illustrations and graphics that have both narrative and conceptual components. Adobe InDesign will be used to combine work created in Photoshop and Illustrator into a final project. Key concepts such as resolution, basic color theory and project management are included.

IDD-1240**Furniture and Furnishings**

One semester: 3 studio credits

This course will familiarize students with furniture and furnishings of the 20th century and the beginning of the 21st century. The evolution of furniture, including form, function, ergonomic and sustainable aspects of the design, will be considered. How to identify designers and manufacturers of freestanding and systems furniture will be examined. We will explore furnishings that are an integral component of interior design, such as carpets, lamps, artworks and plants. In addition, we will resource these products through field trips to museums, showrooms and workshops, as well as catalogs and online discovery.

Interior Design Foundation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	IDD-1050-1D Principles of Interior Design 9:00-11:50 S. Mager		HCD-1020 Writing and Thinking 9:00-11:50		
10					
11					
12	IDD-1010-1D Drafting and Presentation 12:10-3:00 E. Martin	IDD-1170-1D Computer Design 12:10-3:00 S. Aronoff		IDD-1050-1D Principles of Interior Design 3:20-6:10 S. Mager	IDD-1030-1D Drawing: Environment and Composition 12:10-4:10 J. Gonzalez
1					
2					
3					
4					
5					
6					
7		IDD-1130-OL Lecture Series I 7:30-8:30 C. Bentel			
8					
9					

Interior Design Foundation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9			HCD-1025 Writing and Literature 9:00-11:50		
10					
11					
12	IDD-1060-1D Intro/Designing Interiors 12:10-3:00 S. Mager				IDD-1240-1D Furniture and Furnishings 12:10-3:00 E. Martin
1					
2					
3	IDD-1160-1D CAD/Design 3:20-6:10 R. Fernandez			IDD-1060-1D Intro/Designing Interiors 3:20-6:10 S. Mager	IDD-1020-1D Drawing: Perspective 3:20-6:10 R. Spokowski
4					
5					
6					
7		IDD-1135-OL Lecture Series II 7:30-8:30 C. Bentel			
8					
9					

Interior Design Foundation 2 / FALL						
	MON	TUES	WED	THURS	FRI	
9	IDD-1050-2D Principles of Interior Design 9:00-11:50 E. Martin		HCD-1020 Writing and Thinking 9:00-11:50	IDD-1050-2D Principles of Interior Design 9:00-11:50 E. Martin		
10						
11						
12				IDD-1010-2D Drafting and Presentation 12:10-3:00 Instructor: TBA	IDD-1030-2D Drawing: Environment and Composition 12:10-4:10 J. Gonzalez	
1						
2						
3	IDD-1170-2D Computer Design 3:20-6:10 B. Bobkoff					
4						
5						
6						
7		IDD-1130-OL Lecture Series I 7:30-8:30 C. Bentel				
8						
9						

Interior Design Foundation 2 / SPRING							
	MON	TUES	WED	THURS	FRI		
9	IDD-1060-2D Intro/Designing Interiors 9:00-11:50 E. Martin		HCD-1025 Writing and Literature 9:00-11:50	IDD-1060-2D Intro/Designing Interiors 9:00-11:50 E. Martin	IDD-1240-2D Furniture and Furnishings 9:00-11:50 S. Mager		
10							
11							
12					IDD-1020-2D Drawing: Perspective 12:10-3:00 R. Spokowski		
1							
2							
3		IDD-1160-2D CAD/Design 3:20-6:10 D. Chou					
4							
5							
6							
7		IDD-1135-OL Lecture Series II 7:30-8:30 C. Bentel					
8							
9							

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

REQUIREMENT A

All second-year interior design students must take the following courses.

Course #	Title	Semester
IDD-2010	Design Studio I	fall
IDD-2015	Design Studio II	spring
IDD-2020	Color Theory and Rendering	fall
IDD-2030	Building and Interior Systems I	fall
IDD-2035	Building and Interior Systems II	spring
IDD-2130	Lecture Series III: Inside the Box	fall
IDD-2135	Lecture Series IV: Inside the Box	spring
IDD-2140	Interior Materials and Finishes	spring
IDD-2341	Introduction to Rhino and Digital Fabrication Concepts	fall
IDD-2344	Introduction to Revit: Building Information Models for Interior Designers and Architects	spring
AHD-2210	World Architecture: Art and Interior Design	fall
AHD-2220	Western Architecture: Art and Interior Design	spring

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

All third-year interior design students must take the following courses:

Course #	Title	Semester
IDD-3020	Design Studio III	fall
IDD-3025	Design Studio IV	spring
IDD-3030	Lighting Design	spring
IDD-3130	Lecture Series V: Inside the Box	fall
IDD-3135	Lecture Series VI: Inside the Box	spring
IDD-3150	Sustainable Design	fall
AHD-3360	Modern and Contemporary Interiors	fall
AHD-3370	Influences in Contemporary Interiors	spring
HMD-3232	Critical Thinking for Interior Designers I	fall
HMD-3233	Critical Thinking for Interior Designers II	spring

FOURTH-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs. Students should see their advisor early to determine remaining credit needs and requirements. You must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, to be eligible to graduate.

All fourth-year interior design students must take the following courses:

Course #	Title	Semester
IDD-4010	Design Studio V: Thesis	fall
IDD-4015	Design Studio VI: Thesis/Portfolio	spring
IDD-4030	Interior Design: Professional Practice	spring
IDD-4130	Lecture Series VII: Inside the Box	fall
IDD-4135	Lecture Series VIII: Inside the Box	spring
IDD-4210	Construction Documents	fall

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed in numerical order.

IDD-2010-A

Design Studio I

Monday, Wednesday; 3:20-6:10

Fall semester: 3 studio credits

Instructor: D. Borowski

Limited to 15 students per section

This course will introduce many design issues and principles. Skills will be developed through three-dimensional sketch problems varying in levels of complexity and duration, culminating in a final interior project for juried presentation. *Note: Open to interior design majors only.*

IDD-2015-A

Design Studio II

Monday, Wednesday; 3:20-6:10

Spring semester: 3 studio credits

Instructor: R. Ekström

Limited to 15 students per section

A continuation of IDD-2010, Design Studio I, students will be given a wide range of projects of increasing levels of complexity and scope to expand design skills. A final juried project will be presented that demonstrates the application of previous course material, including technical and behavioral aspects of interior design. *Note: Open to interior design majors only.*

IDD-2020-A

Color Theory and Rendering

Thursday 12:10-3:00

Fall semester: 2 studio credits

Instructor: R. Spokowski

Interior rendering, with an emphasis on drawing perspective and color, is the focus of this course. Constructing perspectives from plans and elevations and rendering perspectives with a variety of media will be covered. *Note: Open to interior design majors only.*

IDD-2030-A

Building and Interior Systems I

Tuesday 3:20-6:10

Fall semester: 2 studio credits

Instructor: M. Zuckerman

This course will provide an introduction to interior construction theory, methods, materials and techniques commonly employed by the interior designer when developing design concepts and translating them into built interior spaces. The course will develop construction systems encountered within the built environment and their impact on human health, wellbeing and comfort. Beyond an introduction to various building systems—including structural, mechanical, plumbing and electrical—this course will explore how building codes, acoustics, lighting and thermal design impact the quality of the interior environment. Sustainability concepts relating to building and construction systems will be discussed. *Note: Open to interior design majors only.*

IDD-2035-A

Building and Interior Systems II

Tuesday 3:20-6:10

Spring semester: 2 studio credits

Instructor: M. Zuckerman

A continuation of IDD-2030, Building and Interior Systems I, the goal of this course is the development of an overall understanding of the building process and the technical aspects of interior design, including lighting, electrical, plumbing, HVAC, acoustics and conveying systems. Discussions will include sustainable considerations in product and systems design; professional ethics; fees; building laws and codes; project and team management; health, safety and welfare regulations. Professional business practices will be discussed as they relate to the process of design. *Note: Open to interior design majors only.*

IDD-2130-OL**Lecture Series III: Inside the Box**

Tuesday 7:30-8:30

Fall semester: no credit

Instructor: C. Bentel

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically designed to learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give students the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester. *Note: This course is held online. Lecture dates will be posted on Canvas.*

IDD-2135-OL**Lecture Series IV: Inside the Box**

Tuesday 7:30-8:30

Spring semester: no credit

Instructor: C. Bentel

This is the second part of a two-semester course. See IDD-2130 for course description.

IDD-2140-A**Interior Materials and Finishes**

Thursday 3:20-6:10

Spring semester: 2 studio credits

Instructor: J. Caldwell

This course will present a broad study of materials and finishes that define our interior environment. The specification, composition, manufacturing processes, construction and application/usability of materials and finishes will be covered. The course will provide a foundation for students to understand, identify, select, specify and apply materials for interiors. Lectures, demonstrations, projects and field trips promote the development of design ideas related to materials with an emphasis on sustainable materials and finishes. *Note: Open to interior design majors only.*

AHD-2210-A**World Architecture: Art and Interior Design**

Monday 9:00-11:50

Fall semester: 3 art history credits

Instructor: M. Crilly

The different cultures and design theories of Asia, Africa, and Central and South America, and their influences on the West, will be presented in this course. The totality of space, materials, ornament and furnishings will be stressed. *Note: Open to interior design majors only. This course is cross-listed with AHD-2210-B.*

AHD-2220-A**Western Architecture: Art and Interior Design**

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Crilly

Significant contributions to Western design, both European and American, will be examined in this course. The relationships among social, technological and economic factors will be emphasized, as well as the interdependencies of space, materials, ornament and furnishings. *Note: Open to interior design majors only. This course is cross-listed with AHD-2220-B.*

IDD-2341-A**Introduction to Rhino and Digital Fabrication Concepts**

Thursday 6:30-9:20

Fall semester: 2 studio credits

Instructor: A. Chai

Limited to 15 students per section

The basics of Rhino 3D-modeling software, within the context of digital fabrication will be the focus of this course. In addition to exploring Rhino and its plug-ins, a brief overview of SketchUp will be given. Current practices in digital fabrication will be examined, with an emphasis on applications for interior design. This course prepares students for advanced machineries, such as laser cutters, 3D printers and CNC mills. *Note: Open to sophomore interior design majors only.*

IDD-2344-A**Introduction to Revit: Building Information Models for Interior Designers and Architects**

Friday 9:00-11:50

Spring semester: 2 studio credits

Instructor: A. Christoforou

Limited to 15 students per section

In this course students will learn the basics of Autodesk Revit, and be introduced to the tools and concepts of working with a parametric building modeler for interior and architectural designs. The course will focus on creating a model in Revit using typical design phases. *Note: Open to sophomore interior design majors only.*

IDD-3020**Design Studio III**

Wednesday, Friday; 9:00-11:50

Fall semester: 3 studio credits

This course will present projects that one is likely to encounter in a diverse design practice, including those for special populations. We will explore space and uses of geometry, and emphasis will be given to using models and perspective as tools with which to explore space. Students will employ a variety of drawing techniques to represent their ideas and designs, including hand sketches, hand-drafted plans, AutoCAD and other computer programs. Building codes, universal and sustainable design will be incorporated into class projects. *Note: Open to interior design majors only.*

Course #**Instructor**

IDD-3020-A

J. Travis

IDD-3020-B

C. Bentel

IDD-3025**Design Studio IV**

Spring semester: 3 studio credits

A continuation of IDD-3020, Design Studio III, this course will further develop hand- and computer-based drawing and drafting techniques for a variety of interior projects. Interior design and behavioral science course materials will be integrated. *Note: Open to interior design majors only.*

Course #**Day Time****Instructor**

IDD-3025-A

M/W 9:00-11:50

J. Travis

IDD-3025-B

W/F 9:00-11:50

C. Bentel

IDD-3030-A**Lighting Design**

Thursday 12:10-3:00

Spring semester: 3 studio credits

Instructor: D. Underwood

Lighting plays a crucial role in the definition of space and visual communication within the built environment. The topic of lighting design is both an exercise in technical understanding and the practical application of the principles of light based on the unique requirements of each project. This course will provide students with a broad understanding of the techniques behind the successful application of light for use in their own studio and professional projects. We will explore techniques and concepts in lighting design—layers of light, light fixtures to create them, the science behind light and vision, color theory and quality metrics, as well as the accompanying psychological, emotional and aesthetic effects of light and color. The art and science of light will be explored through analyses, assignments, demonstrations, lectures and field trips. Each student will complete a lighting design project, including a reflected ceiling plan, light fixture selection and preliminary construction details. *Note: Open to interior design majors only.*

IDD-3130-OL**Lecture Series V: Inside the Box**

Tuesday 7:30-8:30

Fall semester: no credit

Instructor: C. Bentel

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically designed to learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give students the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester. *Note: This course is held online. Lecture dates will be posted on Canvas.*

IDD-3135-OL**Lecture Series VI: Inside the Box**

Tuesday 7:30-8:30

Spring semester: no credit

Instructor: C. Bentel

This is the second part of a two-semester course. See IDD-3130 for course description.

IDD-3150-A**Sustainable Design**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Counts

Sustainable design is an important strategy in today's design of the built environment, and clients are embracing it as part of their business models and mission statements. This course is geared toward the study of sustainable design strategy as good practice and as related to LEED (Leadership in Energy and Environmental Design). Through case studies (in both the public and private sectors) and class projects, students will explore sustainable environmental design. *Note: Open to interior design majors only.*

HMD-3232-OL (previously HPD-3422)**Critical Thinking for Interior Designers I**

Wednesday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: A. Margarida

This course will examine the cultural, social and political contexts that inform and shape design decisions. Students will explore how interior design can affect change in human behavior as they develop research, critical thinking and communication skills and begin to define a personal value system as designers. Research tools, such as Edward Hall's proxemics and anthropometrics studies and Edward O. Wilson's theories of Biophilia will be studied and employed. Students will analyze current events and cultural trends, learning through their own studies of the important role of the designer in making positive change through design. *Note: This is the first part of a two-semester course. The fall semester class is held online; the spring semester class is held on-site. Open to interior design majors only.*

HMD-3233-A (previously HPD-3422)**Critical Thinking for Interior Designers II**

Wednesday 3:20-6:10

Spring semester: 3 humanities and sciences credits

Instructor: D. Borowski

This is the second part of a two-semester course. See HMD-3232 for course description. *Note: This course is held on-site.*

AHD-3360-A**Modern and Contemporary Interiors**

Monday 3:20-6:10

Fall semester: 3 art history credits

Instructor: L. Smith

Tracing the history of modern architecture, interior design and furniture during the 20th century, this course covers significant transformations in architectural form and ideology from the Victorian era and art nouveau to early modernism and the international style until today. We will concentrate on particular historical moments and create a detailed portrait of the critical buildings, interiors, movements and ideas that have had a lasting influence on architectural and interior design practice. The course will give students both historical and philosophical knowledge and critical tools to position their work in the field of contemporary interior design. *Note: Open to interior design majors only. This course is cross-listed with AHD-3360-B.*

AHD-3370-A**Influences in Contemporary Interiors**

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: L. Smith

This course will address and clarify the influences contributing to today's interiors and the theoretical and practical sources of inspiration that have formed contemporary dynamic design structure. The work of significant interior designers, trends and contributions, and related developments in architecture, furniture, industrial design, technology and art is discussed. Attention is paid to what influences and inspires interior design today, including environment, structure, sustainability, function, technology, materials, resources, changing of values, international influence, social and cultural issues, economic developments, reverberations of the past, globalization, and vernacular presences, aesthetical trends, and cultural and psychological identities. Through an interdisciplinary approach, topics are presented through lectures, digital images, discussions, field trips, guest speakers, student presentations, videos and film clips. *Note: Open to interior design majors only. This course is cross-listed with AHD-3370-B.*

IDD-4010-A**Design Studio V: Thesis**

Tuesday 9:00-5:50

Fall semester: 3 studio credits

Instructors: A. Lee, G. Nandan

Design Studio V is the first part of a two-semester thesis project in interior design, which utilizes and incorporates the knowledge, experience and skills from previous academic studies. Each project will be unique and will be selected by each student and approved by thesis faculty. *Note: Open to interior design majors only.*

IDD-4015-A**Design Studio VI: Thesis / Portfolio**

Tuesday 9:00-5:50

Spring semester: 3 studio credits

Instructors: A. Lee, G. Nandan

A continuation of IDD-4010, Design Studio V: Thesis, this semester will include revisions and design developments to complete the thesis portfolio. This course will culminate in a juried presentation to visiting industry professionals and include a presentation of projects for the professional and academic interior design community. *Note: Open to interior design majors only.*

IDD-4030-A**Interior Design: Professional Practice**

Thursday 9:00-11:50

Spring semester: 3 studio credits

Instructor: T. Porter

Professional Practice will explore the nature of the client-designer relationship with special attention to providing marketable skills that clients are interested in procuring. Mutual expectations are identified, along with developing a working knowledge of standard forms of agreement. We will cover the resources necessary to provide services, such as office organization; managing people, time and money, and recognizing social styles of interaction. This course will emphasize the importance of communication and professionalism. *Note: Open to interior design majors only.*

IDD-4130-OL**Lecture Series VII: Inside the Box**

Tuesday 7:30-8:30

Fall semester: no credit

Instructor: C. Bentel

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically designed to learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give students the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester. *Note: This course is held online. Lecture dates will be posted on Canvas.*

IDD-4135-OL**Lecture Series VIII: Inside the Box**

Tuesday 7:30-8:30

Spring semester: no credit

Instructor: C. Bentel

This is the second part of a two-semester course. See IDD-4130 for course description.

IDD-4210-A**Construction Documents**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Counts

In this course students will develop the skills necessary to produce contract documents, including coordinated drawings, schedules and specifications appropriate to project size and scope. How design solutions and interior construction are related will be examined, and students will create construction plans that reflect these relationships. *Note: Open to interior design majors only.*

INTERIOR DESIGN STUDIO ELECTIVES**IDD-3412-A****Design Visualization**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: A. Christoforou

Limited to 15 students

This course will explore the 3D visualization programs and skills essential to the development and presentation of advanced projects. We will focus on building one model throughout the semester to become familiar with using Autodesk 3ds Max and Lumion. The basics of modeling, lighting, materials and rendering will be covered. *Note: Open to interior design majors only.*

IDD-3413-A**Advanced Design Visualization**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: A. Christoforou

Limited to 15 students

This course is designed to help students communicate their architectural designs by exploring advanced rendering techniques using the V-Ray rendering engine, camera matching, and compositing with Photoshop. Emphasis will be placed on production workflow setting up an efficient production pipeline consisting of AutoCAD, Autodesk 3ds Max, V-Ray, Lumion and Adobe Photoshop. Prerequisite: IDD-3412, Design Visualization, or equivalent. *Note: Open to interior design majors only.*

IDD-3437-A**Introduction to Interior Photography**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructors: E. Davis, M. Lightner

Introduction to Interior Photography is a comprehensive overview of the history of photography specific to interiors and the technical strategies used in photographing them. Lectures will focus on the work and techniques of master photographers such as Ezra Stoller, Julius Shulman and Joseph Molitor, as well as contemporary photographers such as James Casebere. The relationship between the subject of the photographs—actual interiors—and the resulting photographic images will be studied to determine how three-dimensional interior designs are visually understood in a two-dimensional format. Technical workshops will explore the strategies for photographing interiors with a focus on view angles, lighting, spatial perception and color. Students will attend a photo shoot on location in New York City to learn about decisions that get made in the field in order to create a successful image. Some lab time is included for learning about cataloging and editing photographs in Adobe Lightroom and Photoshop. *Note: This course is cross-listed with IDD-3437-B. IDD-3437-A is open to interior design majors only. All other majors should register for IDD-3437B.*

IDD-3451-A**Introduction to Set Design**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: K. O'Callaghan

Introduction to Set Design is a hands-on design/build experience with an emphasis on interior scenes. Knowledge of set design is useful in the hospitality design industry where full-scale model rooms or components, such as closets, are often built before constructing a hotel to test the space for usability and visual effects. Similarly, in restaurant design a complete table setting with adjacent furniture and lighting is mocked up at the design development stage prior to construction. In this course students will study the methods and materials to make temporary interior structures, and learn about the integrity of materials. There will be demonstrations of various techniques for building sets; students will explore useful materials for light construction to produce finished pieces at full scale. *Note: This course is cross-listed with IDD-3451-B. IDD-3451-A is open to interior design majors only. All other majors should register for IDD-3451-B.*

IDD-3513-A**Furniture Design**

Friday 12:10-4:10

Fall semester: 3 studio credits

Instructor: C. Dols

Limited to 10 students

This course will introduce design/build practices and digital fabrication through hands-on methodology. Students will design and build models and mock-up small-scale prototypes, as well as construct a series of individual projects with a focus on furniture using wood and other materials to achieve their vision.

Lectures, demonstrations and site visits will examine fabrication methodologies and how furniture design has been integrated into the interior design industry.

Note: An increased time commitment during project construction is required. Open to interior design majors only.

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

**INTERIOR DESIGN STUDIO ELECTIVES
OPEN TO ALL DEPARTMENTS**

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

The following interior design courses are open to all students. Students may petition the department chair for entry into other interior design courses.

IDD-3451-B**Introduction to Set Design**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: K. O'Callaghan

Introduction to Set Design is a hands-on design/build experience with an emphasis on interior scenes. Knowledge of set design is useful in the hospitality design industry where full-scale model rooms or components, such as closets, are often built before constructing a hotel to test the space for usability and visual effects. Similarly, in restaurant design a complete table setting with adjacent furniture and lighting is mocked up at the design development stage prior to construction. In this course students will study the methods and materials to make temporary interior structures, and learn about the integrity of materials. There will be demonstrations of various techniques for building sets; students will explore useful materials for light construction to produce finished pieces at full scale.

Note: This course is cross-listed with IDD-3451-A.

IDD-3437-B**Introduction to Interior Photography**

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructors: E. Davis, M. Lightner

Introduction to Interior Photography is a comprehensive overview of the history of photography specific to interiors and the technical strategies used in photographing them. Lectures will focus on the work and techniques of master photographers such as Ezra Stoller, Julius Shulman and Joseph Molitor, as well as contemporary photographers such as James Casebere. The relationship between the subject of the photographs—actual interiors—and the resulting photographic images will be studied to determine how three-dimensional interior designs are visually understood in a two-dimensional format. Technical workshops will explore the strategies for photographing interiors with a focus on view angles, lighting, spatial perception and color. Students will attend a photo shoot on location in New York City to learn about decisions that get made in the field in order to create a successful image. Some lab time is included for learning about cataloging and editing photographs in Adobe Lightroom and Photoshop.

Note: This course is cross-listed with IDD-3437-A.

INTERIOR DESIGN FACILITIES ACCESS

BFA Interior Design Lab Access: Undergraduate Students

One semester: no credit

Access fee: \$800

Undergraduate students who are not BFA Interior Design majors and who have been approved to register for a Design Studio course through an Interior Design Department portfolio review must register for Interior Design Lab Access. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
IDD-Access-A	fall
IDD-Access-B	spring

BFA Interior Design Lab Access: Graduate Students

One semester: no credit

Access fee: \$800

Graduate students who have been approved to register for a Design Studio course through an Interior Design Department portfolio review must register for Interior Design Lab Access. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
IDG-Access-A	fall
IDG-Access-B	spring

SVA Destinations

SUMMER 2022

IPD-3576-A

Architecture and Design: Venice, Florence and Lucca

May 25 – June 9

Summer semester: 3 undergraduate art history credits; \$4,200

Instructors: C. Bentel, E. Martin

Experience and study Italian historic and contemporary architecture and design, gain an in-depth understanding of its history, concepts and sensibilities, and explore how these concepts can be applied to contemporary design today.

We will visit historic and modern sites and structures, learn about their role in history, sketch them, analyze them and evaluate how time-tested principles and precedents from the past have inspired modern design. Historic sites in Italy have been preserved, and in some cases transformed with modern uses, and remain a vital part of the Italian city. The program includes five days in Venice, two days in Lucca and eight days in Florence.

Tuition includes transfers to Lucca and Florence, lodging in Venice, Lucca and Florence, continental breakfast at Venice and Florence lodgings, welcome and farewell meals, admission to group tour sites, local three-day unlimited vaporetto pass in Venice and three-day Firenze Card for admissions and unlimited local travel in Florence.

Prerequisite: Applicants must have completed at least one year of college-level studies.

Note: A portfolio of six images of recent sketches and an example of writing (at least two pages in length) must be submitted with a completed application form. Acceptance to this program is based upon portfolio and writing sample review.

For more information, visit destinations@sva.edu or email Elisabeth Martin at: emartin2@sva.edu.

BFA Photography and Video

DEGREE REQUIREMENTS

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:

- 72 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD.
- 30 credits in humanities and sciences courses that carry a prefix of HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD or VHD.

Students are required to complete one designated 3-credit course in four of the following six areas: history (HHD prefix); literature (HLD prefix); philosophy and cultural studies (HMD prefix); anthropology, psychology, sociology (HPD prefix); science (HSD prefix); and writing (HWD prefix) unless transfer of credit has been awarded.

All degree candidates must pass the Proficiency Examination. Please refer to the general humanities and sciences degree requirements as outlined at the beginning of the humanities and sciences section for information.

- 15 credits in art history courses that carry a prefix of AHD or VCD.
 - 3 elective credits from among the undergraduate course offerings.
2. Students must meet all requirements of the BFA Photography and Video Department and submit a digital portfolio at the end of each year. Students may enter their next year level only after all Photography and Video Department requirements have been satisfied in their current year.
3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year photography and video majors must take all the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College unless you have already received credit in transfer for any of these courses. *Note: If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits. Transfer students who need additional darkroom experience may be required to take PHD-1003, Basic Photography. Students required to take this course will not be charged the \$250 course fee.*

The following schedules are each composed of foundation-year required courses. Please look over each schedule and decide which best suits your needs. Each program has a limited number of seats; please select alternative choices in the event that your first preference has been filled.

Freshmen who begin their studies in the spring 2023 semester should refer to Photography and Video Foundation program PS.

Students enrolled in the English and the Visual Arts or the Honors programs should refer to the relevant department for foundation-year requirements.

FIRST-YEAR COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AHD-1090

History of Photography

One semester: 3 art history credits

Serving as an introduction to the history of photography, this course will examine the major photographic movements and technological advances of the medium from its invention through the first half of the 20th century. Prominent figures from these periods will be closely studied to provide a foundation for understanding not only the medium's history but also the limitations of canonical approach to understanding photography's democratic reach.

HCD-1020

Writing and Thinking

Fall semester: 3 humanities and sciences credits

This first-semester course helps students become critical and independent writers. To help establish a solid foundation in writing, the course introduces different types of writing using persuasive rhetoric in three writing genres, including narration, description, and cause and effect. Course readings are drawn from a variety of texts, including historical documents, short stories, drama, poetry and essays, which will be used as discussion and writing prompts. By the end of the course, students will have an enhanced understanding of writing as a means to think and better communicate their ideas. *Note: Students are required to take and pass the Proficiency Examination during their first semester at SVA (except for students enrolled in HCD-1020, Writing and Thinking for International Students). Please refer to the beginning of the humanities and sciences course listing for information.*

HCD-1025

Writing and Literature

Spring semester: 3 humanities and sciences credits

This course emphasizes reading, critical thinking and essay writing. Students will build on their skills acquired in HCD-1020, Writing and Thinking, in order to work on more complex essays. Students will learn how to research, use proper citations, and continue to work on their grammar and essay development. Readings are drawn from a selection of literary works, including drama, poetry and the narrative, as well as the critical essay. *Note: Students will be automatically registered for a section of HCD-1025 that corresponds to their foundation program.*

PHD-1030

Workshop I

One semester: 3 studio credits

With an emphasis on extensive darkroom work and group critique, this course will cover printing, negative development, spotting and mounting. Assignments will be given and students will submit a portfolio at the end of the semester. *Note: Please bring your portfolio to the first session.*

PHD-1035

Workshop II

One semester: 3 studio credits

A continuation of PHD-1030, Workshop I, this course will balance weekly critiques of student work with advanced black-and-white darkroom technique—both traditional and experimental. In the second half of the semester, students will have the opportunity to explore creative practices that address the similarities and differences between analog and digital workflow and processes. Color theory will also be discussed, and student video work will be critiqued as part of a larger conversation about developing one's visual style. Weekly assignments will be given, and students will submit a portfolio for review at the end of the semester.

PHD-1060

Photography on Assignment

One semester: 3 studio credits

This course in photographic nuts and bolts will include technical demonstrations and assignments concerning the use of meters, filters, lighting and flash, among other topics. Students will be given location assignments, which will imitate those of a commercial or editorial photographer working in the current marketplace.

The course emphasizes the practical, and will help students be flexible and resourceful in their problem-solving abilities. Students will receive individual critique of their work.

PHD-1080

Digital Photography I

One semester: 3 studio credits

Gaining a fundamental understanding of Adobe Photoshop, Bridge and Lightroom applications will be the focus of this course. Topics covered include image size and resolution, flatbed and film scanning, color modes, file formats, painting and editing tools, file management, image adjustments, working with layers and layer masks, and output options. By the end of the semester, students will have a basic understanding of how to work with photographs in a digital environment.

PHD-1085

Digital Photography II

One semester: 3 studio credits

The emphasis of this course will be placed on an exploration of the full potential of Adobe Photoshop. Students will apply advanced digital imaging techniques to their work and critically examine the effects that imaging technologies have on the ways we see and make art. A variety of topics will be covered, including advanced selection techniques, shape-and-text tools, channels, paths, blending modes, filter effects, service bureaus, color management, monitor calibration and digital cameras.

PHD-1110

Video I

One semester: 3 studio credits

The goal of this course is to familiarize students with video in its technical form as well as its conceptual possibilities. Various genres of the medium will be explored, and students will articulate their interests in narrative form.

PHD-1280

Picture Symposium

One semester: 3 studio credits

This foundational course unpacks students preexisting and potential relationships with pictures and image, two central elements of contemporary art, commerce, communication and exchange. Striving toward fluency in the making (speaking) and interpreting (reading) of pictures in all contexts, students will work collaboratively to build a foundation for how to create and circulate still and moving images with the necessary agency to distinguish their voices and identities while communicating with one another as well as audiences beyond their classroom. The current relationships between printed pictures and pictures on screens (computers, smartphones, tablets, etc.) will be closely examined, providing students with a stronger understanding of how to navigate their presence as picture makers in both physical and online spaces of the 21st century.

Photography and Video Foundation Block 1 / FALL					
	MON	TUES	WED	THURS	FRI
9	PHD-1080-01P Digital				
10	Photography I 9:00-11:50				
11	J. Seador				
12	PHD-1060-01P Photography on				
1	Assignment 12:10-3:00				
2	S. Klein	PHD-1030-01P Workshop I 12:10-6:00			
3		J. Astor	HCD-1020 Writing and Thinking 3:20-6:10		
4					
5					
6			AHD-1090-01P History of Photography 6:30-9:20		
7			K. Moscovitch		
8					
9					

Photography and Video Foundation Block 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9	PHD-1110-01P Video I		PHD-1085-01P Digital		
10	9:00-11:50		Photography II 9:00-11:50		
11	K. Newbegin		J. Seador		
12					
1					
2		PHD-1035-01P Workshop II 12:10-6:00			
3		J. Astor			
4			HCD-1025 Writing and Literature 3:20-6:10		
5					
6			PHD-1280-01P Picture Symposium 6:30-9:20		
7			Instructor: TBA		
8					
9					

Photography and Video Foundation Block 2 / FALL					
	MON	TUES	WED	THURS	FRI
9					
10					
11				PHD-1030-02P Workshop I 9:00-2:50	
12		AHD-1090-02P History of Photography 12:10-3:00	PHD-1080-02P Digital Photography I 12:10-3:00	A. Robinson	
1		K. Moscovitch	J. Seador		
2					
3		HCD-1020 Writing and Thinking 3:20-6:10	PHD-1280-02P Picture Symposium 3:20-6:10		
4			Instructor: TBA		
5					
6					
7					
8					
9					

Photography and Video Foundation Block 2 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10		PHD-1060-02P Photography on Assignment 9:00-11:50			PHD-1085-02P Digital Photography 9:00-11:50 II
11		S. Klein		PHD-1035-02P Workshop II 9:00-2:50	J. Seador
12				A. Robinson	
1		PHD-1110-02P Video I 12:10-3:00			
2		K. Newbegin			
3			HCD-1025 Writing and Literature 3:20-6:10		
4					
5					
6					
7					
8					
9					

Photography and Video Foundation Block 3 / FALL					
	MON	TUES	WED	THURS	FRI
9	PHD-1060-03P Photography on Assignment 9:00-11:50 J. Sinnott	PHD-1030-03P Workshop I 9:00-2:50 A. McTigue			
10					
11					
12	PHD-1080-03P Digital Photography I 12:10-3:00 Instructor: TBA			HCD-1020 Writing and Thinking 12:10-3:00	PHD-1280-03P Picture Symposium 12:10-3:00 Instructor: TBA
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2					
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8					
9					

Photography and Video Foundation Block 3 / SPRING					
	MON	TUES	WED	THURS	FRI
9		PHD-1035-03P Workshop II 9:00-2:50 A. McTigue			
10					
11					
12	PHD-1085-03P Digital Photography II 12:10-3:00 Instructor: TBA				HCD-1025 Writing and Literature 12:10-3:00
1					
2					
3					
4					PHD-1110-03P Video I 3:20-6:10 Instructor: TBA
5					
6		AHD-1090-03P History of Photography 6:30-9:20 K. Humphries			
7					
8					
9					

Photography and Video Foundation Block 4 / FALL					
	MON	TUES	WED	THURS	FRI
9		PHD-1060-04P Photography on Assignment 9:00-11:50 S. Klein	PHD-1080-04P Digital Photography I 9:00-11:50 J. Seador		
10					
11					
12				HCD-1020 Writing and Thinking 12:10-3:00	
1					
2					
3		AHD-1090-04P History of Photography 3:20-6:10 K. Moscovitch	PHD-1030-04P Workshop I 3:20-9:10 G. Russomagno		
4					
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6					
7					
8					
9					

Photography and Video Foundation Block 4 / SPRING					
	MON	TUES	WED	THURS	FRI
9					
10					
11					
12	PHD-1280-04P Picture Symposium 12:10-3:00 Instructor: TBA				HCD-1025 Writing and Literature 12:10-3:00
1					
2					
3		PHD-1085-04P Digital Photography II 3:20-6:10 J. Seador	PHD-1035-04P Workshop II 3:20-9:10 G. Russomagno		PHD-1110-04P Video I 3:20-6:10 W. Lamson
4					
5					
6					
7					
8					
9					

Photography and Video Foundation Block 5 / FALL					
	MON	TUES	WED	THURS	FRI
9		PHD-1080-05P Digital Photography I 9:00-11:50 J. Seador			
10					
11					
12		HCD-1020 Writing and Thinking 12:10-3:00			
1	PHD-1030-05P Workshop I 12:10-6:00 Instructor: TBA				
2					
3					
4					
5					
6		AHD-1090-05P History of Photography 6:30-9:20 Instructor: TBA	PHD-1280-05P Picture Symposium 6:30-9:20 Instructor: TBA		
7					
8					
9					

Photography and Video Foundation Block 5 / SPRING					
	MON	TUES	WED	THURS	FRI
9					PHD-1060-05P Photography on Assignment 9:00-11:50 J. Sinnott
10					
11					
12		HCD-1025 Writing and Literature 12:10-3:00			
1	PHD-1035-05P Workshop II 12:10-6:00 Instructor: TBA				
2					
3					
4		PHD-1110-05P Video I 3:20-6:10 K. Newbegin			
5					
6					
7		PHD-1085-05P Digital Photography II 6:30-9:20 J. Seador			
8					
9					

Note: Photography and Video Foundation program 5 will be made available after Photography and Video Foundation programs 1 through 4 have reached capacity.

Note: Photography and Video Foundation program 5 will be made available after Photography and Video Foundation programs 1 through 4 have reached capacity.

Photography and Video Foundation Block 6 / FALL					
	MON	TUES	WED	THURS	FRI
9			PHD-1060-06P Photography on Assignment 9:00-11:50 J. Sinnott		
10					
11					
12	AHD-1090-06P History of Photography 12:10-3:00 R. Leslie	PHD-1080-06P Digital Photography I 12:10-3:00 J. Seador			
1				PHD-1030-06P Workshop I 12:10-6:00 Instructor: TBA	
2					
3			HCD-1020 Writing and Thinking 3:20-6:10		
4					
5					
6					
7					
8					
9					

Note: Photography and Video Foundation program 6 will be made available after all other fall/spring Photography and Video Foundation programs have reached capacity.

Photography and Video Foundation Block 6 / SPRING					
	MON	TUES	WED	THURS	FRI
9	PHD-1085-06P Digital				
10	Photography II 9:00-11:50 M. Rader				
11					
12			PHD-1110-06P Video I 12:10-3:00 Instructor: TBA		
1				PHD-1035-06P Workshop II 12:10-6:00 Instructor: TBA	
2					
3			HCD-1025 Writing and Literature 3:20-6:10		
4					
5					
6		PHD-1280-06P Picture Symposium 6:30-9:20 Instructor: TBA			
7					
8					
9					

Note: Photography and Video Foundation program 6 will be made available after all other fall/spring Photography and Video Foundation programs have reached capacity.

PHOTOGRAPHY AND VIDEO COURSES FOR FOUNDATION STUDENTS BEGINNING SPRING 2023

Photography and video majors who begin their studies in the spring semester must register for spring 2023 and summer 2023 Photography and Video Foundation PS.

Photography and Video Foundation PS / Spring 2023					
	MON	TUES	WED	THURS	FRI
9	AHD-1090-PS History of Photography 9:00-11:50 Instructor: TBA				
10					
11					
12			PHD-1080-PS Digital Photography I 12:10-3:00 Instructor: TBA		
1					
2					
3		HCD-1020 Writing and Thinking 3:20-6:10	PHD-1280-PS Picture Symposium 3:20-6:10 Instructor: TBA		
4				PHD-1030-PS Workshop I 3:20-9:10 A. Balsys	
5					
6					
7					
8					
9					

Photography and Video Foundation PS / Summer 2023					
	5/8 – 5/26	5/9 – 6/27	5/30 – 6/20	6/21 – 7/13	
9	PHD-1085-PS Digital		PHD-1110-PS Video I		
10	Photography II 9:00-11:50, M-F J. Seador		9:00-11:50, M-F P. Garfield	PHD-1035-PS Workshop II 9:00-2:50 M-F A. Balsys	
11					
12			PHD-1060-PS Photography on Assignment 12:10-3:00 Instructor: TBA		
1					
2					
3		HCD-1025 Writing and Literature 3:20-6:10 Tu/Th			
4					
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9					

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Second-year photography and video majors are required to take one semester of:

REQUIREMENT A

PHD-2040	Studio I
PHD-2045	Studio II
PHD-2060	Critique I
PHD-2065	Critique II
PHD-2075	Visual Literacy
PHD-2090	Video II
PHD-2092-2096	Intermediate Digital Photography

REQUIREMENT B

Students must choose one of the following art history courses to ensure that they engage with perspectives beyond the Western European canon. This requirement can be fulfilled in the second, third or fourth years of study. Please refer to the art history course listing for course information.

AHD-2240	Global Ornament: Transcultural Interactions Between East and West
AHD-2261	Latin American and Latino Art
AHD-2262	Contemporary Latin American Art
AHD-2263	Gender and Politics in Contemporary Latin American Art
AHD-2277	Chinese, Japanese and Korean Art
AHD-2284	Strategies of Contemporary Art: The Case of China
AHD-2739	Latin American Cinema
AHD-3083	Art and the Colonial Experience
AHD-3087	The Diasporas Emerge: Filling in the Gaps
AHD-3145	Issues in Contemporary Art: Globalism—New Patterns of Practice, Shifting Grounds of Discourse

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester. All students should see their advisor about individual art history and humanities and sciences distribution credit needs.

Third-year photography and video majors are required to take:

REQUIREMENT A

One semester each of	
PHD-3040	Seminar I
PHD-3045	Seminar II
HMD-3046	The Critical Eye
PHD-3085-3097	Advanced Video

REQUIREMENT B

Two 3-credit studio electives chosen from the following departments: animation; computer art, computer animation and visual effects; film; fine arts; photography and video.

REQUIREMENT C

Third-year students must choose one of the following art history courses to complement their photographic literacy with a deeper understanding of the history of video or related media, including cinema and other screen arts. Please refer to the art history course listing for course information.

AHD-2068	The Language of Film
AHD-2070	International Cinema
AHD-2808	Who's Looking? (The Function of Women in Film)
AHD-2302	History of Video Art: 1965 to 1985
AHD-2303	History of Video Art: 1985 to Present
AHD-2309	Sound Art: Theory and Practice
AHD-2311	Visual Music
AHD-2321	Sound/Mind/Material
AHD-2429	Cinema and Revolution
AHD-2553	Experiencing Contemporary Art in New York City's Galleries and Museums
AHD-2713	Film Noir
AHD-2714	Political Cinema
AHD-2717	Dramatic Construction
AHD-2722	History of Comedy in Films
AHD-2723	American Independent Film Milestones 1965-1990
AHD-2761	Wandering in the Boneyard: The Horror Film Genre
AHD-2811	Women Make Movies
AHD-2812	Feminist Approaches to Media
AHD-2947	Game Culture
AHD-3067	American Maverick Filmmakers
AHD-3140	Memory and History in Film
AHD-3404	Experimental Movies: 1918 to 1980
AHD-3821	Vernacular Video
AHD-3824	Video Art as Avant-Garde Practice
AHD-3826	Rewriting the Hit: Video Art and Music Videos
AHD-3832	Radical Aesthetics of Political Video Art
AHD-3899	The Experimental, Electronic Moving Image: 1965 to the Present

FOURTH-YEAR REQUIREMENTS

Fourth-year students must submit their finished thesis portfolios to the department chair no later than two weeks before the end of their final semester. In addition to the requirements that follow, students may take other supplemental portfolio courses for credit.

Fourth-year photography and video majors are required to take:

REQUIREMENT A

One semester each of

PHD-4080	Thesis I
PHD-4085	Thesis II

REQUIREMENT B

9 studio credits of photography and video electives, chosen from the elective courses for photography and video majors only (please refer to the Photography and Video General Course Listing for course descriptions and information)

3 elective credits chosen from any undergraduate area, including photography and video.

Students must see their advisor early to determine remaining credit needs and requirements and must be able to complete all 120 credits of the BFA degree, including all course and credit requirements, within the fourth year to be eligible to graduate.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

PHD-2040

Studio I

Fall semester: 3 studio credits

The techniques of shooting still and moving images in the studio are covered in this course. Working in both a daylight studio and in a studio with incandescent lights, strobe and LED panel lighting will be explored. Exercises in still life, animating still life through video capture, portraiture, and other aspects of studio photography and video will be given; images will be produced using a variety of analog and digital devices. *Note: Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-2040-A	M	1:30-5:20	K. Shung
PHD-2040-B	Tu	9:00-12:50	L. DeLessio
PHD-2040-C	Tu	1:30-5:20	L. DeLessio
PHD-2040-D	W	9:00-12:50	L. DeLessio
PHD-2040-E	Th	9:00-12:50	J. Kawa

PHD-2045

Studio II

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see PHD-2040 for course description. *Note: Students must register for the spring semester section that corresponds to their fall section of this course.*

Course #	Day	Time	Instructor
PHD-2045-A	M	1:30-5:20	K. Shung
PHD-2045-B	Tu	9:00-12:50	L. DeLessio
PHD-2045-C	Tu	1:30-5:20	L. DeLessio
PHD-2045-D	W	9:00-12:50	L. DeLessio
PHD-2045-E	Th	9:00-12:50	J. Kawa

PHD-2060

Critique I

Fall semester: 3 studio credits

Critique initiates an in-depth conversation about photography and video as driven by content, and each student's exploration of subject matter. Intention and articulation will be emphasized. *Note: Please bring your portfolio to the first session. Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-2060-A	M	3:20-6:10	J. Vezuso
PHD-2060-B	Tu	3:20-6:10	M. Foley
PHD-2060-C	W	12:10-3:00	S. Morrison
PHD-2060-D	W	3:20-6:10	A. Shepp
PHD-2060-E	Th	3:20-6:10	M. Berg

PHD-2065

Critique II

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see PHD-2060 for course description. *Note: Students must register for the spring semester section that corresponds to their fall section of this course. Please bring your portfolio to the first session.*

Course #	Day	Time	Instructor
PHD-2065-A	M	3:20-6:10	J. Vezuso
PHD-2065-B	Tu	3:20-6:10	M. Foley
PHD-2065-C	W	12:10-3:00	S. Morrison
PHD-2065-D	W	3:20-6:10	A. Shepp
PHD-2065-E	Th	3:20-6:10	M. Berg

PHD-2075**Visual Literacy**

One semester: 3 studio credits

This course covers the history of photography from the postwar period to present day, articulating movements, tendencies and styles that have positioned the medium as a central visual art as well as a social, cultural, and political currency. We will identify the prominent figures that appear in contemporary photographic canons while addressing the inherent bias of singular histories. By the end of the course, students will not only be literate in naming and recognizing familiar figures in the medium's recent practice but should also be able to articulate their own needs in deeply understanding specific photographic histories while being aware of others. *Note: Open to photography and video majors only.*

Course #	Day	Time	Semester	Instructor
PHD-2075-A	Tu	12:10-3:00	fall	B. Pollack
PHD-2075-B	W	12:10-3:00	fall	G. Pond
PHD-2075-C	W	3:20-6:10	fall	L. Rexer
PHD-2075-D	Tu	9:00-11:50	spring	A. Rosenberg
PHD-2075-E	Tu	3:20-6:10	spring	A. Shepp
PHD-2075-F	F	9:00-11:50	spring	M.Berg

PHD-2090**Video II**

Fall semester: 3 studio credits

This course expands upon the technical concepts introduced in PHD-1110, Video I. Its emphasis will be on an enhanced understanding of the medium through critical discourse. *Note: Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-2090-A	M	12:10-3:00	K. Newbegin
PHD-2090-B	W	12:10-3:00	TBA
PHD-2090-C	W	12:10-3:00	K. Newbegin
PHD-2090-D	Th	9:00-11:50	W. Lamson
PHD-2090-E	Th	12:10-3:00	TBA

PHD-2092 through PHD-2096**Intermediate Digital Photography**

One semester: 3 studio credits

Having mastered fundamental digital processes, each student chooses an area of digital specialization of interest and relevance to their future photographic activity. Please refer to individual course descriptions that follow. *Note: Open to photography and video majors only.*

Course #	Day	Time	Semester	Instructor
PHD-2092-A	Tu	3:20-6:10	fall	C. Daciuk
PHD-2093-A	M	3:20-6:10	fall	B. Ogden
PHD-2094-A	Th	9:00-11:50	fall	T. Ashe
PHD-2096-A	Tu	6:30-9:20	fall	I. Stoner
PHD-2092-B	Tu	3:20-6:10	spring	C. Daciuk
PHD-2093-B	M	3:20-6:10	spring	B. Ogden
PHD-2094-B	Tu	9:00-11:50	spring	T. Ashe
PHD-2096-B	Tu	6:30-9:20	spring	I. Stoner

PHD-2092**Intermediate Digital Photography: Fashion and Beauty**

Tuesday 3:20-6:10

One semester: 3 studio credits

Instructor: C. Daciuk

This course will cover specialized retouching skills needed to attain successful fashion images. Adobe Photoshop will be the primary software. The course will help students gain increased competence in digital manipulation. *Note: Students must bring an external hard drive to each session. Open to photography and video majors only.*

Course #	Semester
PHD-2092-A	fall
PHD-2092-B	spring

PHD-2093**Intermediate Digital Photography: Digital Compositing**

Monday 3:20-6:10

One semester: 3 studio credits

Instructor: B. Ogden

With advanced image processing, this course will focus on image-making from concept to output. We will examine the essential elements of a successful composite using layers, layer adjustment, advanced masking, retouching techniques, selection, printing and color management. The creative workflow needed to produce compelling and seamless photomontage images will be emphasized. *Note: Students must bring an external hard drive to each session. Open to photography and video majors only.*

Course #	Semester
PHD-2093-A	fall
PHD-2093-B	spring

PHD-2094**Intermediate Digital Photography: Printmaking and Color Management**

One semester: 3 studio credits

Instructor: T. Ashe

The goal of this course is to develop a working understanding of the materials, practices and aesthetics of contemporary fine art digital printmaking, especially the use of digital color management tools. Through lectures, demonstrations, project-based assignments, as well as studio visits and field trips to digital labs and galleries, students will expand their proficiency and confidence in producing a personal artistic vision through various digital printmaking techniques. Included with the practical aspects of the course will be an exploration of historical and contemporary uses of digital imaging in commercial and fine art photography. *Note: Students must bring an external hard drive to each session. Open to photography and video majors only.*

Course #	Day	Time	Semester
PHD-2094-A	Th	9:00-11:50	fall
PHD-2094-B	Tu	9:00-11:50	spring

PHD-2096**Intermediate Digital Photography: Branding Yourself**

Tuesday 6:30-9:20

One semester: 3 studio credits

Instructor: I Stoner

Creating a brand identity as a photographer and artist is paramount to professional success. In this course students will produce cohesive projects based on self-promotion, such as business cards, promo cards, photo books, portfolios and websites. The course is designed to further your Adobe Photoshop skills and introduce new skills using Adobe Illustrator and InDesign. *Note: Students must bring an external hard drive to each session. Open to photography and video majors only.*

Course #	Semester
PHD-2096-A	fall
PHD-2096-B	spring

PHD-3040**Seminar I**

Fall semester: 3 studio credits

A continuation of the discourse begun in PHD-2060, Critique I, this seminar will culminate in a body of work that is self-motivated and relates to the student explorations in photography and video to date. A commitment to this process is required, as well as the progression of the students' understanding of their work and the ability to articulate their ideas. *Note: Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-3040-A	M	9:00-2:50	L. Rexer
PHD-3040-B	M	9:00-2:50	E. Weeks
PHD-3040-C	Tu	12:10-6:00	J. Maida
PHD-3040-D	W	9:00-2:50	T. Berkeley
PHD-3040-E	Th	9:00-2:50	J. Craig-Martin
PHD-3040-F	Th	9:00-2:50	Y. Alipour
PHD-3040-G	F	12:10-6:00	G. Pond

PHD-3045**Seminar II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see PHD-3040 for course description. *Note: Students must register for the spring semester section that corresponds to their fall section of this course. Please bring your portfolio to the first session. Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-3045-A	M	9:00-2:50	L. Rexer
PHD-3045-B	M	9:00-2:50	E. Weeks
PHD-3045-C	Tu	12:10-6:00	J. Maida
PHD-3045-D	W	9:00-2:50	T. Berkeley
PHD-3045-E	Th	9:00-2:50	J. Craig-Martin
PHD-3045-F	Th	9:00-2:50	Y. Alipour
PHD-3045-G	F	12:10-6:00	G. Pond

HMD-3046**The Critical Eye**

One semester: 3 humanities and sciences credits

This course will introduce photography and video students to critical discourse. Its aim is to strengthen their skills in observing, analyzing, and evaluating still as well as moving images while considering their social, political, and cultural contexts. Through in-class dialogue, readings and writing, students will develop their capacity to think critically and communicate effectively in speech and writing about photographic and video works and texts on the subject. *Note: Open to junior photography and video majors only.*

Course #	Day	Time	Semester	Instructor
HMD-3046-A	Tu	9:00-11:50	fall	L. Rexer
HMD-3046-B	Tu	6:30-9:20	fall	TBA
HMD-3046-C	Th	6:30-9:20	fall	TBA
HMD-3046-D	F	9:00-11:50	fall	TBA
HMD-3046-E	M	3:20-6:10	spring	L. Rexer
HMD-3046-F	Tu	9:00-11:50	spring	TBA
HMD-3046-G	Tu	9:00-11:50	spring	TBA

PHD-3066-A**Digital Studio: Advanced Lighting Techniques**

Monday 2:00-5:50

Fall semester: 3 studio credits

Instructor: J. Kawa

This course will explore the mastery and control of light as well as lighting concepts used for professional and advertising photography. Through visual presentations of printed matter, students will review examples of the direction and quality of light and understand its function in the photograph. Students will acquire a repertoire of lighting techniques to heighten the expressive capacity of their work. Students will shoot tethered with the latest available digital cameras and software in a full digital studio environment. *Note: Please bring an external hard drive and a portfolio to the first session. Open to junior and senior photography and video majors only.*

PHD-3081-A**Mixed-Reality Filmmaking**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: M. Rader

Limited to 12 students

This course provides an introduction to compositing video using traditional visual effects (VFX) and real-time pipelines with Unreal Engine, a real-time 3D creation tool. Students will develop cinematics that composite video into a 3D virtual world. Using match-motion tracking, students will integrate the camera movement of footage shot on green screen with CGI. Concepts will be developed using previsualization and virtual production techniques. *Note: Open to photography and video majors only.*

PHD-3085 through PHD-3097**Advanced Video**

One semester: 3 studio credits

Having mastered fundamental video processes, each student chooses an area of video specialization of interest and relevance to their future video activity. Please refer to individual course descriptions that follow. *Note: Open to junior and senior photography and video majors only.*

Course #	Day	Time	Semester	Instructor
PHD-3085-A	Tu	9:00-11:50	fall	M. Nakamura
PHD-3091-A	Tu	12:10-3:00	spring	C. Parish
PHD-3092-A	Th	6:30-9:20	spring	J. Desler Costa
PHD-3094-A	Th	3:20-6:10	spring	K. Shavit
PHD-3095-A	W	9:00-11:50	fall	P. DeSilva
PHD-3095-B	M	12:10-3:00	spring	M. Rader
PHD-3096-A	Tu	6:30-9:20	spring	A. Maroulis
PHD-3097-A	W	9:00-11:50	spring	TBA

PHD-3085-A**Advanced Video: Projection Mapping and Immersive Art**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: M. Nakamura

Limited to 15 students

This course focuses on both technical and artistic aspects of projection mapping, a technique that can make objects and entire environments come alive in light, color and motion by projecting moving images onto them. Students will bring their creative concepts into reality, learning both 2D and 3D projection mapping methods and how to precisely map visual content to any type of surface by using the program MadMapper. Different types of projections will also be covered, such as interactive, mobile, holographic and 360-degree multi-projections. Additional topics will include operating various types of projectors and video outputs, writing a project proposal and tech rider, and producing permanent installations. This course is for students interested in the technical skills required for projection mapping, as well as creating immersive and physical experiences through projectors. *Note: Students must provide their own laptop to work on in class. Open to junior and senior photography and video majors only.*

PHD-3091-A**Advanced Video: Working in the Edges—Using Alternative Techniques to Create a Unique Vision**

Tuesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: C. Parish

The ways in which videomakers can employ alternative techniques and sound to produce a truly original vision will be explored in this course. It will examine in detail alternative visual possibilities in order to help create a unique signature aesthetic, such as using alternative cameras or experimenting with manipulating actual film. Concepts around sound, as well as the software to clean up and enhance sound will be addressed. Students will be introduced to working with alternative cameras, in addition to working with LUTs to create an unconventional color palette. Advanced techniques with Adobe Premiere will be taught as well as an introduction to working with moving footage in Adobe After Effects. Students will build a solid body of video work through open and collaborative assignments. Class time will be spent surveying video from the last ten years (including the Internet), discussing readings, critiquing student work, guest lecturers, gallery visits, and concepts related to the contemporary video scene. *Note: Open to junior and senior photography and video majors only.*

PHD-3092-A**Advanced Video: Film and Cinematic Narrative**

Thursday 6:30-9:20

Spring semester: 3 studio credits

Instructor: J. Desler Costa

Although video as an art form grows out of television broadcasting, its inherent overlap with film and cinematic narrative is significant, particularly in our increasingly digital age. This course will introduce students to the principles of cinema as technological advancements makes the once cost prohibitive space of movie-making obtainable. The course will assist students in recognizing their photographic advantage to craft visually compelling, narrative films with the tools of video and sound capture already at their disposal. Special attention will be placed

on how the camera moves using rigs and on the cinematic and narrative strategies utilized in Hollywood as well as those more commonly found in Independent cinema. *Note: Open to junior and senior photography and video majors only.*

PHD-3094-A

Advanced Video: Experimental Video

Thursday 3:20-6:10

Spring semester: 3 studio credits

Instructor: K. Shavit

With a rich history that parallels mainstream filmmaking and the visual and performing arts, experimental film and video have made a restless and inventive contribution to the medium. We will study the history of experimental video from its nascent origins with the work of Stan Brakhage, Nam June Paik, Jonas Mekas, and Yvonne Rainer, and its emergence as a conventional form via YouTube. Each student will create several videos throughout the semester, and all interpretations will be considered—from lo-fi equipment and material to advanced digital effects, video as installation and experimental audio. Students will be encouraged to create a radical reinvention of the known. *Note: Open to junior and senior photography and video majors only.*

PHD-3095

Advanced Video: Compositing with Adobe After Effects

One semester: 3 studio credits

Compositing video and photography using Adobe After Effects is the focus of this course. Students will explore fundamental animation techniques, including key frame animation, masking and applying effects using the timeline. Combined with technical knowledge, there will be an emphasis placed of art direction and storyboarding to create projects. Advanced compositing techniques using green screen, rotoscoping and 3D will also be covered. This is an introductory After Effects course; however, students must feel comfortable compositing in Adobe Photoshop and have an understanding of shooting and editing video. *Note: Open to junior and senior photography and video majors only.*

Course #	Day	Time	Semester	Instructor
PHD-3095-A	W	9:00-11:50	fall	P. DeSilva
PHD-3095-B	M	12:10-3:00	spring	M. Rader

PHD-3096-A

Advanced Video: Music Video

Tuesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: A. Maroulis

Filmed musicals and The Beatles first two feature-length films provided a historical framework for the emergence of the music video as a separate cable television station MTV in 1981. Its impact on the recording industry as a promotional tool is well known, and the genre continues to offer homegrown interpretations of popular music. This course will emphasize music video's professional iterations, and operate as both an expressive idea and a vocational possibility. Students will be led through the full process of the music video from storyboarding to editing. *Note: Open to junior and senior photography and video majors only.*

PHD-3097-A

Advanced Video: Fashion Video

Wednesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: TBA

As an extension of fashion photography and with some of the information of the filmed runway show, fashion video quickly established itself as a crucial creative opportunity, and a collaboration with the fashion designer to expand the understanding of the fashion brand. As a genre it is flexible and elastic and seems to have few restrictions. This course is for students interested in fashion photography who would like to expand their understanding to include motion, sound and narrative. *Note: Open to junior and senior photography and video majors only.*

PHD-3098

Introduction to Alternative Process

Friday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

Do you want to get your hands dirty? Are you looking to go beyond the traditional gelatin silver darkroom? This course is an introduction to analog alternative processes: hand-coated emulsions and nonsilver darkroom processes. Students will become self-sufficient in creating works using chemistry and raw material based techniques and processes, including wet-plate collodion, cyanotype, Van Dyke, kallitype, palladium, gum bichromate, and more. *Note: This course is cross-listed with PHD-3098-C and PHD-3098-D.*

Course # Semester

PHD-3098-A	fall
PHD-3098-B	spring

PHD-3101-A

Advanced Black-and-White Printing

Tuesday 3:20-6:10

Spring semester: 3 studio credits

Instructors: S. Kaplan, J. Rudnick

For those who want to extend their printing skills to develop a personal printing style, this course will consist predominantly of work in the darkroom with technical critique of prints by the instructor. Students will explore and refine various advanced printing techniques. *Note: Open to photography and video majors only.*

PHD-3104

Analog Color Darkroom and Printing

Fall semester: 3 studio credits

Instructor: S. Morrison

With an emphasis on color darkroom work as well as group critique, this course will focus on making C-prints from color negatives, color correcting and establishing a strong technical foundation in color. Students will receive technical assignments while pursuing a specific project that develops a personal aesthetic direction in which analog color processes are central. Each student will submit a portfolio at the end of the semester. *Note: This course will occasionally meet off-campus at a nearby color lab. Open to junior and senior photography and video majors only.*

Course # Day Time

PHD-3104-A	W	6:30-9:20
PHD-3104-B	Th	6:30-9:20

PHD-3106-A

Principles of Color for Photographers

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: B. Armstrong

This course will focus on how to unleash the power of color to give maximum impact to your photographs. Whether it's fine art, editorial or commercial work, successful photographers know the secrets of color that painters and designers use to create effective color images. Exploring both the technical and aesthetic aspects of color, we will examine such topics as the psychology and symbolism of color, contrast and harmony of colors, and the interaction of colors. Taking advantage of New York's resources, we will visit galleries and museums to examine contemporary color and to see how great painters of the past handled color. Through lectures, slide presentations, shooting assignments and critiques, students will gain a core understanding of how color works, which will improve their technical ability to shoot and print, with film or digital technologies, as they uncover the aesthetic principles behind creating strong color photographs. *Note: This course is cross-listed with PHD-3106-B.*

PHD-3108**Exploring the Idea of Abstraction in Photography**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: E. Matczak

The notion of an abstract photograph is illusive, diverse and experimental. From its infancy, more than a century ago, photographers have pushed the boundaries of what a photograph might be. By way of studying the methods and concepts behind the work of significant representative photographers (both historical and contemporary) students will move their own work forward into original directions. This is a studio/critique course where students bring in “new work” and participate in showing and sharing their investigations and developments. This will include short presentations of their research, thus contributing to the breadth of the dialogue of critique. It is often difficult to decipher just what the abstract elements are of an image. Considerable effort will be given in critique to awaken the sensibilities of the viewer to comprehensively interact with the work. Full participation is required. A concise body of work, a greater appreciation for “the abstract” (maker and viewer) and articulating this experience will be the objective outcome. You will explore what you have not yet imagined. *Note: Open to photography and video majors only.*

Course # Semester

PHD-3108-A fall

PHD-3108-B spring

PHD-3112-A**Light Lab**

Thursday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Denny

Light Lab will investigate light and the photography of light. Students will experiment with prismatic, iridescent, refracted and programmed light, experimental light sources, smoke and mirrors, and the ways to capture the results of these experiments photographically. We will examine the work of artists who worked with light and photography, including Alvin Langdon Coburn’s vortographs, the photograms of the Bauhaus, the Czech avant-garde, and light-art inventions of pioneers such as Thomas Wilfred’s Lumia and Otto Piene’s light ballets, as well as the innovations of current practitioners. Students will explore the area of their choice to produce still photographs and moving images of light. *Note: This course is cross-listed with PHD-3112-B.*

PHD-3117-A**Beyond the Camera: The Hidden (Marketable) Skills of a Photographer**

Wednesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: G. Russomagno

We learn to ask what is a photograph? This course asks the question What is a photographer? Deconstructing the act of and processes around image making, we identify and illuminate the habits of mind and intellectual activities that are cultivated alongside the act of making a picture and mastering analog and digital processes. Well-trained photographers are among other things excellent technicians and communicators, they are visionaries, plucky and brave, they are truth seekers, and storytellers, project managers and they are idea machines. This course will explore the often under-investigated skill sets and range of academic interests that are naturally developed as we cultivate our craft as photographers. At a time when many trained artists are not only working in specific media but apply their acumen to a myriad of creative fields, it is more important to understand all of the skills cultivated in a photographic education so that students can confidently engage in varied arenas of work that require creative problem solving. Each week students will explore a particular area of expertise that they develop concurrently in their evolution as artists and photographers such as social science, curation, project management, finance, design thinking, brand development, entrepreneurship, trend analysis, taste-making, activism, research and leadership. *Note: Open to photography and video majors only.*

PHD-3163-A**Photo Bookworks: The Handmade Book**

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Instructor: TBA

What do you do with all those photos you have made that are sitting around in boxes? This is a hands-on approach to the photo book using simple bookbinding methods. We will investigate several handmade book structures, including scroll, scrapbook, pamphlet, Oriental fold and fan, as well as the concepts of series, sequence and pacing of images within the books. Books will be examined from the viewpoint of both object and container. A historical overview of book arts—photography books in particular—will be presented. Students will create works from groups of photographs, bound together in completed form. Six to eight books and a group project will be completed. *Note: Please bring your favorite photography book to the first session. This course is cross-listed with PHD-3163-B.*

PHD-3164-A**Photo Bookworks: Zines and Monographs**

Tuesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: TBA

This course will concentrate on the editing and sequencing of photographs to create chapters with narrative structure. Working on individual projects, students will assemble weekly chapters of work. Several of these handmade zines will lead to a combined larger work that will be printed on demand (POD) by an outside publisher. Examples of past and current artist books will be presented and discussed, and visits to publishers and libraries will be scheduled. *Note: Proficiency in Adobe Photoshop and/or InDesign is suggested. Please bring any books you have made and/or your favorite zine or artist book to the first session. This course is cross-listed with PHD-3164-B.*

PHD-3167**Volumes: Art and Photography Books at the SVA Library**

Thursday 12:10-3:00

One semester: 3 studio credits

Instructor: M. Berg

Limited to 16 students per section

This course will firmly establish art book literacy for students by providing a formal knowledge of art books, photography books, artist books and art book culture. We will examine all aspects of art book publishing and production in-depth: categorization, subject matter and content creation, editorial direction and creative direction, book design, prepress and print production, author/scholar/curator collaborations, publisher relations, distribution channels and institutional structures. Students will gain a comprehensive understanding of the many contexts in which art publications are produced and the ability to pursue interests and artistic research, as well as evaluate the broad range of possibilities for consideration of one’s own work in the realm of publishing projects. This course will meet in the SVA Library, and will include guest lecturers from the field of art book publishing and relevant site visits outside of SVA, including artists, publishers, and others such as Isaac Diggs, photographer; Cay Sophie Rabinowitz, founder/editor/publisher, Osmos; David Senior, chief of Library and Archives, San Francisco Museum of Modern Art; and David Strettell, founder/editor/publisher, Dashwood Books. *Note: This course is cross-listed with PHD-3167-C and PHD-3167-D.*

Course # Semester

PHD-3167-A fall

PHD-3167-B spring

PHD-3177-A**Fashion Photography and Video: On Assignment**

Tuesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: J. Isaia

Intended to build an original and informed portfolio of fashion photography and video, this course is structured by assignments that are driven by those in the professional community. Open to students with a strong studio and technical background, as well as those who have a less formal relationship to fashion photography and video, the course will emphasize vigorous competence with the complexity of fashion photography and video, and create insight into its particular demands. Visual intelligence and creative ambition are the prerequisites. *Note: Open to photography and video majors only.*

PHD-3207-A**Location Photography and Video**

Monday 3:20-6:10

Spring semester: 3 studio credits

Instructor: J. Desler Costa

Providing the technical background necessary for versatility and competence in location photography and video is the aim of this course. The objective is to develop each student's imagination in order to find visually compelling locations, to study the space and available light, and to determine what additional light to bring to the "set." This course will be supplemented with individual portfolio projects—both exterior and interior locations—and students will explore areas of their own special interests. *Note: Open to junior and senior photography and video majors only.*

PHD-3208-A**Production and Logistics**

Friday 12:10-3:00

Spring semester: 3 studio credits

Instructor: J. Sinnott

The ability to make powerful images is not the same as the ability to make them on demand. A big photo shoot requires planning and non-photography expertise completely unrelated to your creative skills. This course will address how to approach and manage the activities necessary to execute projects for commercial clients. Estimates, contracts, releases, securing an advance, location permits, sourcing specialized equipment and talent (like stylists and make-up artists), shoot schedules, transportation and logistics will all be covered, demonstrated and discussed. This course will provide the detailed knowledge necessary to successfully coordinate people, facilities and supplies for complex photography assignments, with the aim of helping you retain clients, attract new ones, increase your income and enhance your reputation. *Note: Open to photography and video majors only.*

PHD-3212**How to Make It as a Working Photographer**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: TBA

This course will focus on developing an understanding of the professional world of photography while maintaining your individual style. Class assignments will be geared toward creative problem solving and developing professional skills, including promotion, marketing, invoicing, budgets and how to manage your life as a freelancer. The course will culminate in two portfolio reviews with industry professionals. *Note: Please bring your portfolio to the first session. Open to junior and senior photography and video majors only.*

Course #	Semester
PHD-3212-A	fall
PHD-3212-B	spring

PHD-3223**Fifteen Short Investigations Through Photo-Based Art**

Wednesday 3:20-6:10

One semester: 3 studio credits

Instructor: P. Umbrico

Limited to 12 students per section

This course will investigate ideas in culture as they relate to photography and art. We will explore inherent photographic concepts, such as appropriation, decontextualization, multiplication, systems, memory, the archive and technology, as a means for generating photo-based work. Issues concerning context and intentionality, authorship and originality, individuality and collectivity, will be addressed in relation to relevant cultural and theoretical concepts. Weekly photo-based assignments, critiques, readings and slide presentations will serve to deepen the students' understanding of their work and locate it within the context of these issues. The objective of this course is to gain agility with a broad range of working methods and a fluency in critical art vocabulary, while fostering a personal relationship to contemporary visual ideas and practice. *Note: Open to juniors and seniors only. This course is cross-listed with PHD-3223-C and PHD-3223-D.*

Course #	Semester
PHD-3223-A	fall
PHD-3223-B	spring

PHD-3233-A**Advanced Fashion Studio I**

Thursday 1:30-5:20

Fall semester: 3 studio credits

Instructor: J. Kawa

Limited to 12 students

This course is designed for students who are seriously interested in fashion. We will cover all aspects of the field: editorial, advertising, beauty and portrait. Both studio (tungsten and strobe lighting), and location (available light augmented by strobe) will be taught. Various camera formats, from 35mm to 4x5", will be used. Emphasis will be on the anatomy of a fashion shoot: working with models, hair and makeup people, editors, art directors, etc. Personal style will be stressed. *Note: Open to photography and video majors only.*

PHD-3234-A**Advanced Fashion Studio II**

Thursday 1:30-5:20

Spring semester: 3 studio credits

Instructor: J. Kawa

Limited to 12 students

This is the second part of a two-semester course. See PHD-3233 for course description. *Note: No midyear entry. Open to photography and video majors only.*

PHD-3238-A**Commercial Careers**

Tuesday 9:00-11:50

Fall semester: 3 studio credits

Instructor: TBA

Limited to 18 students

For photography students with commercial aspirations, this course is driven by and focuses on building a body of work. Portfolio reviews will be balanced by the discussion of practical aspects of the field, from assisting to postproduction to estimates, invoicing, stock and resale. Guest speakers, including art buyers, photo editors, producers and photo agents, will add information and insight. *Note: Open to photography and video majors only.*

PHD-3241-A**About Face Value**

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Robinson

This course is all about you. Every part of you. Every feeling, every thought, every desire, every fantasy, every relationship, every anxiety and joy. All these factors go into making self-portraits. It doesn't matter if you're introverted or extroverted—who you are inside and out becomes your work. You conspire with your camera; you get to be in front of and behind the lens at the same time, alone and/or with others. Plus you have the support of everybody in the class who wants to make intimate, personal pictures. *Note: Open to photography and video majors only.*

PHD-3243-A**A Survey of Portraiture**

Wednesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: M. Halsband

Limited to 12 students

This course is both practical discussion and hands-on exploration/survey of portrait photography and camera format (students can work with still images, video, digital and film). Planning or producing a portrait sitting, researching the sitter and coming up with ideas, lighting, composition, location/studio and interaction with the subject will be covered through discussion, demonstration and class sessions with models. The fine art and commercial application of both still and video portraits will also be discussed as an option for students to explore. Review sessions will focus on looking at and critique of the previous week's in-class assignment, as well as planning and preparation for the following in-class portrait sitting. *Note: Open to photography and video majors only.*

PHD-3244-A**Still Life 4 Real Life**

Thursday 6:20-9:30

Fall semester: 3 studio credits

Instructor: J. Desler Costa

This course examines the form, function and history of still-life imagery as it appears across various disciplines. From modern and contemporary art to advertising and commerce, the still-life photograph occupies an important and complex place in the artistic process. This course provides an overview of the development and construction of the still life and its inherent place as an object, ideology and cultural marker. Students will examine objects, arrangements and lighting techniques as they create their own narrative constructs or aesthetic explorations with diverse and innovative results by bringing the still-life image to life through photographs and GIFs. *Note: Open to photography and video majors only.*

PHD-3253-A**Advertising and Product Photography**

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: J. Kawa

Limited to 16 students

This hands-on studio course will introduce students to the demands of working as a photographer in advertising and working with art directors and clients in order to better understand the challenging field of advertising photography. The course will emphasize assignments for shooting advertising photography, such as still-life product ads with a 4x5" view camera and medium-format digital cameras, as well as working with live models to produce ads for fashion, beauty and fragrance clients. Students will craft their own mood boards and design layouts, and invent their own imaginary brands, as well as develop concepts for an existing product and fashion brand already on the market. Developing a creative style in order to enrich a personal vision will be emphasized, and students will create a body of work for inclusion in their portfolio. *Note: Open to photography and video majors only.*

PHD-3259-A**Performance, The Body; Photography and Video**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Instructor: P. Voulgaris

This course will investigate performance and its relation to contemporary photography and video, and the performative aspects of much photographic narrative, including each student's own work. Of particular emphasis will be the body itself, and its relationship to the frame. The course is a collaborative venture with an emphasis on using the resources and people around you; students will learn how to successfully plan and execute their concepts. Assignments will be given to challenge preconceptions and to encourage students to explore new possibilities in their work. *Note: This course is cross-listed with PHD-3259-B.*

PHD-3281-A**Surveillance: Watching Them, Watching Us**

Tuesday 6:30-9:20

Spring semester: 3 studio credits

Instructor: A. Hovet

How do we watch and how are we watched? This course will examine how surveillance infiltrates our modern lives, and explore its ethical and social implications, and speculate upon the future of watching, becoming more knowledgeable observers of ourselves and the world. Topics will include reality TV, video evidence and police brutality, vlogs, street photography, ethnographic film, Facebook selling our personal data, voyeurism and pornography, drones, The Sims, espionage and artificial intelligence, and how artists respond to these subjects. Students will produce a range of creative and critical projects relating to their artistic practices and areas of inquiry, informed by the history and theory of surveillance. *Note: Open to photography and video majors only.*

PHD-3284-A**Photo Theory**

Wednesday 12:10-3:00

Spring semester: 3 studio credits

Instructor: K. Moscovitch

Designed to support third- and fourth-year students working in photography, video and performance, this course introduces a series of theoretical texts that unfold a history of representation, subjectivity, technology and politics. From ancient Greek manuscripts excommunicating artists from the ideal society to postmodern approaches on hyperreality, we will contextualize contemporary practice in the stream of thought that has accompanied the image for millennia. The focus of the course is on reading and critical analysis, with opportunities for students to position their own work within a theoretical framework. *Note: Open to photography and video majors only.*

PHD-3297-A**On Photography: On Life**

Tuesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Wolf

Can we discover who we are through what we see? Images condition our way of thinking: they shape, alter and transform our experience of reality. How do we mold this perception of reality into images that express identity? As we live in a state of overexposure, is all we perceive and experience real? This course will address these questions and many related ones from a theoretical, existential and experiential point of view. Students are encouraged to develop their own creative vision through interdisciplinary prompts, as well as group discussions and critiques. Through their respective practices and fields of investigation, participants will reflect on the nature of images and learn how they mirror our lives. *Note: Open to students from all departments.*

PHD-3411-A**Photo Invention**

Friday 9:00-11:50

Fall semester: 3 studio credits

Instructor: J. Sinnott

There's a long tradition in photography of the photographer/inventor. This course will help students to develop skills while they pursue a specific project that aids in the realization of their vision and personal style. Students will construct cameras, lenses and accessories; make modifications to existing equipment, or create a device to help achieve specific photographic results. We will learn to select appropriate materials, develop problem-solving strategies and acquire the necessary skills to see each project from concept to functional device. Projects can be large and complex or small and simple. Class time will be spent on design and construction. As work progresses and projects begin to yield images, they'll be adjusted and refined to provide superior results. Participants will be taught basic shop safety and will be supervised when using power tools. *Note: Open to photography and video majors only.*

PHD-3416-A**Installation**

Monday 3:20-6:10

Fall semester: 3 studio credits

Instructor: P. Garfield

Focusing on the application of theory and practice, this course will explore the uses of visual information in space. We will concentrate on the implications of the relationships among artist, object and audience. Using photo editing, drawing and drafting, model construction, computer and digital technology, experimental materials and nontraditional approaches in installation, students will explore the formal, spatial, conceptual and political aspects of presentation and installation. Class time will employ discussion, slide and electronic media presentation, guest lectures, gallery and museum visits and student experimentation. Assignments are geared toward an end-of-semester exhibition. *Note: Open to photography and video majors only.*

PHD-3511-A**The New Hegemonic: Explorations of Class, Gender, Race, Ethnicity and Sexuality**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: Y. Alipour

The New Hegemonic is focused on contemporary artists belonging to marginalized histories, studying their relationship with politics, resistance against oppressive structures, and generational conversations and collaborations. From artists engaged in the Black, queer and women's liberation movements, ACT UP and anticolonial uprisings, students will take inspiration to produce their own work.

We will explore the ways that we communicate with each other as contemporary artists and the lived experiences of race, ethnicity, colonialism, gender, sexuality and class. The course consists of group critiques, readings and discussions, and each student will work on their own politically conscious project. Creating a tight community equipped with critical thought, this course engages students in discourse around contemporary politics and the potentiality of art. The course is dedicated to the complexity of each student's work, the community built in class, experimenting with research, practicing modes of mutual care, and moving through and beyond the history of marginalization. *Note: This course is cross-listed with PHD-3511-B.*

PHD-3517-A**Photographing the Past**

Wednesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Morrison

Focusing on the use of primary archival materials and research, re-examined through the filter of fine art, this course will guide students to actively reinterpret the past through their own visual art. As George Santayana stated, "Those who cannot remember the past are condemned to repeat it." Students will be encouraged to consider their own genealogy within a greater context of historical evidence and awareness. Through assignments, research, field trips and readings, students will create visual work that examines their own relationship with the past, and will discover that history is not finite and objective, but can be murky and hazy.

Note: This course is cross-listed with PHD-3517-B.

PHD-3562-A**For Memory's Sake**

Thursday 3:20-6:10

Fall semester: 3 studio credits

Instructor: J. Rudnick

Events and changes occur in our private lives and in our communities that deserve photographic record and interpretation, both for the present and for posterity. This is a vast subject area with great opportunity for students to find subjects that they feel passionate about. Anything considered worth remembering can be pursued. Photo projects as varied as diaristic and quite personal to far more traditional documentary subjects are appropriate. Through weekly critiques, students will be encouraged and guided to produce a cohesive body of work. The work of relevant artists using a variety of mediums, including painters, sculptors, filmmakers and photographers will be viewed weekly. Students will be encouraged to share artists' work that inspires them. *Note: Please bring your portfolio to the first session. Open to photography and video majors only.*

PHD-3852-A**Teaching Photography**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: M. Fishman

This course is an outreach program in which SVA students will assist in teaching basic photography to a select group of public high school students. Student-teachers will work on the development of lesson plans and assignments, and share their technical and aesthetic expertise in the classroom. This experience will help you to gain confidence in articulating concepts, and, in the process, contribute to the future of the medium and the community of New York City.

Note: Open to students from all departments.

PHD-4080**Thesis I**

Fall semester: 3 studio credits

The function of this course is two-fold: as a critical seminar of depth and insight, which helps each student to build a coherent body of unique work; and also as an information forum that prepares students for careers in photography and video.

Note: Open to photography and video majors only.

Course #	Day	Time	Instructor
PHD-4080-A	M	9:00-2:50	A. Weathersby
PHD-4080-B	M	12:10-6:00	B. Pollack
PHD-4080-C	Tu	9:00-2:50	P. Garfield
PHD-4080-D	Th	3:20-9:10	A. Frame
PHD-4080-E	Th	3:20-9:10	B. Sullivan
PHD-4080-F	F	3:20-9:10	J. Astor

PHD-4085**Thesis II**

Spring semester: 3 studio credits

This is the second part of a two-semester course. Please see PHD-4080 for course description. *Note: Students must register for the spring semester section that corresponds to their fall section of this course. Note: Open to photography and video majors only.*

Course #	Day	Time	Instructor
PHD-4085-A	M	9:00-2:50	A. Weathersby
PHD-4085-B	M	12:10-6:00	B. Pollack
PHD-4085-C	Tu	9:00-2:50	P. Garfield
PHD-4085-D	Th	3:20-9:10	A. Frame
PHD-4085-E	Th	3:20-9:10	B. Sullivan
PHD-4085-F	F	3:20-9:10	J. Astor

Independent Study

One semester: 3 studio credits

Junior and senior students who wish to pursue a special project not covered by the parameters of their department's curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.00 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
PHD-4996-A	summer
PHD-4997-A	fall
PHD-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

PHOTOGRAPHY AND VIDEO ELECTIVES OPEN TO ALL DEPARTMENTS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Students who wish to register for courses offered through the BFA Photography and Video Department must successfully complete a department orientation. Please contact the department via email at: bfaphotovideo@sva.edu for more information.

PHD-1003

Basic Photography

Monday 3:20-6:10

One semester: 3 studio credits

Lab fee: \$250

Instructor: I. Diggs

This course is designed for the novice photographer and relative beginner, and will cover cameras, equipment, negative development, enlarging, bleaching, spotting and mounting. There will be considerable darkroom work with critique and correction of each student's work, with an emphasis on creativity and self-expression through personalized assignments and critiques.

Course #	Semester
PHD-1003-A	fall
PHD-1003-B	spring

PHD-3098

Introduction to Alternative Process

Friday 3:20-6:10

One semester: 3 studio credits

Lab fee: \$250

Instructor: TBA

Do you want to get your hands dirty? Are you looking to go beyond the traditional gelatin silver darkroom? This course is an introduction to analog alternative processes: hand-coated emulsions and nonsilver darkroom processes. Students will become self-sufficient in creating works using chemistry and raw material based techniques and processes, including wet-plate collodion, cyanotype, Van Dyke, kallitype, palladium, gum bichromate, and more. *Note: This course is cross-listed with PHD-3098-A and PHD-3098-B.*

Course #	Semester
PHD-3098-C	fall
PHD-3098-D	spring

PHD-3517-B

Photographing the Past

Wednesday 3:20-6:10

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: S. Morrison

Focusing on the use of primary archival materials and research, re-examined through the filter of fine art, this course will guide students to actively reinterpret the past through their own visual art. As George Santayana stated, "Those who cannot remember the past are condemned to repeat it." Students will be encouraged to consider their own genealogy within a greater context of historical evidence and awareness. Through assignments, research, field trips and readings, students will create visual work that examines their own relationship with the past, and will discover that history is not finite and objective, but can be murky and hazy. *Note: This course is cross-listed with PHD-3517-A.*

PHD-3106-B

Principles of Color for Photographers

Thursday 12:10-3:00

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: B. Armstrong

This course will focus on how to unleash the power of color to give maximum impact to your photographs. Whether it's fine art, editorial or commercial work, successful photographers know the secrets of color that painters and designers use to create effective color images. Exploring both the technical and aesthetic aspects of color, we will examine such topics as the psychology and symbolism of color, contrast and harmony of colors, and the interaction of colors. Taking advantage of New York's resources, we will visit galleries and museums to examine contemporary color and to see how great painters of the past handled color. Through lectures, slide presentations, shooting assignments and critiques, students will gain a core understanding of how color works, which will improve their technical ability to shoot and print, with film or digital technologies, as they uncover the aesthetic principles behind creating strong color photographs. *Note: This course is cross-listed with PHD-3106-A.*

PHD-3112-B

Light Lab

Thursday 12:10-3:00

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: A. Denny

Light Lab will investigate light and the photography of light. Students will experiment with prismatic, iridescent, refracted and programmed light, experimental light sources, smoke and mirrors, and the ways to capture the results of these experiments photographically. We will examine the work of artists who worked with light and photography, including Alvin Langdon Coburn's vortographs, the photograms of the Bauhaus, the Czech avant-garde, and light-art inventions of pioneers such as Thomas Wilfred's Lumia and Otto Piene's light ballets, as well as the innovations of current practitioners. Students will explore the area of their choice to produce still photographs and moving images of light. *Note: This course is cross-listed with PHD-3112-A.*

PHD-3163-B

Photo Bookworks: The Handmade Book

Tuesday 3:20-6:10

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: TBA

What do you do with all those photos you have made that are sitting around in boxes? This is a hands-on approach to the photo book using simple bookbinding methods. We will investigate several handmade book structures, including scroll, scrapbook, pamphlet, Oriental fold and fan, as well as the concepts of series, sequence and pacing of images within the books. Books will be examined from the viewpoint of both object and container. A historical overview of book arts—photography books in particular—will be presented. Students will create works from groups of photographs, bound together in completed form. Six to eight books and a group project will be completed. *Note: Please bring your favorite photography book to the first session. This course is cross-listed with PHD-3163-A.*

PHD-3164-B

Photo Bookworks: Zines and Monographs

Tuesday 6:30-9:20

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: TBA

This course will concentrate on the editing and sequencing of photographs to create chapters with narrative structure. Working on individual projects, students will assemble weekly chapters of work. Several of these handmade zines will lead to a combined larger work that will be printed on demand (POD) by an outside publisher. Examples of past and current artist books will be presented and discussed, and visits to publishers and libraries will be scheduled. *Note: Proficiency in Adobe Photoshop and/or InDesign is suggested. Please bring any books you have made and/or your favorite zine or artist book to the first session. This course is cross-listed with PHD-3164-A.*

PHD-3167**Volumes: Art and Photography Books at the SVA Library**

Thursday 12:10-3:00

One semester: 3 studio credits

Lab fee: \$250

Instructor: M. Berg

Limited to 16 students per section

This course will firmly establish art book literacy for students by providing a formal knowledge of art books, photography books, artist books and art book culture. We will examine all aspects of art book publishing and production in-depth: categorization, subject matter and content creation, editorial direction and creative direction, book design, prepress and print production, author/scholar/curator collaborations, publisher relations, distribution channels and institutional structures. Students will gain a comprehensive understanding of the many contexts in which art publications are produced and the ability to pursue interests and artistic research, as well as evaluate the broad range of possibilities for consideration of one's own work in the realm of publishing projects. This course will meet in the SVA Library, and will include guest lecturers from the field of art book publishing and relevant site visits outside of SVA, including artists, publishers, and others such as Isaac Diggs, photographer; Cay Sophie Rabinowitz, founder/editor/publisher, Osmos; David Senior, chief of Library and Archives, San Francisco Museum of Modern Art; and David Strettell, founder/editor/publisher, Dashwood Books. *Note: This course is cross-listed with PHD-3167-A and PHD-3167-B.*

Course #	Semester
PHD-3167-C	fall
PHD-3167-D	spring

PHD-3223**Fifteen Short Investigations Through Photo-Based Art**

Wednesday 3:20-6:10

One semester: 3 studio credits

Lab fee: \$250

Instructor: P. Umbrico

Limited to 12 students per section

This course will investigate ideas in culture as they relate to photography and art. We will explore inherent photographic concepts, such as appropriation, decontextualization, multiplication, systems, memory, the archive and technology, as a means for generating photo-based work. Issues concerning context and intentionality, authorship and originality, individuality and collectivity, will be addressed in relation to relevant cultural and theoretical concepts. Weekly photo-based assignments, critiques, readings and slide presentations will serve to deepen the students' understanding of their work and locate it within the context of these issues. The objective of this course is to gain agility with a broad range of working methods and a fluency in critical art vocabulary, while fostering a personal relationship to contemporary visual ideas and practice. *Note: Open to juniors and seniors only. This course is cross-listed with PHD-3223-A and PHD-3223-B.*

Course #	Semester
PHD-3223-C	fall
PHD-3223-D	spring

PHD-3259-B**Performance, The Body; Photography and Video**

Wednesday 6:30-9:20

Fall semester: 3 studio credits

Lab fee: \$250

Instructor: P. Voulgaris

This course will investigate performance and its relation to contemporary photography and video, and the performative aspects of much photographic narrative, including each student's own work. Of particular emphasis will be the body itself, and its relationship to the frame. The course is a collaborative venture with an emphasis on using the resources and people around you; students will learn how to successfully plan and execute their concepts. Assignments will be given to challenge preconceptions and to encourage students to explore new possibilities in their work. *Note: This course is cross-listed with PHD-3259-A.*

PHD-3297-A**On Photography: On Life**

Tuesday 3:20-6:10

Spring semester: 3 studio credits

Instructor: S. Wolf

Can we discover who we are through what we see? Images condition our way of thinking; they shape, alter and transform our experience of reality. How do we mold this perception of reality into images that express identity? As we live in a state of overexposure, is all we perceive and experience real? This course will address these questions and many related ones from a theoretical, existential and experiential point of view. Students are encouraged to develop their own creative vision through interdisciplinary prompts, as well as group discussions and critiques. Through their respective practices and fields of investigation, participants will reflect on the nature of images and learn how they mirror our lives.

PHD-3511-B**The New Hegemonic: Explorations of Class, Gender, Race, Ethnicity and Sexuality**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Lab fee: \$250

Instructor: Y. Alipour

The New Hegemonic is focused on contemporary artists belonging to marginalized histories, studying their relationship with politics, resistance against oppressive structures, and generational conversations and collaborations. From artists engaged in the Black, queer and women's liberation movements, ACT UP and anticolonial uprisings, students will take inspiration to produce their own work. We will explore the ways that we communicate with each other as contemporary artists and the lived experiences of race, ethnicity, colonialism, gender, sexuality and class. The course consists of group critiques, readings and discussions, and each student will work on their own politically conscious project. Creating a tight community equipped with critical thought, this course engages students in discourse around contemporary politics and the potentiality of art. The course is dedicated to the complexity of each student's work, the community built in class, experimenting with research, practicing modes of mutual care, and moving through and beyond the history of marginalization. *Note: This course is cross-listed with PHD-3511-A.*

PHD-3852-A**Teaching Photography**

Tuesday 9:00-11:50

Spring semester: 3 studio credits

Instructor: M. Fishman

This course is an outreach program in which SVA students will assist in teaching basic photography to a select group of public high school students. Student-teachers will work on the development of lesson plans and assignments, and share their technical and aesthetic expertise in the classroom. This experience will help you to gain confidence in articulating concepts, and, in the process, contribute to the future of the medium and the community of New York City.

BFA PHOTOGRAPHY DARKROOM ACCESS**Darkroom Access: Undergraduate Students**

One semester: no credit

Access fee: \$300

Undergraduate students who are not BFA Photography and Video majors and who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

BFA Visual and Critical Studies

Degree Requirements

1. Successful completion of 120 credits, including all required courses, with a basic distribution of at least:
 - 60 credits in studio art courses that carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILA, PHD, SDD, SMD, VND, or VSD.
 - 60 credits in visual and critical studies, art history, humanities and sciences courses that carry a prefix of AHD, HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD, VCD or VHD.
 - All degree candidates must pass the Proficiency Examination. Information on the exam will be given during Orientation.
2. Students must meet all academic and administrative requirements of the BFA Visual and Critical Studies Department.
3. Students must successfully pass a departmental evaluation of studio work at the end of the fourth year to be conducted either by faculty committee or by the chair.

All students who matriculate in one of the College's undergraduate degree programs must complete their degree within eight years, unless given an official extension by the director of academic advisement.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR REQUIREMENTS

First-year visual and critical studies majors must take all of the courses that follow. These courses are the foundation-year requirements and they must be successfully completed by the end of your first year at the College. If you are receiving credit in transfer for any first-year courses and do not have to take the entire first-year curriculum, contact your departmental advisor to arrange to take some elective credits.

Note: Visual and Critical Studies majors may take up to 16 credits per semester at the base tuition rate.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

FIRST-YEAR COURSE LISTING

AHD-1030

Visuality and Modern Art I

One semester: 3 art history credits

This is the first of a two-part course that will examine the interconnections among modern art, modernity and visuality. Topics will include the historical development of "modern" vision, the impact of photography and film on visualization, and the decline of realism and the emergence of abstraction. The goal of the course is to bring together historical, philosophical, scientific and technological studies of visuality and relate them directly to "modern" artistic practice.

AHD-1035

Visuality and Modern Art II

One semester: 3 art history credits

This is the second part of a two-semester course. See AHD-1030 for course description.

HHD-1040

Political History of the Modern World: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will examine three significant themes unique to the modern era: 1) the struggle for individual rights; 2) the expansion of capitalism; 3) the increasing prominence of government as an agent for social change. These themes are traced from the founding of the United States and the dissolution of the European monarchies through the rise of the nation state. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

HMD-1050

Modern Philosophy: 18th and 19th Centuries

Fall semester: 1.5 humanities and sciences credits

This course will introduce some of the key Western philosophical ideas, from the period of the European Enlightenment to the dawn of the 21st century. Through readings by Hume, Kant, Rousseau, Marx and Nietzsche we will examine central terms within the variety of philosophical trends and disputes of each period, including empiricism, political philosophy and aesthetic theory. *Note: Open to students in the Honors Program and freshmen Visual and Critical Studies majors only.*

VCD-1030

Theories and Practices of the Image

One semester: 3 art history credits

Serving as an introduction to the role of the image in art, society and the individual, this course will examine the relation of the art image to the image in biology, religion, politics, philosophy and psychology. It will offer students a comparative study and critical introduction to the image in a variety of mediums and academic traditions, from classical aesthetics to modern psychoanalytic theory. The conscious and unconscious mental image, the commercial image, the sexual and gendered image, as well as the self-image and the world as image will also be explored.

VHD-1025

Writing and Literature

One semester: 3 humanities and sciences credits
 This required course emphasizes writing and critical thinking through the study of literature. The first goal is for students to express themselves clearly, critically and thoughtfully, using language. The second goal is for students to explore writing as a personal process and as an artist's tool. Texts may include premodern works from the Western canon, along with more contemporary, experimental and non-Western literature.

VSD-1007

Lens Arts

One semester: 3 studio credits
 From the invention of photography to the growing potential of interactive and online photographic work, the lens-based arts have played a central role in defining our culture. This multidisciplinary course will examine the dramatic changes in lens-based technologies and their evolving nature, and explore a variety of imaging devices in studio projects.

VSD-1080

Introduction to Digital Imaging

One semester: 3 studio credits
 Gaining a fundamental understanding of Adobe Photoshop, Bridge and Lightroom applications will be the focus of this course. Topics covered include image size and resolution, flatbed and film scanning, color modes, file formats, painting and editing tools, file management, image adjustments, working with layers and layer masks, and output options. By the end of the semester, students will have a basic understanding of how to work with photographs in a digital environment.

VSD-1120

Space, Shapes and Techniques

One semester: 3 studio credits
 The fundamental principles and structures of the material world will be the focus of this course. Students will work with a variety of materials and develop an understanding of their essence and relevance for individual results. Training of the eye (observation), brain (inquiry) and hand (tactile) will result in comprehension and sensitivity of all things 3D. Practical work will give a framework for context, connections and meaning. Project-based assignments will reinforce these fundamental principles. The goal of the course is to gain the ability to analyze and articulate attitudes, materials and relationships.

VSD-1130

Drawing I

One semester: 3 studio credits
 Focusing on the perceptual skills involved in image-making, this course will examine drawing as an act of producing independent works of art and as a preparatory process in organizing a finished work. Assigned projects will explore the formal elements of art, such as line, space, scale and texture. Materials will include pencil, charcoal, pen-and-ink and wash, among others. Projects range from the figure and still life, for example, to mapping and storyboarding.

VSD-1135

Drawing II

One semester: 3 studio credits
 This is the second part of a two-semester course. See VSD-1130 for course description.

Visual and Critical Studies Foundation 1 / FALL					
	MON	TUES	WED	THURS	FRI
9		HMD-1050-HP1* Modern Phil.: 18 and 19 Centuries 9:00-10:25 T. Huhn			
10					
11	HHD-1040-HP1** Pol. History: 18 and 19 Centuries 10:30-11:50 C. Skutsch				
12		VSD-1080-1V Intro. to Digital Imaging 12:10-3:00 P. D'Innocenzo			VSD-1120-1V Space, Shapes and Techniques 12:10-6:00 S. DeFrank
1					
2					
3		AHD-1030-1V Visuality and Modern Art I 3:20-6:10 I. Taube			
4			VSD-1130-1V Drawing I 3:20-9:10 A. Wilson		
5					
6					
7					
8					
9					

Visual and Critical Studies Foundation 1 / SPRING					
	MON	TUES	WED	THURS	FRI
9				VCD-1030-1V Theories/ Practices Image 9:00-11:50 P. Crousillat	
10					
11					
12			VSD-1007-1V Lens Arts 12:10-3:00 L. Blythe		
1					
2					
3		AHD-1035-1V Visuality and Modern Art II 3:20-6:10 I. Taube	VHD-1025-1V Writing and Literature 3:20-6:10 J. Edwards		
4					
5					VSD-1135-1V Drawing II 3:20-9:10 A. Wilson
6					
7					
8					
9					

* Note: Students may substitute HMD-1050-HP1 with HMD-1050-HP2, which meets on Tuesday, 10:30-11:50.

** Note: Students may substitute HHD-1040-HP1 with HHD-1040-HP2, which meets on Monday, 9:00-10:25.

SECOND-YEAR REQUIREMENTS

The recommended course load is 15 credits per semester.

Note: Visual and Critical Studies majors may take up to 16 credits per semester at the base tuition rate.

Second-year visual and critical studies majors are required to take:

REQUIREMENT A

One semester each of

AHD-2010	The Origins of Art
FID-2310	Looking Into Music
FID-2376	Printmaking: Etching and Woodcut
VSD-2010	Life Drawing
VSD-2120	Sculpture

REQUIREMENT B

Choose one course from each of the following groups:

VCD-2564	Professional Practices and the Art Industry
or VCD-3087	The Diasporas Emerge: Filling in the Gaps

VCD-2236	Theories of Vision and Color
or VCD-2237	The History and Practices of Perspective

VHD-2060	Visuality in Poetry
or VHD-2070	Visual Poetics

VSD-2102	The Artist's Journal
or VSD-2104	The VCS Studio
or FID-2228	Sensational Painting and ...

Note: Students may take more than the minimum required courses from Requirement B to fulfill second-year elective choices in Requirement C.

REQUIREMENT C

In addition to requirements A and B, students must take 3 elective credits in studio and 3 elective credits in art history or humanities.

Note: Studio courses can be chosen from among the undergraduate offerings, including courses that otherwise have prerequisites. Studio courses carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD. Art history and humanities and sciences from among the undergraduate offerings, including courses that otherwise have prerequisites. Art history and humanities and sciences courses carry a prefix of AHD, HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD, VCD or VHD (including courses not already taken from requirements A and B).

THIRD-YEAR REQUIREMENTS

The recommended course load is 15 to 16 credits per semester.

Note: Visual and Critical Studies majors may take up to 16 credits per semester at the base tuition rate.

Third-year visual and critical studies majors are required to take:

REQUIREMENT A

One semester each of

VCD-3020	Theories of Imitation
VCD-3040	Aesthetic Theory
VSD-3010	Junior Seminar

REQUIREMENT B

Choose one course from each of the following groups:

VCD-3051	Art in Theory: 1648-1900
or VCD-3052	Art in Theory: 1900-1990
or AHD-3137	Irony and Beauty

HSD-4026	Art, Science and the Spiritual
or VCD-3111	Art and Politics

REQUIREMENT C

Choose two courses from the following courses:

VSD-3402	Advanced Projects in Mixed Media
VSD-3807	Fiber Arts
VSD-3827	Art Writing

REQUIREMENT D

In addition to requirements A and B, students must take 9 elective credits in studio and 3 elective credits in art history or humanities.

Note: Studio courses can be chosen from among the undergraduate offerings, including courses that otherwise have prerequisites. Studio courses carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD. Art history and humanities and sciences from among the undergraduate offerings, including courses that otherwise have prerequisites. Art history and humanities and sciences courses carry a prefix of AHD, HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD, VCD or VHD (including courses not already taken from requirements A and B).

FOURTH-YEAR REQUIREMENTS

The recommended course load is 15 to 16 credits per semester.

All students should see their advisor about individual credit needs for graduation.

Note: Visual and Critical Studies majors may take up to 16 credits per semester at the base tuition rate.

Fourth-year visual and critical studies majors are required to take:

REQUIREMENT A

One semester each of

AHD-4140	Senior Seminar
VHD-4010	Essay Workshop
VSD-4010	Thesis Studio I
VSD-4015	Thesis Studio II
VSD-4050	Thesis Workshop

REQUIREMENT B

In addition to requirement A, students must take 6 elective credits in studio and 9 elective credits in art history or humanities.

Note: Studio courses can be chosen from among the undergraduate offerings, including courses that otherwise have prerequisites. Studio courses carry a prefix of ADD, AND, CFD, CID, CVD, DSD, FID, IDD, ILD, PHD, SDD, SMD, VND, or VSD. Art history and humanities and sciences from among the undergraduate offerings, including courses that otherwise have prerequisites. Art history and humanities and sciences courses carry a prefix of AHD, HCD, HDD, HHD, HLD, HMD, HPD, HSD, HWD, VCD or VHD (including courses not already taken from requirements A and B).

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Elective art history and studio courses can be chosen from among the undergraduate offerings, including courses that otherwise have prerequisites. Unless otherwise indicated, all courses in the visual and critical studies general course listing grant three credits per course. *Note: Courses are listed in numeric order.*

AHD-2010

The Origins of Art

One semester: 3 art history credits

The Arts serve as a record of the history of ideas and society. This course will explore the development of what we call art, by examining its emergence and development in the context of specific Western and non-Western societies and civilizations. To do so, the class traces the changing nature of representation in painting, sculpture and architecture from the Paleolithic to the early 19th century. Topics include art and ritual, iconoclasm and theories of God, the separation of art and craft, the social history of art and the rise of the individual, idealism and aesthetics. Discussion, slide presentations and museum visits are a part of the course. *Note: Open to visual and critical studies majors and Honors Program students only.*

Course #	Day	Time	Semester	Instructor
AHD-2010-HP1	Tu	6:30-9:20	fall	K. Rooney
AHD-2010-HP2	M	12:10-3:00	spring	J. Keesling
AHD-2010-HP3	Th	9:00-11:50	spring	TBA

VSD-2010-A

Life Drawing

Wednesday 3:20-6:10

Spring semester: no credit

Instructors: S. DeFrank, E. Glaessner, E. Sisto

With a focus on the live model, this course will address the figure in space using a variety of techniques. From short to long poses, students will gain a comprehensive understanding of the human form while examining various concepts relevant to the history of drawing: line and gesture, positive and negative space, composition and the picture plane, tone, form and proportion, and perspective, among others. The class will discuss contemporary forms of life drawing and its relevance to the art market.

VHD-2060-A

Visuality in Poetry

Monday 6:30-9:20

Fall semester: 3 humanities and sciences credits

Instructor: G. Donovan

How are words made into images? What is the science of figurative language? What are opportunities for music, image and language to complement as opposed to contrast with one another? This course, offered through the Visual and Critical Studies Department, will address these fundamental questions by engaging with poetic works drawn from diverse periods. In this effort to understand poetry's relationship with the visual world, we will read closely and critically. We will study the mechanics of poetry and work on writing, listen to writers and attend readings to arrive at a practical understanding of writing and prepare for tackling the larger questions of *ekphrasis* in poetry. *Note: This course is cross-listed with HWD-3261.*

VHD-2070-A

Visual Poetics

Thursday 6:30-9:20

Spring semester: 3 humanities and sciences credits

Instructor: TBA

This course will investigate how the visual world intersects with the abstraction of language in canonical texts by poets. We will read Donne, Blake, Wordsworth, Whitman, Dickinson, Hopkins, Yeats, Stevens, Pound, Eliot, Auden and Ashbery, among others, and trace how poetry has struggled to capture through language what "seeing feels like." We will explore artistic devices for making the invisible visible, the abstract concrete, the mute vocal and the small magnificent. Studying theories of mimesis, modes of representation and aesthetic frameworks will complement the reading and writing of poems.

VSD-2102-A

The Artist's Journal

Tuesday 9:00-2:50

Fall semester: 3 studio credits

Instructor: P. Hristoff

The goal of this painting course is to create a visual journal through a series of paintings and works on paper that record the artist's interests and concerns. Experimentation with various materials and techniques, as well as investigating ideas of personal iconography, symbolism and narrative will be emphasized. Using painting, drawing, basic printmaking and collage, students will develop journal paintings and a collaborative publication. Keeping a sketchbook, reviewing exhibitions and taking photos for reference and documentation will be required. *Note: Only non-toxic and fume-free materials will be used.*

VSD-2104-A

The VCS Studio

Tuesday 9:00-2:50

Spring semester: 3 studio credits

Instructor: P. Hristoff

This studio workshop will encourage students to develop their painting and drawing practice through self-initiated as well as assigned projects. Various approaches will be explored, such as using systems, working from observation, developing an archive of images, referencing art history, icon painting and printmaking. Students will keep a sketchbook and review current exhibitions.

VSD-2120-A

Sculpture

Friday 9:00-2:50

Fall semester: 3 studio credits

Instructor: J. Cohen

Serving as an introduction to sculptural materials, ideas and techniques, the primary goal of this course is to broaden the ways in which students understand sculpture and interpret the three-dimensional world. With this focus in mind, the emphasis will be on the physical shaping of ideas. A range of materials will be introduced, including clay, paper, wood and plaster. By utilizing basic skills and materials, students can begin the process of creating meaning from material. *Note: Open to visual and critical studies majors only.*

VCD-2173-A

Gender Trouble

Thursday 12:10-3:00

Fall semester: 3 art history credits

Instructor: K. Cercone

A radical collective inquiry into the 'aesthetics of resistance' that occur when the gendered non-conforming body speaks in the visual. In this course we'll explore using the arts to engage in the queering of fixed social boundaries, a most ancient form of anti-authoritarian power and sensuous (spiritual) pleasure for use by bodies situated at the borderlands of gender, race, class, pleasure and power. Presentations of slide and video work by key contemporary and historical feminist figures will help students situate their creative practice in relationship to contemporary discourses around intersectional feminism—race, class, gender and sexuality. How do we make sense of feminist art of the past and present—its contradictions, slogans and symbols? What content is lost in translation during art's shift from private practice to public locus? Students will complete weekly reading assignments by a range of provocative critical theorists as well as bring in

work in any medium for critique. This course features guest lectures and a special focus on underground, pan-sexual, transnational networks we can define loosely as punk, queer, hip hop, radical, sex-positive feminist culture. *Note: This course is cross-listed with AHD-2173.*

FID-2228-A**Sensational Painting and ...**

Wednesday 3:20-9:10

Spring semester: 3 studio credits

Instructor: S. Joelson

What do we do when we look? What happens as we build pictures? What makes an image memorable? We will consider the context for these concerns from Cézanne to psychedelic art to current exhibitions. Learn to focus your intentions while fine-tuning your intuition. Work from observation, imagination or printed sources with an emphasis on the distinctly physiological experience of painting.

VCD-2236-A**Theories of Vision and Color**

Thursday 9:00-11:50

Fall semester: 3 art history credits

Instructor: A. Kwalter

In this course students will be asked to consider theories of vision and color through a variety of lenses: critical, cultural, scientific, (art) historical, philosophical, experiential and literary, to name a few. Such consideration will be facilitated by a corresponding diversity of methods, encompassing reading, discussion, screening, observation, experimentation and site visits. We will attempt to arrive at an understanding of both vision and color as multivalent and ever-evolving phenomena. Throughout, students will be encouraged to consider the role of vision and color in both historical and contemporary art practices and in relation to their own artistic development. *Note: This course is cross-listed with AHD-2236.*

VCD-2237-A**The History and Practices of Perspective**

Tuesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: TBA

This course challenges students to understand and to analyze the phenomenon of perspective as a cultural invention. Central topics will include infinite space and illusion, the fixed eye and the gaze, and the relationship between vision and power. The history of perspective will be encountered as it relates to scientific, religious, and philosophical movements by way of readings and visual presentations. Texts by Leon Batista Alberti, Erwin Panofsky, Jacques Lacan, Norman Bryson and Martin Jay, among others, will be discussed. *Note: This course is cross-listed with AHD-2237.*

VCD-2241**The Artist as Coder**

Tuesday 6:30-9:20

One semester: 3 art history credits

Instructor: J. Elm

Limited to 15 students

In the post-studio interdisciplinary art world, technology plays a critical role in an artist's practice. The ubiquity of the Internet, displays and computers demands a new kind of literacy today. By examining contemporary artists working on the periphery of traditional media, we'll explore the implications for art and artists. Readings and lectures will be supplemented by in-class exercises that introduce fundamental programming principles with HTML, CSS and JavaScript. To emulate the interdisciplinary art world mentioned, this course is a hybrid art history course with studio practice. *Note: This course is cross-listed with AHD-2241.*

Course # Semester

VCD-2241-A fall

VCD-2241-B spring

VSD-2256-A**Painting as Sorcery**

Thursday 9:00-11:50

Fall semester: 3 studio credits

Instructor: S. DeFrank

Painting is magic. In this course students will discover an alchemical approach to painting by actively combining traditional techniques with alternative methods of building an image (photo, digital, 3D construction) and breathing new life into their work. Through combinations of controlled experiments and critical thinking, students will examine how perceptions of images can be altered through material manipulation. *Note: Open to students from all departments.*

VSD-2302-A**Obsessive Painting**

Thursday 9:00-11:50

Spring semester: 3 studio credits

Instructor: S. DeFrank

Is making art just a socially acceptable way of channeling obsessive behavior? Look at Agnes Martin's grid paintings; Morandi's bottles; Henry Darger's 15,145 pages of manually typed, hand-painted manuscript; Paul Noble's fantasy worlds; Vija Celmins's waves and rocks, and James Hampton's thrones. It appears that each artist had no "off" switch. This course will address the artist's never-ending pursuit of ideas, subjects, motifs or materials. Class time will be dedicated to painting and both group and individual critiques. *Note: Open to students from all departments.*

FID-2310**Looking into Music**

Spring semester: 3 studio credits

Instructor: C. Beckley

Many artists approach their own work by way of ideas and properties that are primarily associated with another form of expression. Music, abstract and non-material by nature, has often served as a means of exploring the visual arts. This studio course will consider the interrelationship of the visual arts and music by first examining historic examples through lectures and individual research, then applying some of those principles to student projects and presentations. Beginning with the ancient belief in universal connectedness (such as the Harmony of the Spheres), topics will include: structural comparisons of visual and aural creativity; the nature of abstraction; phenomenological similarities and paradoxes of visual and aural perception; sociological and political activism; artistic and legal implications of appropriation in art and music; the interdependency of visual and sound elements in multidisciplinary art forms such as theater, film, animation, music video and web-based art.

Course # Day Time

FID-2310-A W 9:00-11:50

FID-2310-B W 12:10-3:00

FID-2376-A**Printmaking: Etching and Woodcut**

Friday 2:00-6:50

Spring semester: 3 studio credits

Materials fee: \$300

Instructor: S. Broder

This course offers a thorough introduction to different image-making possibilities available in two major areas of printmaking. Etching will be explored through the introduction of line etching, soft ground, aquatint and photoetching. The second half of the semester will focus on monoprint, linoleum and woodcut. Starting from a direct application of color in monoprint, students will then explore the use of color separations and overlays to create color linoleum and woodcut prints. *Note: Open to junior visual and critical studies majors only.*

VCD-2564**Professional Practices and the Art Industry**

Tuesday 3:20-6:10

One semester: 3 art history credits

Instructor: P. Hristoff

This course aims to give participants an understanding of the art world and its history, as well as how to navigate professional pitfalls. From the practical to the esoteric, we will address the complex—sometimes overlapping, other times conflicting—components and institutions of the art world. Professionals such as gilders, faux-finishers, gallerists, grant writers, photographers, art handlers and

museum educators (to name a few) will be invited to lead discussions on their areas of expertise. Some sessions will be hands-on studio work, others will concentrate on strategies to support the artist and their studio practice. Students will review exhibitions throughout the semester. Finished artwork will be shared during the final class session. *Note: This course is cross-listed with AHD-2564.*

Course #	Semester
VCD-2564-A	fall
VCD-2564-B	spring

VSD-3010-A

Junior Seminar

Friday 9:00-11:50

Spring semester: no credit

Instructor: N. Griffin

This seminar will focus on developing studio work in preparation for thesis projects. Emphasis will be placed on coherently conceptualizing each student's independent project, as well as how to contextualize the work through documentation and building a portfolio. *Note: Open to junior visual and critical studies majors only.*

VCD-3020-A

Theories of Imitation

Monday 3:20-6:10

Spring semester: 3 art history credits

Instructor: T. Huhn

A historical and philosophical examination of various ways in which theories of imitation have considered visual and textual imitations is the focus of this course. Readings will include: Plato, *The Republic* (excerpts); Denis Diderot, *The Paradox of Acting*; J. J. Winckelmann, *Reflections on the Imitation of Greek Works*; Erich Auerbach, "Figura"; David Summers, *The Judgment of Sense* (excerpt); Oscar Wilde, "Decay of Lying"; Harold Bloom, "Necessity of Misreading"; Rene Girard, *To Double Business Bound* (excerpt); Paul Ricoeur, "Mimesis and Representation"; Jacques Derrida, "Economimesis." *Note: Open to visual and critical studies majors only.*

VCD-3040-A

Aesthetic Theory

Wednesday 6:30-9:20

Spring semester: 3 art history credits

Instructors: G. Donovan, I. Taube

Lacking in the long history of aesthetics and the philosophy of art is the case study approach of applying a theory directly to an artwork to see how effective it is. Does it define what art is or is not? Does it help us decide the sensory value of an artwork? Are there judgments of taste and sensory discriminations? Is there an aesthetic pleasure, a feeling of the 'sublime,' or is it all in the eye of the beholder? Is beauty a property of things or something we attribute to them? Ultimately, can theories of art provide a framework for critically responding to our art, our culture and nature? We intend to answer these questions by lining up some of the greatest theoreticians of the Western canon: Kant, Hegel, Croce, Adorno, Danto, Derrida, Goodman, Greenberg and Arnheim, with some of the most provocative art of our times. *Note: Open to visual and critical studies majors only.*

VCD-3051-A

Art in Theory: 1648-1900

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: C. Matlin

This course will focus on what became the central ideas that informed the European tradition of art theory and criticism. The goal is to acquaint students with the writings and ideas of these times, which were considered to be the foundation of what constitutes art and the art experience. *Note: This course is cross-listed with AHD-3051.*

VCD-3052-A

Art in Theory: 1900-1990

Thursday 6:30-9:20

Fall semester: 3 art history credits

Instructor: A. Wilson

Important articles, manifestoes, and artists' statements of the 20th century will be examined in this course. Lectures will connect the artwork produced during that time to these texts and offer a comprehensive understanding of both images and ideas. *Note: This course is cross-listed with AHD-3052.*

VSD-3066-A

Make Your Own Art World: Independent Exhibitions, Projects and Spaces

Tuesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: A. Wehrhahn

How do you envision your role as an artist in the world of contemporary art? The commercial gallery system presents one possibility, but what are the other options for participating in the current conversation around art? Independent and artist-run spaces offer an alternative to the traditional, market-driven, private gallery system. In this course we will trace the history of alternative spaces in New York and also look at contemporary artist-run and independent galleries. In addition to readings, screenings and discussion, we will visit and meet the directors of exhibition spaces such as Artist's Space, Art in General, Canada, Momenta, Participant, Rex Regina, and Soloway. Students will collaborate to curate and produce an exhibition at Soloway Gallery.

VCD-3081-A

Critical Media Studies

Thursday 9:00-11:50

Spring semester: 3 art history credits

Instructor: R. Leslie

Mediation has become an acknowledged and celebrated condition during a time when the visualized nature of a globalized world reconfigures our spheres of communication, values and evaluations in ways that require us to reconsider our relations to art-making. This course looks at the history of modern media as a change in tools and technology and at the media cultures they generate, with a decided stress on contemporary and emerging situations. The goal is to characterize and critically examine accepted and developing theories used to understand the real and hypothetical changes in local and global functions of media cultures. Students will participate in assigned exercises and develop and produce independent projects that combine research with textual and visual resources. A global perspective and some experience in Internet practices, web design and social media is a plus, but not required. *Note: This course is cross-listed with AHD-3081.*

VSD-3083-A

Watercolor Workshop

Monday 12:10-3:00

Spring semester: 3 studio credits

Instructor: A. Wilson

Never used watercolor before? Or know the fundamentals and want to become better? Learn the nuts and bolts of making a watercolor drawing from beginning to end. This course will take you step-by-step through the process and show you how to draw what's in your head to make it a reality. Understanding how watercolors work can be a great way to improve your painting and drawing skills in a variety of media, including acrylics and oils. This course will give you the techniques you need to go and make the paintings and drawings you want to create.

VCD-3087-A

The Diasporas Emerge: Filling in the Gaps

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: S. Rodriguez

In this course we will comb through the Western European canon of art and history to trace the roots of important black, Latino and indigenous thinkers, artists, poets and musicians who have shaped the politics, culture and representations of modern and contemporary art. We will delve into an array of historical, decolonial and philosophical texts and source materials to expand our knowledge and understanding of the canon by unearthing the contradictions inherent in the legacy of Western European Enlightenment and imperialism. Students will be presented with two case studies. The first will be surrealism, its relationship to

the Négritude movement and the influence of the Blues. We will read and unpack thinkers such as Aimé Césaire, Frantz Fanon, Sylvia Wynter and Franklin Rosemont. For the second, we will look at New York City in the late 1970s and '80s to unpack the cross-pollination of the arts in the city, through the lens of Martha Rosler, Jeff Chang and the poetry of Pedro Pietri to expand our knowledge of the canon to include those influential poets, musicians and artists from Chinatown, Loisaida and the South Bronx that were left behind. *Note: This course is cross-listed with AHD-3087.*

VCD-3111-A

Art and Politics

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: J. Cohan

In this course we examine perennial and contemporary issues in art and politics by a close reading of the remarkable oeuvre of Jean-Jacques Rousseau and an inquiry into the manifold influence of his thought. We read together his important works on aesthetics (*Discourse on the Arts and Sciences, Letter to D'Alembert on the Theatre*), politics (*Discourse on the Origin of Inequality, On the Social Contract*), and education (*Emile*). We also examine his *Confessions*, and how it helped shape our ideas of the value of the individual, of self-examination and of authenticity. We will make use of occasional secondary sources to illuminate these works, but will mostly rely on careful attention to the texts themselves. Finally, we examine some of the manifold legacy of this extraordinary thinker in the art of Romanticism, as well as in history, ethics and politics. Throughout, we will examine the values of equality, individuality and self-examination that underlay the work of this remarkable figure and continue to influence and challenge us today. *Note: This course is cross-listed with AHD-3111.*

VHD-3113-A

Power, Politics and Society

Thursday 3:20-6:10

Fall semester: 3 humanities and sciences credits

Instructor: J. Cohan

The history and prospects of American democracy will be examined in this course. To shed light on our own social and political context, we'll read works by social theorists as well as contemporary social scientists. We'll ask key questions: Where did democracy come from? What are the fundamental principles of democracy? What role does money play in influencing social policy? What has happened to public infrastructure? What are political parties? Why do so few Americans vote? Why is information about public affairs so poor? How does American foreign policy take shape? Why does inequality persist in the face of majority rule? How does major social change occur? Is democracy at risk today? The aim of the course is to empower students as citizens, by developing a critical understanding of the nature of political power in the society and formulating paths to action. *Note: This course is cross-listed with HPD-3516.*

AHD-3137

Irony and Beauty

Wednesday 3:20-6:10

One semester: 3 art history credits

Irony is a puzzling concept, far deeper than the dictionary definition: "Irony is the act of using words to convey a meaning that is the opposite of its literal meaning." If this were the case, all sarcasm would be irony and the truly ironic act would be nothing more than a cheap theatric. Thankfully, real irony is hard to come by. It is rooted in something more than cleverness, just as beauty is more than simply being pretty. The idea of beauty is, at its core, a moment of transcendence, an experience of something greater than the tangible world has to offer. When done well, irony is a concentrated disaffection with what has been presented as truth; it is a mode of rebellion. Can beauty and irony co-exist or are they mutually exclusive? Is there any irony in the paintings of Barnett Newman or is it all deadly serious? Has irony become too easy? And has beauty ceased to answer any real questions? These are the issues we will address as we try to reconcile these seeming opposites. *Note: AHD-3137-OL is held online.*

Course #	Semester	Instructor
AHD-3137-OL	fall	K. Rooney
AHD-3137-B	spring	C. Matlin

VSD-3402-A

Advanced Projects in Mixed Media

Tuesday 3:20-9:10

Spring semester: 3 studio credits

Instructor: TBA

Advanced Projects in Mixed Media is a studio course with an emphasis on materiality and experimentation. Materials are suggested for assignments but ultimately can take any form—photography, painting, drawing, sculpture, etc. The course embraces the wide-reaching methods of contemporary art, which also includes the potential use of performance and video as well as considerations of context and technology. Students are expected to achieve a greater understanding of themselves as artists and begin to construct their own artistic voice. The course is divided into three sections: The Four Elements, The Five Senses and The Four Temperaments—with focuses on physical matter, experience/interpretation and emotion. Weekly projects will be discussed in a group critique; reading assignments, screenings and field trips are included.

VSD-3807-A

Fiber Arts

Monday 12:10-6:00

Fall semester: 3 studio credits

Materials fee: \$300

Instructor: A. Wilson

This course will introduce students to the basics of working within several classic American fiber arts traditions, including spinning, weaving, dyeing, appliqué, quilt-making, embroidery, and basic fabric design. While traditional ways of working and basic techniques will be demonstrated and stressed in the first half of the semester, students will use their skills to create individualized artistic projects during the second half of the course. In the end, this course is a hybrid of new and old techniques, combining craft and fine art.

VSD-3827-A

Art Writing

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: J. Edwards

The written word has always had a close relationship to the visual arts, starting with Plato and The Puranas of ancient India and continuing right up to the era of *Artforum* and online magazines like *Hyperallergic*. In this course we will examine and work with many different kinds of art writing. Readings will range from artists' writings, art criticism, interviews and manifestoes to essays about art and society and writings generated by galleries and museums. A series of short writing assignments will explore various subgenres of art writing and allow students to sharpen their writing skills and refine their authorial voice. The final project will allow students to write in depth about an art-related topic of their choice. Texts include pieces by a wide range of artists, writers and critics, including Max Beckmann, George Orwell, Oscar Wilde, Dave Hickey, Mira Schor, Ken Johnson, Nancy Princenthal, Salvador Dali and Mina Loy.

VHD-4010

Essay Workshop

Spring semester: 3 humanities and sciences credits

Instructor: J. Edwards

The essay is a literary form perfect for grappling with complex ideas in a direct and personal manner. Less rigid than the scholarly treatise, its openness allows a writer tremendous flexibility in considering a chosen topic from numerous angles. In this course we will examine the uses and particular strengths of the essay by reading and discussing a wide range of examples, as well as writing short essays in a variety of styles. Our reading will range from the invention of the modern essay in the 16th century by Montaigne to opinion pieces in current magazines. Writing assignments will explore uses of the essay for diverse purposes, including satire, humor, advocacy, art criticism and the investigation of contemporary issues. The goal throughout will be to help students identify different means of writing available to them as they begin to conceive of and develop the written component of their thesis projects.

Course #	Day	Time
VHD-4010-A	M	12:10-3:00
VHD-4010-B	W	12:10-3:00

VSD-4010-A**Thesis Studio I**

Thursday 12:10-6:00

Fall semester: 3 studio credits

Instructors: T. Huhn, T. Whitfield

Consisting of weekly critiques by faculty and visiting artists, this course will provide the anchor by which the final thesis project is undertaken.

VSD-4015-A**Thesis Studio II**

Thursday 12:10-6:00

Spring semester: 3 studio credits

Instructors: T. Huhn, S. Joelson

This is the second part of a two-semester course. See VSD-4010 for course description.

HSD-4026**Art, Science and the Spiritual**

One semester: 3 humanities and sciences credits

Instructor: L. Gamwell

What is our place in the universe? How do we perceive the world? Students will learn how modern science has profoundly transformed modern art. The theories of Charles Darwin and Albert Einstein forever changed how artists understand reality. The rise of science also entailed the decline of organized religion, causing traditional spiritual questions to be reformulated in secular terms. At the same time, the theories proposed by psychologists—the new doctors of the soul—revolutionized modern society’s understanding of the human psyche. Artists responded to the challenges posed by science and psychology by creating new metaphors for the human condition during the first secular, scientific age in human history. We will explore the interplay between art, science and the spiritual by evaluating major scientific and religious trends of the 20th century in relation to the representative artistic movements and works of the time. *Note: This course is held online.*

Course #	Day	Time	Semester
HSD-4026-OL	M	3:20-6:10	fall
HSD-4026-OL1	W	9:00-11:50	fall
HSD-4026-OL2	M	12:10-3:00	spring
HSD-4026-OL3	W	9:00-11:50	spring

VSD-4050-A**Thesis Workshop**

Wednesday 12:10-3:00

Fall semester: 3 studio credits

Instructor: S. Joelson

Intended to hone the skills necessary for the undertaking of the thesis project, this course will examine the material and intellectual contexts in which the thesis is pursued.

AHD-4140**Senior Seminar**

Thursday 3:20-6:10

One semester: 3 art history credits

Instructor: J. Avgikos

Unlike the historical avant-garde that situated itself outside of mass culture, today’s emerging avant-garde art seems to anticipate ways of working from within and in relation to mass culture. Art is steadily moving out from the “white cube” to participate in a global continuum that’s hosted by satellite TV and cable, the Internet, all forms of wireless communication and international biennials. The fractious history of art and mass culture has grown exponentially within the past two decades in direct proportion to the invention of new imaging technologies and the development of global economies. This course proposes to examine the scant, but rich, history of relations between art and mass culture, and to chart the rise of media-related art. We will immerse ourselves in screenings of contemporary video/multimedia work of the past two decades and seek out as many pertinent exhibitions as we can throughout the semester. We will also read interviews with artists and curators, as well as texts on media theory, globalism and the like. *Note: Open to students from all departments.*

Course #	Semester
AHD-4140-A	fall
AHD-4140-B	spring

AHD-4140-C**Senior Seminar**

Friday 12:10-3:00

Fall semester: 3 art history credits

Instructor: C. Matlin

This course is about the ideas and thinkers you might have missed while in art school. Some texts may be familiar, many will not. The aim of the course is to fill in the gaps in your reading knowledge. To this end, we will read some of the major texts in 19th- and 20th-century aesthetic and art historical thought: Alexis de Tocqueville, Ralph Waldo Emerson, John Dewey, Clement Greenberg, Raymond Williams, Judith Butler, Griselda Pollock, and more. We will try to refrain from reading ourselves backward into the text, as anachronism has no place here. Instead, we will use the texts as a guidepost for our understanding of our current world, whether art-related or not. As such, the inclusion of art and artists into the discussion is encouraged. *Note: Open to students from all departments.*

AHD-4140-D**Senior Seminar**

Monday 12:10-3:00

Spring semester: 3 art history credits

Instructor: A. Hawley

This course will examine the evolution of painting practice and theory since the advent of pluralism and postmodernism in the early 1970s. During this period, the medium was confronted with challenges from almost every faction within critical discourse. Rather than disappearing under this onslaught, as was widely predicted through much of the 20th century, the medium adapted to its new context, found ways to absorb many of the critical arguments directed against it and, in the process, reimagined its potential for confronting contemporary experience. We will consider this history up to the present in assigned texts and exhibitions as well as in studio discussion of student work. *Note: Open to students from all departments.*

AHD-4140-E**Senior Seminar**

Wednesday 9:00-11:50

Spring semester: 3 art history credits

Instructor: M. Gal

The purpose of this course is to reflect upon the relationships among art, information and politics. While art is often perceived by both artists and audiences as unrelated to and independent of politics and social history, we will examine how social contexts can impact aesthetics. Through your own projects and other artists’ work we will explore the current realities within which your images are made. We will specifically discuss the following questions: Is art history merely the history of the affluent taste? During war can we afford having merely iconographic interests? What aesthetic outlets are available, or could be made available, for contemporary artists? Is explicitly political art necessarily propaganda and is apolitical art free of ideology? How much fiction is there in documentary and vice versa? We will look at artworks produced by Felix Gonzalez-Torres and others; we will watch international documentaries such as *The Battle of Algiers* and *Hairpiece: A Film for Nappy-Headed People*, and readings will range from *Ways of Seeing* to *Fast Food Nation*. *Note: Open to students from all departments.*

AHD-4140-F**Senior Seminar**

Wednesday 3:20-6:10

Spring semester: 3 art history credits

Instructor: C. Kotik

In the 1960s, installation art became a prominent tool for many artists to convey their ideas about the changing structure of society, the art market and, above all, art itself. The temporal and site-specific aspects of installation work corresponded well to the flux of artists’ ideas. The practice of creating installations or environments has roots in history that can be traced back to the Counter-Reformation. This course will review the history of this medium, concentrating above all on the renewed interest in installations in the 1980s and emphasizing current work of both well- and lesser-known installation artists. Lectures, museum trips and gallery visits will be included. *Note: Open to students from all departments.*

AHD-4140-G**Senior Seminar: Printmaking**

Tuesday 3:20-6:10

Fall semester: 3 art history credits

Instructor: G. Prande

This seminar will look at how new technologies affected what artists made and how artists adopted those new ways of printing to create prints, multiples and books throughout history. Various methods of printmaking have developed over hundreds of years and are constantly being updated, incorporating photography and digital methods of production. We will see how print editions are financed, produced and distributed and how artists and publishers deal with questions of materials, scale and cost of production in developing print editions. We will also explore ideas concerning “the original” and “the copy” and how the advent of digital reproduction and photography blur those lines. There will be weekly readings by artists, critics and curators concerning art in multiple as well as several visual projects and written assignments. *Note: Open to students from all departments.*

Independent Study

One semester: 3 studio credits

Junior and senior students who wish to pursue a special project not covered by the parameters of their department’s curriculum are eligible to apply for an independent study course. Students must have earned a grade point average above 3.00 at SVA and must submit their study goals as a detailed proposal for approval by the department chair. Proposals for an independent study must be made prior to the course adjustment period for that semester. Please contact the department advisor for specifics.

Course #	Semester
VSD-4996-A	summer
VSD-4997-A	fall
VSD-4998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

FINE ARTS FACILITIES ACCESS

Some of the facilities in the BFA Fine Arts Department are available to students who are interested in using the Fine Arts Digital Lab, the Sculpture Center or the Printmaking Workshop. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Students are responsible for all access fees.

Sculpture Center Access: Undergraduate Students

One semester: no credit

Access fee: \$500

Students who are not BFA Fine Arts majors and want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Sculpt-A	fall
FID-Sculpt-B	spring

Printmaking Workshop Access: Undergraduate Students

One semester: no credit

Access fee: \$350

Undergraduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FID-Printg-A	fall
FID-Printg-B	spring

RISOLAB FACILITIES ACCESS**RisoLAB Access**

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB’s Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

BFA PHOTOGRAPHY DARKROOM ACCESS**Darkroom Access: Undergraduate Students**

One semester: no credit

Access fee: \$300

Undergraduate students who are not BFA Photography and Video majors and who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

Semester Abroad

SVA's spring 2023 Semester Abroad programs provide an opportunity to live and study in another country for one semester. To be eligible, you must be a full-time matriculated student working toward your BFA degree, and have junior standing by the fall 2022 semester. All applicants must submit a completed application form, an unofficial SVA transcript, a statement of intent, two letters of recommendation, and a portfolio of their work. The Semester Abroad application deadline is September 15, 2022.

Students can earn studio credit at a participating exchange institution, pending a portfolio review by their SVA department chair upon completion of the semester abroad. Exchange programs are available for students majoring in advertising; animation; computer art, computer animation and visual effects; design; film; fine arts; interior design; photography and video; and visual and critical studies. Students enrolled in an exchange program will receive a stipend that will be applied to their spring 2023 tuition.

SVA students are not required to pay the host school's tuition; however, they are required to pay for any course and registration fees that apply, as well as for transportation, housing and meals.

Not all areas of study are offered at each partner institution. Areas of study listed with each partner institution can be used as a general guide to indicate which discipline(s) are practiced. In some cases, partner institutions offer appropriate coursework for other majors. Please inquire with Melinda Victoriano, manager of SVA Global, via email: exchange@sva.edu; phone: 212.592.2110. *Note: This list is subject to change.*

Semester abroad opportunities include:

BELGIUM

LUCA School of Arts, Campus Sint-Lukas Brussels
(Animation, Film)

CHINA

Tsinghua University, Beijing
(Design, Fine Arts)

CZECH REPUBLIC

Academy of Arts, Architecture and Design, Prague
(Fine Arts, Interior Design, Visual and Critical Studies)

FINLAND

University of Art and Design Helsinki (Aalto University)
(Film, Interior Design, Photography and Video)

FRANCE

École Nationale Supérieure des Beaux-Arts (ENSB-A), Paris
(Fine Arts, Photography and Video)

École Nationale Supérieure des Arts Décoratifs (ENSAD), Paris
(Fine Arts)

École Supérieure d'Audiovisuel (ESAV), Toulouse
(Film)

ESAG Penninghen (ESAG), Paris
(Design, Interior Design)

GERMANY

Universität der Künste Berlin
(Fine Arts)

ITALY

SVA in Rome

JAPAN

Kyoto University of Art and Design
(Photography and Video)

MEXICO

Academia des Artes Visuales, Mexico City
(Photography and Video)

THE NETHERLANDS

Gerrit Rietveld Academy of Art and Design, Amsterdam
(Design, Film, Fine Arts, Photography and Video)

Willem de Kooning Academy, Rotterdam
(Advertising, Design, Fine Arts, Photography and Video)

NORWAY

Kunsthøgskolen i Oslo (KHiO), Oslo
(Fine Arts, Interior Design)

SPAIN

ESNE, Escuela Universitaria de Diseño, Innovación y Tecnología, Madrid
(Animation; Computer Art, Computer Animation and Visual Effects; Interior Design)

U-tad, Centro Universitario de Tecnología y Arte Digital, Madrid
(Computer Art, Computer Animation and Visual Effects)

SWEDEN

School of Design and Crafts, Göteborg
(Design, Fine Arts)

SWITZERLAND

École Cantonale d'Art de Lausanne
(Photography and Video)

Haute école d'art et de design, Geneva
(Fine Arts)

Hochschule für Gestaltung und Kunst Zürich (HGKZ)
(Design, Photography and Video)

UNITED KINGDOM

Central Saint Martins College, University of the Arts London
(Advertising, Design, Visual and Critical Studies)

London College of Communication, University of the Arts London
(Photography and Video)

SVA students are encouraged to attend an on-campus information session held in the spring semester to learn more about study abroad opportunities.

For more information visit sva.edu/exchange.

SVA Destinations

SUMMER 2022

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. For more information visit destinations.sva.edu.

An important part of the creative process is taking the time for yourself, experiencing new surroundings and gaining new insights while interacting with people. (Something that couldn't happen for most of 2021.)

In 2022, SVA is planning to offer Destination programs, domestically and Internationally. Traveling and seeing new places, cities and/or countries is a great way to get way to recharged, refresh your mind and get inspired. (And, earn credits while you travel!).

Note: We will be monitoring the current health and travel restrictions before confirming any programs.

IPD 3703-A

Drawing Art History in Southern France

May 29 – June 12

Summer semester: 3 undergraduate art history credits; \$4,300

Instructors: P. Hristoff, L. Minard-Amalou

This program combines drawing and studying art history as a way to explore the South of France. The areas that we will focus on—Provence, the Ardeche and the Southern Rhone Valley—offer everything from the prehistoric caves of Chauvet to ancient Roman towns; monuments of the middle ages to the studio of Cézanne. We will investigate Romanesque and Gothic history on site, the work of Vincent van Gogh and several contemporary art museums of the region. The program is based in the picturesque town of Avignon, renowned for its history, bustling and authentic central market, numerous fine shops and eateries. Walking tours and museum visits within Avignon, such as the Popes' Palace, Petit Palais Museum and Lambert Collection are included. In Arles we will see where Van Gogh's "Yellow House" once stood and the hospital grounds where he painted many of his masterpieces; In Marseille we will visit the extraordinary Mucem. Excursions to Nîmes, St. Rémy, Aix-en-Provence and Les Beaux de Provence, to name a few, promise participants an unforgettable two weeks that they will record in their sketchbooks and photographs.

Time outside of excursions and coursework will allow participants to freely explore the area on their own or with fellow classmates to sketch, sightsee, shop or swim. All students are required to keep and submit a sketchbook for review as well as complete a final assignment. The program will focus on how art history can be mined as a source of inspiration in contemporary art-making practices. A recommended reading and supply list will be provided.

This program is co-taught by Laurence Minard-Amalou (SVA Destinations) and Peter Hristoff (BFA Fine Arts, Visual and Critical Studies, Design). Open to all levels; a portfolio of recent work is required.

Tuition includes double-occupancy accommodations with daily breakfast daily, welcome and farewell dinners and museum admission.

For more information, visit destinations.sva.edu or email Deborah Hussey, program coordinator, at: dhussey@sva.edu.

IPD 3706-A

Paris Impressionist: A Walking Tour

July 16 – July 27

Summer semester: 3 art history undergraduate credits; \$4,300

Instructor: L. Minard-Amalou

Come join us in Paris this summer and refresh your creative palate with the masters of impressionist painting!

During this 11-day program, we will study the main characteristics of Impressionist painting at its zenith, during the second half of the 19th century to the beginning of the 20th century. We will explore how it speaks to our emotions, understand why it was so innovative and how it changed the course of art history.

Renoir, Monet, Manet, Van Gogh, Sisley, Degas, and Caillebotte all lived in Paris. They painted a great deal outdoors, in the city, and in the surrounding suburbs of Paris, which were then countryside villages. We will follow in their footsteps and explore some of the locations where they set their easels.

Our main focus in Paris will be the Gare Saint-Lazare area and the Montmartre neighborhood. As we walk through these areas, we will analyze the architecture and discover how some places appear not to have been touched by time. In the suburbs, we will explore Chatou, Louveciennes, and Marly-le-Roi, following trails that take us to various venues captured in famous paintings. To round off our exploration of the Parisian suburbs, we will travel to Auvers-sur-Oise, where Cézanne and Pissarro preceded Van Gogh; Yerres, where Gustave Caillebotte grew up; and finally to Giverny to visit Monet's home and gardens.

Museum visits will include the Musée d'Orsay, (the "temple" of impressionist paintings), the Musée de l'Orangerie, the Musée Marmottan, Petit Palais Musée des Beaux Art and the Musée de Montmartre where these famous artists are exhibited today.

Tuition includes double-occupancy hotel accommodations, daily Continental breakfast, welcome and farewell dinners, guided tours, museum admission, as well as transportation for day trips and within Paris.

For more information, visit destinations.sva.edu or email Aziza Gaines, program coordinator, at: againes@sva.edu.

IPD-3114-A

Studio Intensive in Oaxaca, Mexico: Independent Projects

May 31 – June 14

Summer semester: 3 undergraduate studio credits; \$3,400

Instructors: S. DeFrank, M.J. Vath

Jump start your studio practice this summer! Combine a visit to the enchanting city of Oaxaca, Mexico, with concentrated studio time to produce your project. Painting, drawing, sculpture, photography, film/video and interdisciplinary works are all excellent mediums to work with in this inspiring location. Inhabited since prehistoric times, Oaxaca is tranquil but lively city where you can appreciate ancient civilizations, Spanish Colonial art and architecture, vibrant cultural traditions and a lively contemporary arts scene.

Tours to the archeological sites of Monte Alban, and the smaller, exquisitely detailed Mitla (both designated World Heritage sites) will introduce the history of this beautiful valley and its indigenous people. A walking tour of the historic center of Oaxaca will bring us into the Colonial era of the 16th century, and visits to traditional markets and artisan villages allow a closer look at the living traditions of the (mostly) Zapotec people. We will explore numerous contemporary museums and exhibition spaces, artist's studios, sustainable/community-oriented arts projects, and designer/artist/artisan collaborations that look to the future in unexpected ways.

On location, shared studios will be our base of operations as well as our workspace. The studios will be formally in session for a total of 30 hours, with an additional 40 hours of open studio time. There will be informal group reviews and critiques to enjoy peer feedback, and a formal final group critique.

Tuition includes accommodations in the city's historic center, daily breakfast, tours to archeological sites and rural village markets, artist talks, studio visits and museum admissions.

For more information visit destinations.sva.edu or email Steve DeFrank, program coordinator, at: sdefrank@gmail.com.

IPD 3303-A**Painting (and Other Mediums) in Barcelona**

June 22 – July 9

Summer semester: 3 undergraduate studio credits; \$4,300

Instructors: T. Carr, C. Miquel

Come to Barcelona and see why this electrifying Mediterranean city has drawn and inspired so many artists—specifically Pablo Picasso, Joan Miró and Antonio Tàpies. In fact, since the program began in 1989, hundreds have participated and many have repeated the program three or more times.

This intensive workshop will be held in the spacious studio of the Escola Massana–Centre d'Art I Disseny, and is designed to help you develop your creative skills, explore new directions in style or technique, and clarify your artistic vision. You'll receive daily one-on-one reviews of your work, and a group critique scheduled at the end of the program. (The workshop is held Monday through Friday, from 10:00 am to 2:00 pm. You may work in the studios until 6:00 pm.)

Weekends are yours to explore the city or soak up the sunshine and Catalan culture by visiting the Roman ruins in the nearby towns or Tarragona and Girona; or relax on the coastal town of Sitges, or visit the Dalí Museum in Figueres to further inspire your process.

Tuition includes: Double-occupancy accommodations with daily breakfast, welcome and farewell meals, metro card, guided city tours and museum admission.

Note: This program is open to painters and for those wishing to work on drawing, pen-and-ink, pastels, watercolor and collage. A portfolio of 12 images of recent work must be submitted, along with a completed application form. Acceptance to this program is based upon portfolio review.

For more information, visit destinations.sva.edu or email Dora Riomayor, director of SVA Destinations, at: driomayor@sva.edu.

IPD-3576-A**Architecture and Design: Venice, Florence and Lucca**

May 25 – June 9

Summer semester: 3 undergraduate art history credits; \$4,200

Instructor: C. Bentel, E. Martin

Experience and study Italian historic and contemporary architecture and design, gain an in-depth understanding of its history, concepts and sensibilities, and explore how these concepts can be applied to contemporary design today.

We will visit historic and modern sites and structures, learn about their role in history, sketch them, analyze them and evaluate how time-tested principles and precedents from the past have inspired modern design. Historic sites in Italy have been preserved, and in some cases transformed with modern uses, and remain a vital part of the Italian city. The program includes five days in Venice, two days in Lucca and eight days in Florence.

Tuition includes transfers to Lucca and Florence, lodging in Venice, Lucca and Florence, continental breakfast at Venice and Florence lodgings, welcome and farewell meals, admission to group tour sites, local three-day unlimited vaporetto pass in Venice and three-day Firenze Card for admissions and unlimited local travel in Florence.

Prerequisite: Applicants must have completed at least one year of college-level studies.

Note: A portfolio of six images of recent sketches and an example of writing (at least two pages in length) must be submitted with a completed application form. Acceptance to this program is based upon portfolio and writing sample review.

For more information, visit destinations@sva.edu or email Elisabeth Martin at: emartin2@sva.edu.

IPD 2361-A**Portraits of Barbuda: Its History, People and Way of Life**

June 11 – June 18

Summer semester: 1 undergraduate studio credit; \$3,400

Come spend a week in Barbuda and explore one of the few undeveloped Caribbean islands, while learning about its history from elders, historians, marine biologists and environmental-ists.

Each participant will create a visual portrait of Barbuda, which may employ drawing, collage, mixed media, painting and photography. Throughout the program, image-making collaboration across disciplines will be encouraged. Participants will also keep a journal of site visits and complete two short written pieces that express their experience of the island.

Caves and archeological excavations are among the guided visits, as well as the Codrington La-goona, which boasts the largest frigatebird colony in the Caribbean. We will also observe what has changed as the islanders' grapple with the devastation left by Hurricane Irma 2017, and discover how the Barbudan way of life has a deep connection to the land.

Participants will stay at the beachfront Barbuda Cottages with stunning oceanfront views. The cottages are five (5) miles from the only village on the island; there is no public transportation.

For more information, visit destinations.sva.edu or email Stefanie Joshua, program coordinator, at: sjoshua@sva.edu.

IPD-3224-A**SVA at Cannes**

May 18 – May 28

Summer semester: 3 undergraduate art history credits; \$3,400

Instructor: S. Petrosino

This program offers students a once-in-a-lifetime experience to attend the renowned Cannes Festival, which is held on the beautiful French Riviera. This annual celebrity-packed event previews new feature, independent and short films of all genres from around the world, and includes works from major filmmakers to first-time directors. Students will receive festival accreditation and daily access to screenings of selected films, as well as opportunities for Q&As with filmmakers and access to events and panel discussions at the American Pavilion and Directors' Fortnight.

Tuition for the program includes festival accreditation, shared hotel accommodations, daily breakfast, American Pavilion membership pass, priority access to the Directors' Fortnight screenings and panel discussions, welcome and farewell dinners, and airport pickup /drop off from Nice Airport to hotel.

Prior to the start of the program, participants are required to research filmographies of the directors who will be screening at the festival and write a three-page essay on one of the directors. During the program participants will keep a daily journal of their Cannes experiences, and complete a 500-hundred-word essay on a film screened or a paneled artist. A 12-page paper on one of the films screened must be submitted within two weeks after the close of the program.

Note: An interview is required for acceptance to this program.

For more information, visit destinations.sva.edu or email Sal Petrosino at spetrosino@sva.edu.



Graduate



REGISTRATION INFORMATION GRADUATE DIVISION

CURRENTLY ENROLLED GRADUATE STUDENTS

February 21 – March 18, 2022

Students plan courses, meet with department heads or advisors as needed, and complete all necessary registration materials.

March 7 through the start of classes

Registration for Summer 2022 courses (as listed in the Summer 2022 section).

March 7 – March 18, 2022

Registration for all returning students in the Graduate Division will be scheduled on an individual basis, from Monday, March 7 through Friday, March 18. Please contact your departmental advisor for specifics.

REGISTRATION FOR INCOMING STUDENTS

Students entering the College should contact their departmental advisor to discuss their registration.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

PREPARING YOUR COURSE SCHEDULE

The maximum number of credits for which a student may register in any semester is 18 credits.

Review the required courses for your academic program and your respective year in the program. Many programs have a set curriculum for each year; some programs do offer options for a limited course choice. Consult with your departmental advisor to discuss the specific registration procedures for your program. Note that it may be helpful to select alternative courses in case your first choices are not available.

Graduate students who wish to take more than 15 credits per semester (16 for Design Research, Writing and Criticism majors) must receive approval from their department advisor.

Course Adjustment Periods

Course adjustment (drop/add) periods for the fall 2022 and spring 2023 semesters will be held Thursday and Friday, August 4 and 5, 2022, and Tuesday through Tuesday, September 6 – 13, 2022.

Course adjustment (drop/add) periods for the spring 2023 semester will be held Monday through Wednesday, November 21 – 23, 2022 and Monday through Tuesday, January 9 – 17, 2023.

Students should routinely check their schedules in MyServices Student for accuracy.

SCHEDULE AND PROCEDURES: ALL GRADUATE STUDENTS

May 1, 2022

Tuition and fees due date for the Summer 2022 semester. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

On or before July 13, 2022

Registered students will receive a complete statement of tuition and fees for the fall semester.

August 1, 2022

Due date for fall semester tuition and fees. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

August 4 – August 5, 2022

Course adjustment period, fall 2022 and spring 2023 semesters

September 6 – September 13, 2022

Course adjustment period, fall 2022 and spring 2023 semesters

November 21 – November 23, 2022

Course adjustment period for spring 2023 semester

December 1, 2022

Due date for spring 2023 semester tuition and fees for students who are not on a payment plan. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. In addition, late payment may result in student's registration being canceled.

January 1, 2023

Due date for spring 2023 semester tuition and fees for students who are on a payment plan. A late fee of \$50 will be charged to all students on payment plans each month that payment is late. In addition, late payment may result in student's registration being canceled.

January 9 – January 17, 2023

Course adjustment period for spring 2023 semester

May 1, 2023

Tuition and fees due date for the summer 2023 semester. Students who do not meet this deadline and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

GENERAL INFORMATION GRADUATE DIVISION

DEPARTMENTAL ADVISORS

Art Education

Jamie Chan, Tel: 212.592.2448 Fax: 212.592.2365
Email: jchan18@sva.edu

Art Practice

Jacquelyn Strycker, Tel: 212.592.2783 Fax: 212.493.5405
Email: jstrycker@sva.edu

Art Therapy

Emily Frederick, Tel: 212.592.2418 Fax: 917.606.0461
Email: efrederick@sva.edu

Branding

Emily Weiland, Tel: 212.592.2075
Email: eweiland@sva.edu

Computer Arts

Lotte Marie Allen, Tel: 212.592.2532
Email: callen2@sva.edu

Curatorial Practice

Re McBride, Tel: 212.592.2699
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Design

Veronika Golova, Tel: 212.592.2600
Email: vgolova@sva.edu

Design for Social Innovation

Chessa Cahill, Tel: 212.592.2553
Email: ccahill1@sva.edu

Design Research, Writing and Criticism

Eric Schwartau, Tel: 212.592.2228
Email: eschwartau@sva.edu

Digital Photography

Thomas P. Ashe, Tel: 212.592.2170 Fax: 212.691.2687
Email: tash@sva.edu

Directing

Cailin McFadden, Tel: 212.592.2059
Email: cmcfadden@sva.edu

Fashion Photography

Barry Sutton, Tel: 212.592.2368 Fax: 212.592.2336
Email: bsutton1@sva.edu

Fine Arts

Nelson Santos, Tel: 212.592.2501 Fax: 212.592.2503
Email: nsantos2@sva.edu

Illustration as Visual Essay

Kim Ablondi, Tel: 212.592.2210 Fax: 212.366.1675
Email: kabloni@sva.edu

Interaction Design

Steven Mayer, Tel: 212.592.2612 Fax: 212.592.2135
Email: smayer2@sva.edu

Photography, Video and Related Media

Adam B. Bell, Tel: 212.592.2361 Fax: 212.592.2366
Email: abell1@sva.edu

Products of Design

Kristina Lee, Tel: 212.592.2592 Fax: 212.592.2119
Email: klee78@sva.edu

Social Documentary Film

Timothy Doyle, Tel: 212.592.2919 Fax: 212.627.2528
Email: tdoyle@sva.edu

Visual Narrative

Joan McCabe, Tel: 212.592.2412 Fax: 212.592.2391
Email: jmccabe@sva.edu

GRADING POLICIES GRADUATE DIVISION

A graduate department may, at its discretion, adopt a policy that accepts only those courses completed with a grade of B- or higher toward the degree, or a pass/fail philosophy. However, each graduate department must make its grading policy clear in departmental literature.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

TRANSFER OF CREDIT POLICY GRADUATE DIVISION

Transfer of credit is awarded on an individual basis, to a maximum of 25% of the graduate program's total credits needed to graduate.

GRADUATE DIVISION

Tuition

Tuition for the Graduate Division is listed by department.

Art Education

\$26,210 per semester, fall and spring semesters (12 to 15 credits per semester)

\$10,470 summer semester (6 credits)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Art Practice

\$10,470 per semester, fall and spring semesters (6 credits per semester)

\$20,940 per summer semester (12 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Art Therapy

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Branding

\$27,965 per fall and spring semesters (12 to 15 credits per semester)

\$11,220 summer semester (6 credits)

Per-credit rate: \$1,870 (less than 12 credits or more than 15 credits per semester)

Computer Arts

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Curatorial Practice

\$20,940 per semester (12 credits per semester; 14 credits for the fall semester, second year)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Design

\$27,965 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,870 (less than 12 credits or more than 15 credits per semester)

Design for Social Innovation

\$27,965 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,870 (less than 12 credits or more than 15 credits per semester)

Design Research, Writing and Criticism

\$26,210 per semester (16 credits fall semester, 14 credits spring semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 16 credits per semester)

Digital Photography

\$20,940 per semester, fall and spring semesters (12 credits per semester)

\$10,470 summer semester (6 credits)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Directing

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Fashion Photography

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Fine Arts

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Illustration as Visual Essay

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Interaction Design

\$27,965 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,870 (less than 12 credits or more than 15 credits per semester)

Photography, Video and Related Media

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Products of Design

\$27,965 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,870 (less than 12 credits or more than 15 credits per semester)

Social Documentary Film

\$26,210 per semester (12 to 15 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Visual Narrative

\$10,470 per semester, fall and spring semesters (6 credits per semester)

\$20,940 per summer semester (12 credits per semester)

Per-credit rate: \$1,745 (less than 12 credits or more than 15 credits per semester)

Note: Graduate students may audit one undergraduate or one continuing education course each semester that they are enrolled as matriculated and full-time students. All applicable course fees will be charged. Courses open to auditing are subject to availability.

Graduate Departmental Fees

Art Education	\$250	per semester
Art Practice (summer only)	\$750	per summer semester
Art Therapy	\$250	per semester
Branding	\$325	per semester
Computer Arts	\$1,700	per semester
Curatorial Practice	\$250	per semester
Design	\$500	per semester
Design for Social Innovation	\$400	per semester
Design Research, Writing and Criticism	\$250	per semester
Digital Photography	\$500	per semester
Directing	\$1,500	per semester
Fashion Photography	\$1,200	per semester
Fine Arts	\$570	per semester
Illustration as Visual Essay	\$750	per semester
Interaction Design	\$400	per semester
Products of Design	\$550	per semester
Photography, Video and Related Media	\$1,700	per semester
Social Documentary Film	\$1,700	per semester
Visual Narrative (summer only)	\$1,750	per summer semester

Summer 2022 Graduate Access Fees

BFA Computer Art Lab (SDD-Access)	\$500	June 1 – July 30
BFA Printmaking Workshop (FIG-Printg)	\$300	June 6 – August 20
BFA Digital Imaging Center (DIG-Access)	\$300	June 4 – August 3
MFA Computer Arts Lab (SCG-Access)	\$650	June 13 – August 14
MFA Photography Lab (PHG-Access)	\$650	June 1 – July 31
RisoLAB Access (RisoLAB-Access)*		June 3 – August 11

* Note: Please visit: risolab.sva.edu for details.

Housing Charges: Fall 2022/Spring 2023

24th Street Residence Double	\$10,250	per semester
24th Street Residence Small Double	\$9,375	per semester
24th Street Residence Triple	\$8,500	per semester
Gramercy Residence Double	\$9,250	per semester
Gramercy Residence Studio (shared)	\$10,200	per semester
Ludlow Residence Single	\$10,100	per semester
Ludlow Residence Double	\$9,250	per semester
23rd Street Residence Double	\$9,600	per semester
23rd Street Residence Small Double	\$8,250	per semester

Housing Charges: Summer 2022*

24th Street Residence Double	\$4,600	per semester
24th Street Residence Small Double	\$4,350	per semester
24th Street Residence Triple	\$4,100	per semester
Ludlow Single	\$5,250	per semester
Ludlow Double	\$4,600	per semester

* Housing rates for students registered in special summer programs, including the English and the Visual Arts Summer Program, the Residency Program and Graduate Division summer programs, can be obtained by contacting the Summer Housing Office at 212.592.2984, email: summerhousing@sva.edu. For information on summer housing contract dates and rates please visit: sva.edu/summerhousing.

Housing Placement Fee

Students who wish to apply for housing at SVA during the academic year are required to submit a \$400 nonrefundable placement fee.

Late Registration Fee

Currently enrolled students who do not adhere to the registration schedule and register during a late-registration period will be charged a \$100 late-registration fee. Students withheld from registration by the College will not be charged this fee, except for students withheld for nonpayment of a prior balance or for an immunization hold.

Late Course Adjustment Fee

Students who, for any reason, need to add a course to their schedule after the close of the course adjustment period will be charged a \$100 late course adjustment fee. In addition, they must have secured written approval from their instructor and from their departmental advisor in order to add courses after the second week of the semester. Students wishing to drop courses may do so through the eighth week of the semester (for 15-week courses). Students enrolled in summer-semester courses of less than 15 weeks in duration should contact their department advisor regarding course adjustment periods. More information can be found at sva.edu/studentaccounts. The student must secure written approval from her/his advisor in order to drop a course after the second week of the semester.

Please see the major-department sections for individual course and equipment fees. Individual course and equipment fees will be fully refunded during the course adjustment periods. Individual course and equipment fees are nonrefundable after the course adjustment periods.

Re-Matriculation Fee

Students withdrawn from SVA for nonpayment of tuition and fees and who have been approved to return to the College will be charged a \$500 re-matriculation fee.

Late Payment Fee

Students who do not meet the deadline for tuition remittance and who are not on a payment plan will be charged a late fee of \$250. A late fee of \$50 will be charged to students on payment plans each month that payment is late. Late payment may result in your registration being canceled.

Health Insurance Fees

For plan information and/or to waive this fee before the deadline visit sva.edu/uhp.

Note: Health insurance fees for the 2022-2023 academic year will be available in April 2022. Please visit sva.edu/tuition.

Rates for the 2021-2022 academic year were as follows:
\$1,290 per semester (if enrolled in the student health insurance for the academic year or for the fall semester only)
\$1,655 spring semester (if enrolled in the student health insurance for the spring semester only)

Summer 2022 semester health insurance fees are applicable to the following departments: MFA Art Practice (first summer semester), MFA Visual Narrative.

Rates for the summer 2022 semester health insurance:

MFA Art Practice (first summer only)	\$510
MFA Visual Narrative	\$615

Students are automatically enrolled in the SVA-sponsored accident and sickness insurance and billed the Health Insurance Fee. (Students enrolled in MFA Visual Narrative are eligible for coverage during the onsite summer session but not for the fall and spring semesters.) Students who want to remove the health insurance fee must have sufficient insurance coverage and waive the fee online before the applicable deadline. For more information about the insurance, deadlines and waiving the fee, go to sva.edu/uhp.

Payment Plan Fee

\$200 per academic year

Veterans Benefits and Transition Act of 2018

In accordance with the Veterans Benefits and Transition Act of 2018, Title 38, Section 3679(e), students who are entitled to educational assistance under Chapter 31, Vocational Rehabilitation and Employment, or Chapter 33, Post-9/11 GI Bill benefits, will not incur any penalty (including the assessment of late fees or denial of access to classes or institutional facilities, or be required to borrow additional funds) because of their inability to meet their financial obligations to SVA due to the delayed disbursement of funding from the Department of Veteran Affairs under chapter 31 or 33.

Change to Veterans Affairs Debt Repayment and Refunds

Under Public Law 116-315 Section 1019. As of 1/5/2021, outstanding Veteran Affairs benefit balances from tuition/fees, or Yellow Ribbon will be collected from the College. In turn, the College may require you to pay any outstanding debts resulting from changes to your schedule. Book/supplies stipend and monthly housing (MHA) debt from VA will be billed directly to the student.

FINANCIAL REQUIREMENTS FOR REGISTRATION

1. Students with a prior semester balance will be required to obtain a financial clearance to register from either the Office of Student Accounts or the Office of Financial Aid.
2. All students who participated in the SVA Payment Plan during the 2021-2022 academic year will automatically be renewed. Students who have not used the payment plan may opt to do so prior to registration. Please contact the Office of Student Accounts.
3. Students who will be relying on financial aid assistance to pay their tuition should contact the Office of Financial Aid as soon as possible.
4. Financial aid recipients of any kind, other than scholarship recipients, will be required to have filed their FAFSA no later than March 1.

PLEASE NOTE

1. The School of Visual Arts reserves the right to make course changes when necessary and to withdraw a course for valid reasons, including inadequate enrollment. In any case where such an action by the College makes it necessary for you to adjust your schedule, you will not be charged any fee for the course adjustment.
2. It is each student's responsibility to meet all registration deadlines. In the event of a grave emergency, your departmental advisor must be notified so that special arrangements can be made.
3. Students are advised to keep receipts from all registrations and course adjustments and to check them thoroughly for accuracy. Students can review their class schedule in the GoSVA mobile app or on MySVA by using the "My Class Schedule" link in the WebAdvisor Academic Profile Menu.
4. Be sure to keep your current address on file with the College. Inform the Registrar's Office of all address changes as soon as possible.

GRADUATE DIVISION REFUND POLICY

The enrollment fee is nonrefundable. The health insurance fee is refundable only if withdrawal occurs prior to the applicable semester waiver deadline. The waiver deadline is located on the Student Health and Counseling Services webpage.

Students who wish to withdraw from SVA must notify their academic advisor in writing. Written approval from a parent or guardian must be included if the student is under 18 years of age. The effective date of the withdrawal is the date written notification is received by the academic advisor. Lack of attendance alone does not entitle a student to a refund.

Refunds, less the nonrefundable enrollment fee and health insurance fee (if applicable), are made after the prorated percentages of liability are applied, unless superseded by an existing state or accrediting agency refund policy. Upon withdrawal from the semester, SVA does not charge any department or course fees. However, payment plan fees, late fees and any other administrative fees are not prorated. Only tuition and housing costs are prorated. Prorated housing costs are based on the check out date, not the official date of withdrawal.

The prorated percentages of liability (tuition and fees owed) are based on the official date of withdrawal, as follows:

- 0% liability if withdrawal occurs through the first week of the semester
- 25% liability if withdrawal occurs during the second week of the semester
- 50 % liability if withdrawal occurs during the third week of the semester
- 75% liability if withdrawal occurs during the fourth week of the semester
- 100% liability if withdrawal occurs after the fourth week

No refund will be made for withdrawal occurring after the fourth week of the semester.

Title IV recipients should note that the amount of the student refund will be calculated only after the aid proceeds are appropriately returned to each program. Please contact the Office of Student Accounts or the Office of Financial Aid for more information on Title IV refunds.

Art Education

MA DEGREE REQUIREMENTS

- Successful completion of 34 credits, including all required courses and the thesis project.
- Three semesters of residency (fall, spring and summer) for the one-year program. Students in the two-year program are required to complete five semesters of residency. Students in the one-year program must complete their degree within two years, unless given an official extension by the provost. Students in the two-year program must complete their degree within four years, unless given an official extension by the provost.
- Submission of a completed teaching portfolio is required.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

MA ONE-YEAR PROGRAM COURSE REQUIREMENTS

Course #	Title	Semester
AEG-5020	Educational Foundations	fall
AEG-5050	Educational Psychology	spring
AEG-5090	Thesis 1	fall
AEG-5115	Special Topics	spring
AEG-5125	Literacy through Art Education	fall
AEG-5160	Curriculum for Special Populations	fall
AEG-5210	Materials and Processes 1	fall
or ATG-5100	Child Art Development	fall
or ATG-5130	Methods and Materials	fall
AEG-5340	Curriculum: Arts Integrated	spring
or AEG-5400	Technology in Art Education	spring
AEG-5370	Museum Studies: Theory and Practice	summer
AEG-5410	Art Education Internship Seminar	spring
AEG-5430	Materials and Processes 2	spring
or ATG-5110	Adolescent Art Development	spring
or ATG-5240	Adult Art Development	spring
AEG-5547	Workshop: Writing is FUNdamental	fall
AEG-5573	Workshop: The Artist as Educator	spring
AEG-5800	Advanced Studio Art: Teacher as Artist	summer
AEG-5900	Thesis 2	spring

MA TWO-YEAR PROGRAM COURSE REQUIREMENTS

YEAR ONE

Course #	Title	Semester
AEG-5020	Educational Foundations	fall
AEG-5115	Special Topics	spring
AEG-5125	Literacy through Art Education	fall
AEG-5160	Curriculum for Special Populations	fall
AEG-5050	Educational Psychology	spring
AEG-5340	Curriculum: Arts Integrated	spring
or AEG-5400	Technology in Art Education	spring

YEAR TWO

Course #	Title	Semester
AEG-5090	Thesis 1	fall
AEG-5210	Materials and Processes 1	fall
or ATG-5100	Child Art Development	fall
or ATG-5130	Methods and Materials	fall
AEG-5370	Museum Studies: Theory and Practice	summer
AEG-5410	Art Education Internship Seminar	spring
AEG-5430	Materials and Processes 2	spring
or ATG-5110	Adolescent Art Development	spring
or ATG-5240	Adult Art Development	spring
AEG-5547	Workshop: Writing is FUNdamental	fall
AEG-5573	Workshop: The Artist as Educator	spring
AEG-5800	Advanced Studio Art: Teacher as Artist	summer
AEG-5900	Thesis 2	spring

GENERAL COURSE LISTING

All coursework relates directly to fieldwork and student teaching through discussion of course development, classroom management and age-appropriate application of educational theory.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AEG-5020-A **Educational Foundations**

Wednesday 4:00-7:00

Fall semester: 3 credits

Instructor: J. Silver

The underlying foundations of education—including the interconnections among history, culture, sociology, psychology, environment and aesthetics—will be examined in this course, and we will situate art and art education within these multifaceted contexts. Formulating ideas for thesis projects is also included.

AEG-5050-A **Educational Psychology**

Friday 4:00-7:00

Spring semester: 3 credits

Instructor: N. Lorenzetti

The study of special needs populations will be emphasized in this course, including theories of human development, social learning, information processing, motivation and mastery, as they apply to the teaching process for special needs students, especially in art education. In addition, educational, psychological and intelligence assessments will be discussed. A substantial portion of the course will involve examination of policies and practices in special education.

AEG-5090-A **Thesis 1**

Friday 4:00-6:00

Fall semester: 2 credits

Instructor: L. Kourkoulis

The fundamentals of art education research will be introduced in this course. Each student will develop a topic, frame a research question, conduct library research and write a working literature review. Methodologies for conducting action-based research in classroom situations and data collection will be introduced as students finalize their thesis proposals and give presentations.

ATG-5100-A **Child Art Development**

Wednesday 6:00-8:50

Fall semester: 3 credits

Instructor: T. Herzog

The behavior of children—from birth through pre-adolescence—is the focus of this course. Through case presentations, readings and discussion, we will examine the physical, emotional and intellectual growth of children, and explore psychological and physiological factors, as well as cultural and environmental influences that impact learning, creativity and personality development. Psychopathology and art therapy treatment approaches are included.

ATG-5110-A **Adolescent Art Development**

Monday 12:00-2:50

Spring semester: 3 credits

Instructor: E. DelliCarpini

It is essential for art therapists to have an understanding of the individuals with whom they work. This course provides a theoretical framework from which adolescence will be examined in such areas as developmental processes in art expression, cognition, intra-psychic dynamics, environmental influences and the interrelationships among them. The role and impact of family, society, culture and trauma have upon adolescent development and functioning will be emphasized. Establishing a safe arena and therapeutic alliance in order to effectively implement art therapy as assessment, intervention and ongoing treatment will be addressed.

AEG-5115-A

Special Topics

Day/time: TBA (10 sessions)

Spring semester: 1 credit

Instructor: C. Rosamond

This introductory course will cover a variety of topics relevant to art education in museums and community organizations. It will also cover the fundamentals of designing a curriculum, developing a teaching portfolio and other essential information for art educators.

AEG-5125-A **Literacy Through Art Education**

Thursday 5:00-8:30 (10 sessions)

Fall semester: 2 credits

Instructors: K. Hendrick, C. Rosamond

Through museum visits, writing and exploring multicultural histories in art, this course will address literacy education and the use of art to support learning and literacy. Students will examine art objects within their particular social, historical and cultural contexts, and address their relevance to contemporary sensibilities and diverse populations. Students will also learn how to teach literacy in the art classroom to linguistically diverse children and adolescents.

ATG-5130-A **Methods and Materials in Art Therapy**

Monday 12:00-2:50

Fall semester: 3 credits

Instructor: D. Farber

This course will enable students to examine the use of paints, inks, organic art processes, sculpture materials and other traditional and nontraditional art media and their uses with specific client populations. Salient features of particular materials and expressive dimensions will be discussed, including relevant technology. Students will explore the impact of art processes and materials through ongoing participation in personal art-making. By strengthening their connection to the creative process, students will gain an understanding of personal symbolic language, and arts-based learning allowing for the opportunity to integrate intellectual, emotional, artistic and interpersonal knowledge.

AEG-5160-A **Curriculum for Special Populations**

Tuesday 6:00-9:00

Fall semester: 2 credits

Instructor: M. Birnbaum

Understanding the needs of special populations, and how learning disabilities and socioeconomic situations affect learning will be the focus of this course. Students will gain firsthand experience by teaching weekly workshops for children at a homeless shelter. They will learn about differentiation strategies, inquiry-based approaches and classroom management skills. Students will also design original lessons and consider how they fit within the curriculum.

AEG-5210-A **Materials and Processes 1**

Monday 4:30-7:30

Fall semester: 3 credits

Instructor: W. Fahrer

This course will focus on the exploration of various materials and processes used in the elementary art classroom. Students will learn about planning and conceiving developmentally appropriate unit and lesson plans that implement the backward design approach to curriculum creation. Hands-on activities and discussion topics include classroom management, discipline strategies, assessment strategies, differentiation and considerations for special needs. Students will produce the first draft of a teaching portfolio by the end of the course.

ATG-5240-A **Adult Art Development**

Wednesday 3:30-6:20

Spring semester: 3 credits

Instructors: S. Fontanive, J. Jordan

This course will examine the physical and emotional development of adults and explore the psychological and physiological factors involved. Specific emphasis will be placed on the variations of the aging process and how these manifest in behavior and creative expression. Normal development, psychopathology, clinical interventions and art therapy treatment approaches will be included.

AEG-5340-A**Curriculum: Arts Integrated**

Tuesday 6:00-9:00

Spring semester: 2 credits

Instructor: J. James

The purpose of this course is to prepare art educators to address the numerous new demands that educational reform is making on the entire learning community. Topics will include how the New York State Education Learning Standards for the Arts (NYSL) and the New York City Blueprint for Arts Teaching and Learning inform lesson planning, student engagement, cultural issues and integration of the visual arts with other subject areas; and how making, presenting and responding to art develop the listening, speaking, reading and writing skills of all students, including multilingual learners. The course will address how to devise learning segments that incorporate tasks and assessments associated with visual arts, social studies, science, math, English-language arts and related 21st-century skills.

AEG-5370-A**Museum Studies: Theory and Practice**

Day/Time: TBA

Offered summer 2023 semester: 3 credits

Instructor: C. Rosamond

In this course works of art and themes from current exhibitions in museums and galleries will be used as vehicles to discuss school curriculum, personal art practices, and the spaces in between. This inquiry-based course will follow several critical readings that are relevant to educators and artists when considering museums and the works that they present. Topics include the role of museums as part of the community, in/accessibility of museums for a diverse population, and ways to promote critical thinking and observational skills for learners. *Note: Students will not be charged a departmental fee for the summer semester.*

AEG-5400-A**Technology in Art Education**

Wednesday 4:00-7:00

Spring semester: 2 credits

Lab fee: \$250

Instructor: S. Mayo

Designed to address issues, challenges and possibilities for the classroom, this course will explore 21st-century technological shifts and responses from wide-ranging communities of artists, technologists, makers and educators. Students will develop multimedia projects that involve digital imaging, video, blogging, electronics and digital fabrication as a means of exploring the creative possibilities of new technologies and how they enrich classroom teaching.

AEG-5410-A**Art Education Internship Seminar**

Day/time: TBA

Spring semester: 1 credit

Instructor: L. Kourkoulis

Students will be placed in 12-week internships at community centers, museums and cultural institutions, or in an environment related to their interests. The weekly seminar will give students an opportunity to reflect on their work, address specific challenges as they arise, and develop both their artist-teacher voice and practice as an independent professional.

AEG-5430-A**Materials and Processes 2**

Thursday 5:00-8:00

Spring semester: 3 credits

Instructor: C. Rosamond

This course will focus on exploring various concepts, materials, media and processes that are used and applied in high school visual art classrooms. The backward design approach to curriculum creation will be used in thinking about student learning outcomes, and in selecting appropriate themes for units and lessons. Students will learn to think deeply about meaningful visual art curriculum design at the secondary school level that meets the needs of a diverse student population. Discussion topics include social justice art, incorporating art from diverse perspectives and using technology for instructional purposes in the art classroom.

AEG-5547-A**Workshop: The Artist-Writer as Muse**

Friday 10:00-12:00 (7 weeks, begins 9/9)

Fall semester: 1.5 credits

Instructor: M. Dayal

You may know the phrase “Reading is FUNdamental”—a slogan coined in the mid-1960s as part of a campaign to encourage literacy in the United States. At the most basic level, we can probably agree that reading/literacy is essential to our functionality in the world. As artists and cultural practitioners, we can also probably agree that reading of all types (fiction, criticism, theory, op-ed, nonfiction, biographies, autobiographies, poetry, prose, etc.) is essential to the process of articulating what comes after reading and creating? What happens when the work that you make is more than what meets the surface? How do we create nuanced discourse around artwork? Whether it be our own work, or the work of others? Since you are reading this, you obviously know the answer—it’s through writing. As artists, you may be thinking “But *how* do I write about artwork in a way that is cohesive and within the lines of a particular lexicon or style that is specific to our industry.” This course will help you sort some of that out. Art writing, like art, is not a monolith. There are many types of art writing—from formal criticism to visual analysis to artist statements to academic analysis, and beyond. There are, of course, commonalities, such as a standard (or standard-ish) vernacular. During this course we’ll touch on several different types of art writing. We’ll be writing and reading, analyzing and dissecting. And hopefully by the end of the class you’ll feel confident about writing, and enjoy using writing as a tool to enhance and elaborate on your practice as an artist. *Note: This course is cross-listed with FNG-5862.*

AEG-5573-A**Workshop: The Artist as Educator**

Friday 10:00-12:00 (7 weeks, begins 3/17)

Spring semester: 1.5 credits

Instructor: TBA

Many artists choose to teach as a complement to their studio practice, something that keeps them closely connected to the artistic community while forcing them to stay sharp and current. This course will introduce students to the possibilities of teaching—from museum education to K-12 to higher education, and will provide the skills necessary to identify and secure those positions. Time will be spent on the unique and extensive process of applying to college teaching jobs, including the materials required, the process of review and the importance of each required document. Through in-class assignments and peer workshoping, students will leave the course with a final teaching philosophy, cover letter, curriculum vitae and artist’s statement for their teaching packet, as well as an outreach plan. *Note: This course is cross-listed with FNG-5873.*

AEG-5800-A**Advanced Studio Art: Teacher as Artist**

Day/Time: TBA

Offered summer 2023 semester: 3 credits

Instructor: C. Rosamond

This studio course will offer MAT candidates opportunities to reconnect with their art-making practices and develop new works of art. Through reflecting on their growth as artist-teachers, and applying new skills and understanding that they have acquired from their coursework, students will be encouraged to take risks, support and challenge each other, and explore new avenues in their art-making practices. Students will work collaboratively to develop an original theme for an exhibition of their works at the SVA Flatiron Gallery. Course activities include artmaking, peer critiques, presentations, and developing artist-teacher statement. *Note: Students will not be charged a departmental fee for the summer semester.*

AEG-5900-A**Thesis 2**

Monday 4:00-7:00

Spring semester: 3 credits

Instructor: L. Kourkoulis

Continuing the work from Thesis 1, students will meet as a group to discuss their progress of the thesis writing process. This course will further expand on research techniques to prepare students for their action-based research projects. How to compile, analyze and interpret research findings will be addressed, culminating in the form of a written thesis and formal presentation.

MAT DEGREE REQUIREMENTS

- Successful completion of 36 credits, including all required courses and the thesis project.
- Three semesters of residency (fall, spring and summer) for the one-year program. Students in the two-year program are required to complete five semesters of residency. Students in the one-year program must complete their degree within two years, unless given an official extension by the provost. Students in the two-year program must complete their degree within four years, unless given an official extension by the provost.
- Submission of a completed teaching portfolio is required.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

MAT ONE-YEAR PROGRAM COURSE REQUIREMENTS

Course #	Title	Semester
AEG-5020	Educational Foundations	fall
AEG-5050	Educational Psychology	spring
AEG-5090	Thesis 1	fall
AEG-5120	Special Topics	fall
AEG-5125	Literacy through Art Education	fall
AEG-5160	Curriculum for Special Populations	fall
AEG-5210	Materials and Processes 1	fall
AEG-5250	Student Teaching in Elementary and Middle Schools	fall
AEG-5260	Student Teaching On-Site Supervision: Elementary and Middle Schools	fall
AEG-5280	Student Teaching in Secondary Schools	spring
AEG-5290	Student Teaching On-Site Supervision: Secondary Schools	spring
AEG-5340	Curriculum: Arts Integrated	spring
AEG-5370	Museum Studies: Theory and Practice	summer
AEG-5400	Technology in Art Education	spring
AEG-5430	Materials and Processes 2	spring
AEG-5640	Dignity for All Students Act (DASA)	fall
AEG-5760	Teaching Inquiry 1	fall
AEG-5765	Teaching Inquiry 2	spring
AEG-5790	NYSTCE Preparation 1	spring
AEG-5795	NYSTCE Preparation 2	spring
AEG-5800	Advanced Studio Art: Teacher as Artist	summer
AEG-5900	Thesis 2	spring

MAT TWO-YEAR PROGRAM COURSE REQUIREMENTS

YEAR ONE

Course #	Title	Semester
AEG-5020	Educational Foundations	fall
AEG-5050	Educational Psychology	spring
AEG-5120	Special Topics	fall
AEG-5125	Literacy through Art Education	fall
AEG-5160	Curriculum for Special Populations	fall
AEG-5340	Curriculum: Arts Integrated	spring
AEG-5400	Technology in Art Education	spring
AEG-5640	Dignity for All Students Act (DASA)	fall
AEG-5790	NYSTCE Preparation 1	spring
AEG-5795	NYSTCE Preparation 2	spring

YEAR TWO

Course #	Title	Semester
AEG-5090	Thesis 1	fall
AEG-5210	Materials and Processes 1	fall
AEG-5250	Student Teaching in Elementary and Middle Schools	fall
AEG-5260	Student Teaching On-Site Supervision: Elementary and Middle Schools	fall
AEG-5280	Student Teaching in Secondary Schools	spring
AEG-5290	Student Teaching On-Site Supervision: Secondary Schools	spring
AEG-5370	Museum Studies: Theory and Practice	summer
AEG-5430	Materials and Processes 2	spring
AEG-5760	Teaching Inquiry 1	fall
AEG-5765	Teaching Inquiry 2	spring
AEG-5800	Advanced Studio Art: Teacher as Artist	summer
AEG-5900	Thesis 2	spring

GENERAL COURSE LISTING

All coursework relates directly to fieldwork and student teaching through discussion of course development, classroom management and age-appropriate application of educational theory.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

AEG-5020-A

Educational Foundations

Wednesday 4:00-7:00

Fall semester: 3 credits

Instructor: J. Silver

The underlying foundations of education—including the interconnections among history, culture, sociology, psychology, environment and aesthetics—will be examined in this course, and we will situate art and art education within these multifaceted contexts. Formulating ideas for thesis projects is also included.

AEG-5050-A

Educational Psychology

Friday 4:00-7:00

Spring semester: 3 credits

Instructor: N. Lorenzetti

The study of special needs populations will be emphasized in this course, including theories of human development, social learning, information processing, motivation and mastery, as they apply to the teaching process for special needs students, especially in art education. In addition, educational, psychological and intelligence assessments will be discussed. A substantial portion of the course will involve examination of policies and practices in special education.

AEG-5090-A

Thesis 1

Friday 4:00-6:00

Fall semester: 2 credits

Instructor: L. Kourkoulis

The fundamentals of art education research will be introduced in this course. Each student will develop a topic, frame a research question, conduct library research and write a working literature review. Methodologies for conducting action-based research in classroom situations and data collection will be introduced as students finalize their thesis proposals and give presentations.

AEG-5120-A

Special Topics

Day/time: TBA; 10 sessions

Fall semester: 1 credit

Instructor: C. Rosamond

This is an introductory course for MAT students working toward their initial teaching certification in PK-12 visual art teaching. In addition to covering several New York State-mandated workshops for preservice teachers (fire safety, school violence prevention, drug and alcohol awareness, suspected child abuse recognition and autism awareness), this course will also cover the fundamentals of designing a curriculum, developing a teaching portfolio, and other essential information for preservice teachers.

AEG-5125-A

Literacy Through Art Education

Thursday 5:00-8:30 (10 sessions)

Fall semester: 2 credits

Instructors: K. Hendrick, C. Rosamond

Through museum visits, writing and exploring multicultural histories in art, this course will address literacy education and the use of art to support learning and literacy. Students will examine art objects within their particular social, historical and cultural contexts, and address their relevance to contemporary sensibilities and diverse populations. Students will also learn how to teach literacy in the art classroom to linguistically diverse children and adolescents.

AEG-5160-A

Curriculum for Special Populations

Tuesday 6:00-9:00

Fall semester: 2 credits

Instructor: M. Birnbaum

Understanding the needs of special populations, and how learning disabilities and socioeconomic situations affect learning will be the focus of this course. Students will gain firsthand experience by teaching weekly workshops for children at a homeless shelter. They will learn about differentiation strategies, inquiry-based approaches and classroom management skills. Students will also design original lessons and consider how they fit within the curriculum.

AEG-5210-A

Materials and Processes 1

Monday 4:30-7:30

Fall semester: 3 credits

Instructor: W. Fahrer

This course will focus on the exploration of various materials and processes used in the elementary art classroom. Students will learn about planning and conceiving developmentally appropriate unit and lesson plans that implement the backward design approach to curriculum creation. Hands-on activities and discussion topics include classroom management, discipline strategies, assessment strategies, differentiation and considerations for special needs. Students will produce the first draft of a teaching portfolio by the end of the course.

AEG-5250-A

Student Teaching in Elementary and Middle Schools

Tuesday 3:00-5:00

Fall semester: 2 credits

Instructor: L. Kourkoulis

In this weekly seminar students will unpack the student-teaching experience, discussing various challenges and classroom-related issues. Students will keep journals and make recordings of their student teaching, which will become sources of learning and reflection.

AEG-5260-A

Student Teaching On-Site Supervision: Elementary and Middle Schools

Monday through Friday 8:30-2:30 (9 weeks)

Fall semester: no credit

Instructor: L. Kourkoulis

Students will be paired with cooperating teachers in elementary and/or middle schools to observe classes, and to prepare and teach their own lessons. This concentrated, hands-on teaching experience is central to the MAT program. Evaluation by the instructor and cooperating teacher will be given throughout the course. *Note: Students must register for this course in conjunction with AEG-5250, Student Teaching in Elementary and Middle Schools.*

AEG-5280-A

Student Teaching in Secondary Schools

Tuesday 3:00-5:00

Spring semester: 2 credits

Instructor: L. Kourkoulis

In this weekly seminar, students will unpack the student-teaching experience, discussing various challenges and classroom-related issues. Students will keep journals and make recordings of their student teaching, which will become sources of learning and reflection.

AEG-5290-A

Student Teaching On-Site Supervision: Secondary Schools

Monday through Friday 8:30-2:30 (9 weeks)

Spring semester: no credit

Instructor: L. Kourkoulis

For nine weeks, graduate students are paired with cooperating teachers in high schools to observe classes, and to prepare and teach their own lessons. This concentrated, hands-on teaching experience is central to the program. Evaluation by the instructor and cooperating teacher will be given on an ongoing basis. *Note: Students must register for this course in conjunction with AEG-5280, Student Teaching in Secondary Schools.*

AEG-5340-A**Curriculum: Arts Integrated**

Tuesday 6:00-9:00

Spring semester: 2 credits

Instructor: J. James

The purpose of this course is to prepare art educators to address the numerous new demands that educational reform is making on the entire learning community. Topics will include how the New York State Education Learning Standards for the Arts (NYSL) and the New York City Blueprint for Arts Teaching and Learning inform lesson planning, student engagement, cultural issues and integration of the visual arts with other subject areas; and how making, presenting and responding to art develop the listening, speaking, reading and writing skills of all students, including multilingual learners. The course will address how to devise learning segments that incorporate tasks and assessments associated with visual arts, social studies, science, math, English-language arts and related 21st-century skills.

AEG-5370-A**Museum Studies: Theory and Practice**

Day/Time: TBA

Offered summer 2023 semester: 3 credits

Instructor: C. Rosamond

In this course works of art and themes from current exhibitions in museums and galleries will be used as vehicles to discuss school curriculum, personal art practices, and the spaces in between. This inquiry-based course will follow several critical readings that are relevant to educators and artists when considering museums and the works that they present. Topics include the role of museums as part of the community, in/accessibility of museums for a diverse population, and ways to promote critical thinking and observational skills for learners. *Note: Students will not be charged a departmental fee for the summer semester.*

AEG-5400-A**Technology in Art Education**

Wednesday 4:00-7:00

Spring semester: 2 credits

Lab fee: \$250

Instructor: S. Mayo

Designed to address issues, challenges and possibilities for the classroom, this course will explore 21st-century technological shifts and responses from wide-ranging communities of artists, technologists, makers and educators. Students will develop multimedia projects that involve digital imaging, video, blogging, electronics and digital fabrication as a means of exploring the creative possibilities of new technologies and how they enrich classroom teaching.

AEG-5430-A**Materials and Processes 2**

Thursday 5:00-8:00

Spring semester: 3 credits

Instructor: C. Rosamond

This course will focus on exploring various concepts, materials, media and processes that are used and applied in high school visual art classrooms. The backward design approach to curriculum creation will be used in thinking about student learning outcomes, and in selecting appropriate themes for units and lessons. Students will learn to think deeply about meaningful visual art curriculum design at the secondary school level that meets the needs of a diverse student population. Discussion topics include social justice art, incorporating art from diverse perspectives and using technology for instructional purposes in the art classroom.

AEG-5640-A**Dignity for All Students Act (DASA)**

Day/Time: TBA

Fall semester: no credit

Instructor: T. England

This one-day workshop is designed to fulfill the harassment, bullying and discrimination prevention and intervention training required for certification under the Dignity for all Students Act (DASA). *Note: Although this is a no-credit course, attendance is mandatory for successful completion of the MAT degree.*

AEG-5760-A**Teaching Inquiry 1**

Friday 4:00-6:00 (5 sessions)

Fall semester: no credit

Instructor: N. Lorenzetti

This course will prepare students for the creation of a teacher portfolio, framed by inquiry into their planning, instruction and assessment of students in the arts classroom. These will be explored at length through the work of major educators in the field of instruction, assessment and inquiry, and through the development of a reflective portfolio of work. *Note: Although this is a no-credit course, attendance is mandatory for successful completion of the MAT degree.*

AEG-5765-A**Teaching Inquiry 2**

Friday 4:00-6:00 (5 sessions)

Spring semester: no credit

Instructor: N. Lorenzetti

This is the second part of a two-semester course. See AEG-5760 for course description. The spring semester will be devoted to assessing student learning. *Note: Although this is a no-credit course, attendance is mandatory for successful completion of the MAT degree.*

AEG-5790-A**NYSTCE Preparation 1**

Friday 11:00-3:00; 2 sessions

Spring semester: no credit

Instructor: J. Chan

This course prepares students to take the New York State teacher certification exams. The Educating All Students Test (EAS) and the Revised Content Specialty Tests (CST) in Visual Arts that are required for New York State teacher art certification will be included. Test-taking strategies will be discussed, and several sample exams will be given. *Note: Although this is a no-credit course, attendance is mandatory for successful completion of the MAT degree.*

AEG-5795-A**NYSTCE Preparation 2**

Thursday 1:30-3:30; 2 sessions

Spring semester: no credit

Instructor: D. Thornburg

This is the second part of a two-semester course. See AEG-5790 for course description.

AEG-5800-A**Advanced Studio Art: Teacher as Artist**

Day/Time: TBA

Offered summer 2023 semester: 3 credits

Instructor: C. Rosamond

This studio course will offer MAT candidates opportunities to reconnect with their art-making practices and develop new works of art. Through reflecting on their growth as artist-teachers, and applying new skills and understanding that they have acquired from their coursework, students will be encouraged to take risks, support and challenge each other, and explore new avenues in their art-making practices. Students will work collaboratively to develop an original theme for an exhibition of their works at the SVA Flatiron Gallery. Course activities include artmaking, peer critiques, presentations, and developing artist-teacher statement. *Note: Students will not be charged a departmental fee for the summer semester.*

AEG-5900-A**Thesis 2**

Monday 4:00-7:00

Spring semester: 3 credits

Instructor: L. Kourkoulis

Continuing the work from Thesis 1, students will meet as a group to discuss their progress of the thesis writing process. This course will further expand on research techniques to prepare students for their action-based research projects. How to compile, analyze and interpret research findings will be addressed, culminating in the form of a written thesis and formal presentation.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

Fine Arts Digital Lab Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the video equipment and facilities in the BFA Fine Arts Digital Lab must register for Fine Arts Digital Lab Access. Students will use facilities independently. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Digitl-A	fall
FIG-Digitl-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

MFA Art Practice

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project and written thesis document approved by the Thesis Committee. Documentation of all thesis components must be on file in the Art Practice Department to be eligible for degree conferral.
- A matriculation of three summers on-site and four semesters (fall and spring) of low residency. Students must complete their degree within six years, unless given an official extension by the provost.
- Art Practice grades on a pass/fail system. Students are required to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Summer Semester

Course #	Title
APG-5022-5027	Graduate Seminar I
APG-5112-5118	Studio Practice I
APG-5140	Practice Lecture Series
APG-5231	Beginning Video and Sound Editing Workshop
or APG-5232	Intermediate Through Advanced Video and Sound Editing Workshop

Two of the following workshops:

APG-5278	Studio Workshop: Ceramics
APG-5279	Studio Workshop: Fibers
APG-5282	Studio Workshop: Nature and Technology Lab
APG-5289	Studio Workshop: Digital Sculpture

Fall Semester

Course #	Title
APG-5320	Foundations of Criticism I
APG-5330	Artists' Writing
APG-5390	Studio Practice Review I

Spring Semester

Course #	Title
APG-5350	Autobiography of Place I
APG-5395	Studio Practice Review II
APG-5430	Art History: Exploring the Interdisciplinary
APG-5431	Art History: Diasporic and Decolonial History, Theory and Practice

SECOND-YEAR COURSE REQUIREMENTS

Summer Semester

Course #	Title
APG-6020/6022	Graduate Seminar II
APG-6110/6113	Studio Practice II
APG-6150	Professional Development
APG-6220	Performance Workshop
APG-6230	Participant Symposium

Fall Semester

Course #	Title
APG-6310	Art History: Challenging the Conventional
APG-6355	Autobiography of Place II
APG-6390	Studio Practice Review III

Spring Semester

Course #	Title
APG-6395	Studio Practice Review IV
APG-6420	Art and Politics
APG-6430	Art and Pedagogy
APG-6480	Thesis Preparation

THIRD-YEAR COURSE REQUIREMENTS

Summer Semester

Course #	Title
APG-6600/6602	Graduate Seminar III
APG-6620/6622	Studio Practice III
APG-6640	Thesis

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed by year and semester.

FIRST YEAR

APG-5022 through APG-5027

Graduate Seminar I

Monday, Wednesday, Thursday, Friday; June 21 – July 29

Hours: 1:00-2:50

Summer 2022 semester: .5 credits per section

In this foundational seminar, students develop their own art practice in conjunction with a deeper understanding of contemporary issues in art, theory and politics. Topics of special discussion include social engagement, collaboration, transdisciplinary practice and personal narrative.

Course #	Dates	Instructor
APG-5022-A	June 22, 23, 24	D. Ross
APG-5023-A	June 27, 29, 30; July 1	TBA
APG-5024-A*	July 6, 7, 8	TBA
APG-5025-A	July 11, 13, 14, 15	S. Pepe
APG-5026-A	July 18, 20, 21, 22	B. Khan
APG-5027-A	July 25, 27, 28, 29	G. Medina

* Note: APG-5024-A will also meet on Fridays, July 1 – July 29 from 9:00-11:50.

APG-5112 through APG-5118

Studio Practice I

Monday, Wednesday, Thursday, Friday; June 22 – July 29

Monday, Thursday, Friday hours: 3:00-5:50

Wednesday hours 6:00-9:00

Tuesday June 21 – July 26; hours: 2:30-5:50

Summer 2022 semester: 6 credits

The core of the summer session is studio practice. The objective is to produce original advanced work with instruction and support from faculty and a robust roster of individual artists. Individual studio visits will primarily take place from Monday through Friday, with weekly group critiques on Tuesday. Studio Practice is the central element and primary requirement of the program. Studios are available 24 hours a day, 7 days a week. Note: APG-5112, APG-5113, APG-5114, APG-5115, APG-5116 and APG-5117 will each grant 1 credit upon successful completion. APG-5118 is a no credit, required course.

Course #	Dates	Instructor(s)
APG-5112-A	June 23, 24, 25	D. Ross
APG-5113-A	June 27, 29, 30; July 1	TBA
APG-5114-A	July 5, 7, 8, 9	TBA
APG-5115-A	July 11, 13, 14, 15	S. Pepe
APG-5116-A	July 18, 20, 21, 22	B. Khan
APG-5117-A	July 25, 27, 28, 29	G. Medina
APG-5118-A	June 21 – July 26	B. Khan, G. Medina, S. Pepe, D. Ross

APG-5140-A

Practice Lecture Series

Tuesday June 21 – July 26

Hours: 12:30-1:50

Summer 2022 semester: no credit

The Practice Lecture Series explores visual representation in myriad forms as modes of inquiry for artists, writers, and other creative professionals. The series invites internationally recognized artists, curators, critics and scholars to give presentations to the MFA Art Practice community.

APG-5231-A

Beginning Video and Sound Editing Workshop

Monday, Wednesday, Thursday; June 27 – July 7 and July 27

Hours: 9:00-11:50

Summer 2022 semester: 1 credit

Instructor: S. Sharp

Through various methods including instructor-led workshops, field experiments, studio production and group critique, students will explore practices for creating audio and video projects, possibilities for installation, multichannel works and performance. Students will learn about high-definition video and proper compression for projection, web and DVD, and become familiar with basic editing software including Apple Final Cut Pro X. The workshop includes screenings of film, video and sound work from modern and contemporary artists. It considers the use of media as both a document and final product.

APG-5232-A

Intermediate Through Advanced Video and Sound Editing Workshop

Monday, Wednesday, Thursday; July 11 – July 21 and July 27

Hours: 9:00-11:50

Summer 2022 semester: 1 credit

Instructor: S. Sharp

Through various methods including instructor-led workshops, field experiments, studio production and group critique, students will explore the best practices for creating audio and video projects, possibilities for installation, multichannel works and performance. This workshop will assist students in mastering advanced video and audio editing techniques, as well as the opportunity for critical dialogue about video works in production. Students may work with Apple Final Cut Pro 7 or Apple Final Cut Pro X, Adobe After Effects, Soundtrack Pro and/or Pro Tools to create a video or sound installation. The course includes screenings of film, video and sound work from modern and contemporary artists. It considers the use of media as both a document and final product. Prerequisite: APG-5231, Beginning Video and Sound Editing Workshop, or equivalent.

APG-5278-A

Studio Workshop: Ceramics

Tuesday June 28 – July 26

Hours: 9:00-11:50

Summer 2022 semester: 1 credit

Instructor: N. Tournon

Students in this workshop will have the opportunity to explore ceramics as a tool for their individual practice. We will cover practical hand building, mold-making and cast ceramics, among other techniques.

APG-5279-A

Studio Workshop: Fibers

Monday, June 27 – July 25; Tuesday, June 21; Thursday, July 7

Hours: 6:00-8:50

Summer 2022 semester: 1 credit

Instructor: I. Olenick

Students in this workshop will have the opportunity to explore fibers as tools for their individual practice. A series of demonstrations that explore 2D and 3D surfaces will introduce the traditional methods of sewing, felting, dyeing, knotting and weaving. Digital demonstrations will explore pattern design for laser cutting, digital embroidery and textile design that can be outsourced to print. Students will also learn techniques for designing and creating costumes and wearable art for performances, videos and photographic works, and using soft sculpture and fiber projects for installations. Current trends and historical examples of fiber art and costumes will be discussed.

APG-5282-A**Studio Workshop: Nature and Technology Lab**

Tuesday through Friday, June 21 – June 24; hours: 9:00-11:50

Thursday June 23; hours: 6:00-8:50

Summer 2022 semester: 1 credit

Instructor: S. Anker

Students in this workshop will have the opportunity to explore the biological realm as it relates to art practice. Demonstrations include microscopy, plant tissue engineering, molecular cuisine and the production of micro ecosystems. Students will be encouraged to discuss and explore how biomedical sciences alter social, ethical and cultural values in society. The workshop will take place in the Nature and Technology (NAT) Lab, which houses microscopes for photo and video, skeleton collections, specimen collections, slide collections, an herbarium and an aquarium as well as a library.

APG-5289-A**Studio Workshop: Digital Sculpture**

Tuesday June 28 – July 26

Hours: 6:00-8:50

Summer 2022 semester: 1 credit

Instructor: L. Navarro

Making sculptures using computer-aided fabrication and rapid prototyping machines is the focus of this workshop. Students will learn how to make templates for sculptures using Adobe Illustrator and SolidWorks, and how to use machines like the Epilog laser cutter and the CNC router “ShopBot” to create fully realized 3D objects from their designs.

APG-5320-OL**Foundations of Criticism I**

Fall semester: 2 credits

Instructor: A. Ward

In the 21st century, critical theory has taken on a significant role not only in reflections on works of art but also in considerations in their production. Why is this the case? In this course artists develop a foundational knowledge of modern philosophy and critical theory while simultaneously considering how the modern world emerged in history, and how the form and role of art have changed alongside it. In the first half of the semester, cornerstone texts of modern thought—Kant, Hegel, Marx, Nietzsche and Freud—are considered alongside primary documents that reflect the historical struggles and contexts through which these ideas emerged. The second half explores how these concepts are taken up, transformed and sometimes rejected by the critical theories of the 20th century as the way is paved for the 21st.

APG-5330-OL**Artists' Writings**

Fall semester: 2 credits

Instructors: T. Goodeve, A. Ward

This course will explore a range of artists' writing forms, including journalism, manifestos, poetry, theoretical writing, letters, artists' books and artist-run publications. Students will develop an understanding of the research process, including finding sources, organization, and proper academic formatting and citation. A deeper appreciation of one's own writing in relation to the development of one's artistic practice will be underscored throughout the semester.

APG-5350-OL**Autobiography of Place I**

Spring semester: 2 credits

Instructor: K. Brew

Through a series of interviews with artists and other creative professionals, students explore the notion of place: where and how we live, how we connect to various communities and how we situate creative practice in daily life. Students also complete robust personal works with accompanying written components, including an abstract, a personal statement, a project description, documentation, a resource list, and a statement about process and methodology.

APG-5390-OL**Studio Practice Review I**

Fall semester: 2 credits

Instructor: J. Strycker

During Studio Practice Review, online study sessions will take place and students are expected to continue studio work from their home location. On a weekly basis students are required to post and comment on one another's work online, and will collaborate with one another on a publication. Periodically, guest reviewers, including artists, curators and critics, will also give feedback.

APG-5395-OL**Studio Practice Review II**

Spring semester: 2 credits

Instructor: J. Strycker

This course is a continuation of APG-5390, Studio Practice Review I. Students will continue to participate in online group critiques of their studio work. They will also begin planning their summer group exhibition.

APG-5430-OL**Art History: Exploring the Interdisciplinary**

Spring semester: 1 credit (7 weeks, begins 1/9)

Instructor: S.H. Madoff

We all take it for granted that artists can use any materials, any disciplines (painting, sculpture, drawing, photography, sound, video, spoken word, performance, etc.) they want in the making of their work. But when and how did this way of working begin? This course proposes that at least in the history of modernism there is a time and place when and where this kind of interdisciplinary thinking can be reasonably said to start, beginning with examples of *gesamtkunstwerk*, and exploring other key and canonical examples in modern and contemporary art.

APG-5431-OL**Art History: Diasporic and Decolonial History, Theory and Practice**

Spring semester: 1 credit (7 weeks, begins 3/20)

Instructor: B. Glow

This course explores how cultural shifts are articulated through the intersection of art, politics and pop culture. It introduces the history and power of image-making and knowledge production through a critique of the cultural evolution of the Western concept of research and its linkages to extractive economies while speaking to the specificities of the colonial experience.

SECOND YEAR

APG-6020 through APG-6022

Graduate Seminar II

Monday, Wednesday, Thursday, Friday; June 22 – July 29

Hours: 12:00-3:50*

Summer 2022 semester: 1 credit per section

This is the second part of a three-semester course. See APG-5020 for course description.

Course #	Dates	Instructor
APG-6020-A*	June 22, 23, 24	H. Ahmed
APG-6021-A	June 27, 29, 30; July 1	A. Abreu
APG-6022-A	July 25, 27, 28, 29	H. Schatz

* Note: APG-6020 will meet from 11:00-3:50.

APG-6110 through APG-6113

Studio Practice II

Summer 2022 semester: 6 credits

This is the second part of a three-semester course in which original, advanced work will be produced with instruction and support from faculty and a robust roster of individual artists. Studio visits primarily take place from Monday through Friday, with weekly group critiques on Tuesday. Studio Practice is the central element and primary requirement of the program. Students will present proposals for their thesis projects for feedback and approval. Once the project has been approved, it will be the focus of each student's studio practice for the final year of the program. Studios are available 24 hours a day, 7 days a week. *Note: APG-6110, APG-6111 and APG-6112 will each grant 2 credits upon successful completion. APG-6113 is a no credit, required course.*

APG-6110-A

Monday, Wednesday, Thursday, Friday; June 22, 23, 24; hours: 4:00-7:50

Tuesday June 21; hours: 2:30-5:50

Instructor: H. Ahmed

APG-6111-A

Monday, Wednesday, Thursday, Friday; June 27, 29, 30; July 1; hours: 4:00-6:50

Tuesday June 28; hours: 2:30-5:50

Instructor: A. Abreu

APG-6112-A

Monday, Wednesday, Thursday, Friday; July 25, 27, 28, 29; hours: 4:00-6:50

Tuesday July 26; hours: 2:30-5:50

Instructor: H. Schatz

APG-6113-A

Monday, Tuesday; August 1 – August 2; hours: 9:00-4:50

Instructors: E. Pujol, S. Saffer, H. Schatz

APG-6150-A

Professional Development

Monday through Friday, July 5 – July 15

Hours: 9:00-11:50

Summer 2022 semester: no credit

Instructor: TBA

It is increasingly important for artists to have a solid understanding of the legal and fundamental business practices central to an independent art practice. This series of professional development workshops will address areas such as copyright and intellectual property laws, financial literacy for artists, grant writing, marketing and networking.

APG-6220-A

Performance Workshop

Monday through Friday, July 18 – July 22

Hours: 9:00-5:50

Summer 2022 semester: 3 credits

Instructor: E. Pujol

Formally born in the early 20th century—as a critique of the economic engineering of the art world through the European painting salons for the bourgeoisie—and influenced by cabaret, theater, dance, psychodrama, feminist, queer, civil rights, political and environmental activism, performance practice has many traditions. Until recently, it was an alternative practice that offered few collectibles. Participants in this workshop will explore silence and walking as public performance art following

Buddhist notions of mindful presence, engaging the city as laboratory. The group will function like an ephemeral company of soloists and collaborators in which students will perform and discuss a series of daily exercises.

APG-6230-A

Participant Symposium

Monday through Friday, July 5 – July 15

Hours: 12:00-4:50

Summer 2022 semester: no credit

Instructor: J. Strycker

Under the guidance of a faculty member, students work to develop and install an exhibition with an accompanying publication. They also develop and participate in skill-share workshops, organize a panel discussion and go on guided field trips to artist studios, art centers and cultural institutions.

APG-6310-OL

Art History: Challenging the Conventional

Fall semester: 2 credits

Instructors: T. Goodeve, J. Stokic

Looking at the history of modern art from a non-Western perspective requires the complete suspension of several commonly held assumptions about art history. That would not make any more sense than a blind acceptance of the prevailing historical paradigm. This course will contrast the canonical history of modernism with the emerging histories that rely upon a very different reading of the social and political context in which art history is conventionally taught. In response to a wide range of primary source readings, audiotapes, video and film, students will write a series of critical responses to the readings, and participate in online group sessions and discussions.

APG-6355-OL

Autobiography of Place II

Fall semester: 2 credits

Instructor: K. Brew

This course will support students as they begin their thesis projects. Students will create their own autobiographies of place—robust personal works with accompanying written components that will ultimately be further developed into their theses. Students will be divided into groups for discussion, analysis and critiques of their work in progress.

APG-6390

Studio Practice Review III

Fall semester: 2 credits

During the third online semester of this course, students will begin working with a thesis advisor on their thesis project and document in addition to maintaining a studio practice and receiving regular feedback from a mentor. Students are required to meet project and document deadlines, and regularly post and comment on one another's work.

Course #	Instructor
APG-6390-OL1	E. Pujol
APG-6390-OL2	S. Saffer

APG-6395

Studio Practice Review IV

Spring semester: 2 credits

This is the fourth part of a four-semester course. See APG-6390 for course description.

Course #	Instructor
APG-6395-OL1	E. Pujol
APG-6395-OL2	S. Saffer

APG-6420-OL

Art and Politics

Spring semester: 1 credit (7 weeks, begins 1/9)

Instructor: J. Cohan

Drawing on art history, philosophy and political theory, this course will explore strategies for creative interventions in the political arena. Topics of discussion will include race, gender, bio-politics, identity, power structures, public space, cultural policy, censorship and social justice.

APG-6430-OL

Art and Pedagogy

Spring semester: 1 credit (7 weeks, begins 3/20)

Instructor: X. Acarín

This course will explore pedagogical strategies for art practice, including collaborative dialogues, action research and experiential learning. Topics of discussion will include the role of art in society, aesthetic inquiry into social systems, institutional critique, artist accountability and evaluation of social practice projects.

APG-6480-OL

Thesis Preparation

Spring semester: 2 credits

Instructor: T. Goodeve

A thesis project and accompanying written thesis are graduation requirements for the MFA Art Practice program. Under the guidance of the instructor and an individual thesis advisor, students will work to formulate the central ideas that will become their theses, and will consider appropriate strategies for the research, form, presentation and distribution of their ideas.

THIRD YEAR

APG-6600 through APG-6602

Graduate Seminar III

Monday, Wednesday, Thursday, Friday; June 22 – July 29

Hours: 2:00-3:50

Summer 2022 semester: 1 credit per section

This is the third part of a three-semester course. See APG-5020 for course description.

Course #	Dates	Instructor(s)
APG-6600-A	June 22 – July 1	Gaelyn Aguilar, Gustavo Aguilar
APG-6601-A	July 6 – July 15	L. Gangitano
APG-6602-A	July 20 – July 29	S. Saffer

APG-6620 through APG-6622

Studio Practice III

Monday, Wednesday, Thursday, Friday; June 22 – July 29; hours: 4:00-5:50

Tuesday June 21 – July 26; hours: 11:00-2:20

Summer 2022 semester: 2 credits per section

This is the third part of a three-semester course. See APG-5110 for course description.

Course #	Dates	Instructor(s)
APG-6620-A	June 21 – July 1	Gaelyn Aguilar, Gustavo Aguilar
APG-6621-A	July 5 – July 15	L. Gangitano
APG-6622-A	July 20 – July 29	S. Saffer

APG-6640-A

Thesis

Monday through Friday, July 18 – July 22; hours: 6:00-9:50

Monday, Wednesday, Thursday, Friday; July 25 – July 29; hours: 9:00-12:50

Tuesday July 26; hours: 2:00-5:50

Summer 2022 semester: 3 credits

Instructors: T. Goodeve, D. Ross, J. Strycker

Each student will produce a complete body of new work with guidance and support from faculty and under the guidance of an individual mentor. MFA Art Practice students are required to produce a thesis project and a thesis document, and create an archive of each. The thesis represents the culmination of each student's work in the program, and is a central requirement for the completion of the degree. During the final week of the course, each student will present his or her thesis project and accompanying written thesis document before a Thesis Committee.

FACILITIES ACCESS

In the fall and spring semesters, some facilities in the BFA Fine Arts Department are available to Art Practice graduate students who are interested in using the Printmaking Workshop, Fine Arts Digital Lab, or the Sculpture Center. Students must have the proper prerequisites, as indicated in the individual course descriptions that follow. Art Practice students are responsible for all access fees.

Printmaking Workshop Access

One semester: no credit

Access fee: \$325

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
APG-Printg-A	fall
APG-Printg-B	spring

Fine Arts Digital Lab Access

One semester: no credit

Access fee: \$350

For Art Practice students who want access to the video equipment and facilities in the BFA Fine Arts Digital Lab. Students will work independently. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
APG-Digitl-A	fall
APG-Digitl-B	spring

Sculpture Center Access

One semester: no credit

Access fee: \$350

For Art Practice students who want access to the Sculpture Center. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
APG-Sculpt-A	fall
APG-Sculpt-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

MPS Art Therapy

SECOND-YEAR COURSE REQUIREMENTS

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the Art Therapy Department to be eligible for degree conferral.
- A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

REQUIREMENT A

First-year students must take all of the following courses:

Course #	Title
ATG-5030	Theoretical Foundations of Art Therapy
ATG-5100	Child Art Development
ATG-5110	Adolescent Art Development
ATG-5130	Methods and Materials in Art Therapy
ATG-5150	Internship/Supervision in the Studio I
ATG-5155	Internship/Supervision in the Studio II
ATG-5180	Group Therapy and Practice
ATG-5240	Adult Art Development
ATG-5460	Psychiatric Populations and the Diagnostic and Statistical Manual
ATG-5550	Interviewing and Counseling Skills
ATG-5570	Art Therapy Studio: Resourcefulness and Creativity

REQUIREMENT B

First-year students must take one of the following courses:

Course #	Title
ATG-5621	Group Psychotherapy for Individuals with Substance Abuse Disorders
ATG-5629	Art Therapy and Accessibility: Designing Adaptations for Individuals with Disabilities
ATG-6812	Art Therapy Studio: Transforming Space

REQUIREMENT A

Second-year students are required to take all of the following courses:

Course #	Title
ATG-6070	Physiologies of Addiction and Trauma
ATG-6120	Thesis Project I
ATG-6125	Thesis Project II
ATG-6170	Internship/Supervision in the Studio III
ATG-6175	Internship/Supervision in the Studio IV
ATG-6210	Art Assessment and Diagnosis
ATG-6270	Cultural and Social Issues in Art Therapy
ATG-6490	Family Art Therapy
ATG-6520	Community Access Through the Arts

Second-year addictionology specialists must also take ATG-6060, Clinical Topics in Addictionology; second-year trauma specialists must also take ATG-6140, Clinical Topics in Trauma.

REQUIREMENT B

Second-year students must take one of the following courses each semester:

Course #	Title
ATG-5614	Art Therapy, Displaced Youth and Human Rights
ATG-5621	Group Psychotherapy for Individuals with Substance Abuse Disorders
ATG-5629	Art Therapy and Accessibility: Designing Adaptations for Individuals with Disabilities
ATG-5631	Neuro-Informed Art Therapy
ATG-5637	Theory and Practice Across the Gender Spectrum
ATG-5570	Art Therapy Studio: Resourcefulness and Creativity
ATG-6812	Art Therapy Studio: Transforming Space
ATG-6857	Counseling Team I
ATG-6858	Counseling Team II

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

ATG-5030-A

Theoretical Foundations of Art Therapy

Wednesday 1:00-3:50

Fall semester: 3 credits

Instructor: M. Frederick

The history of the theoretical aspects of art therapy will be explored. Analytic, behavioral, cognitive, interpersonal and humanistic approaches, important events, practitioners and the development of art therapy as a distinct therapeutic practice will be reviewed through readings, didactic and experiential sessions. Ethical and legal issues of art therapy practice, including certification, values, malpractice, confidentiality and an overview of psychotherapy theories relevant to art therapy will also be included in discussions and examined through case presentations and lectures.

ATG-5100-A

Child Art Development

Wednesday 6:00-8:50

Fall semester: 3 credits

Instructor: T. Herzog

The behavior of children—from birth through pre-adolescence—is the focus of this course. Through case presentations, readings and discussion, we will examine the physical, emotional and intellectual growth of children, and explore psychological and physiological factors, as well as cultural and environmental influences that impact learning, creativity and personality development. Psychopathology and art therapy treatment approaches are included.

ATG-5110-A

Adolescent Art Development

Monday 12:00-2:50

Spring semester: 3 credits

Instructor: E. DelliCarpini

It is essential for art therapists to have an understanding of the individuals with whom they work. This course provides a theoretical framework from which adolescence will be examined in such areas as developmental processes in art expression, cognition, intra-psychic dynamics, environmental influences and the interrelationships among them. The role and impact of family, society, culture and trauma have upon adolescent development and functioning will be emphasized. Establishing a safe arena and therapeutic alliance in order to effectively implement art therapy as assessment, intervention and ongoing treatment will be addressed.

ATG-5130-A

Methods and Materials in Art Therapy

Monday 12:00-2:50

Fall semester: 3 credits

Instructor: D. Farber

This course will enable students to examine the use of paints, inks, organic art processes, sculpture materials and other traditional and nontraditional art media and their uses with specific client populations. Salient features of particular materials and expressive dimensions will be discussed, including relevant technology. Students will explore the impact of art processes and materials through ongoing participation in personal art-making. By strengthening their connection to the creative process, students will gain an understanding of personal symbolic language, and arts-based learning allowing for the opportunity to integrate intellectual, emotional, artistic and interpersonal knowledge.

ATG-5150

Internship/Supervision in the Studio I

Monday 3:00-5:50

Fall semester: 3 credits

Limited to 8 students per section

The MPS Art Therapy Department has developed numerous affiliations with a wide variety of institutions in and around New York City. Working with the field placement coordinator, each student will be placed in a supervised internship that corresponds with his or her area of specialization. Students are required to spend 16 hours per week at an internship site each semester. Small-group supervision will also be provided by SVA faculty members through a unique studio-based component of this course. This will give students a regular opportunity to reflect on their work with clients and to further their own artistic development as they explore the challenges of artist-as-therapist. Students will explore professional identity, professional ethics and the ethical practice of art therapy and the proper application of ethical and legal principles of art therapy practice, and gain familiarity with the ethical standards of the American Art Therapy Association and Art Therapy Credentials Board as well as other related fields.

Course #	Instructor
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ATG-5150-A	R. Grant
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ATG-5150-B	M. Duque
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ATG-5150-C	S. Gorski
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ATG-5155

Internship/Supervision in the Studio II

Monday 3:00-5:50

Spring semester: 3 credits

Limited to 8 students per section

This is the second part of a two-semester course. See ATG-5150 for course description.

Course #	Instructor
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ATG-5155-A	R. Grant
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ATG-5155-B	M. Duque
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ATG-5155-C	S. Gorski
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ATG-5180-A

Group Therapy and Practice

Wednesday 12:30-3:20 (10 sessions, begins 1/11)

Spring semester: 2 credits

Instructor: M. Duque

This course will assist in the development of clinical skills through an exploration of techniques and practices. Topics will include standards and methods of documentation, treatment planning, treatment team reports (oral and written) and case presentation. Emphasis will be placed on theoretical and experiential understanding of group art therapy techniques—group dynamics and process, counseling methods, leadership styles and approaches, member roles and behaviors, selection criteria, short- and long-term group process, therapeutic factors and stages of group development. Contemporary theorists will also be critically surveyed. In addition, research methodologies and design will be explored for thesis/special project preparation.

ATG-5240-A

Adult Art Development

Wednesday 3:30-6:20

Spring semester: 3 credits

Instructors: S. Fontanive, J. Jordan

This course will examine the physical and emotional development of adults and explore the psychological and physiological factors involved. Specific emphasis will be placed on the variations of the aging process and how these manifest in behavior and creative expression. Normal development, psychopathology, clinical interventions and art therapy treatment approaches will be included.

ATG-5460-A**Psychiatric Populations and the Diagnostic and Statistical Manual**

Wednesday 9:00-11:50

Spring semester: 3 credits

Instructor: M. Kraebber

Psychopathology, as determined by the DSM multi-axial system, will be examined in depth. Case material will be presented for each diagnostic category and the clinical implications for the art therapist will be explored. Treatment approaches will be considered, as will indicators of functional and organic disorders in behavior and artwork of clients. Types of psychopharmacological medications will also be covered.

ATG-5550-A**Interviewing and Counseling Skills**

Wednesday 9:00-11:50 (10 sessions, begins 9/7)

Fall semester: 2 credits

Instructor: S. Langer

Students will be introduced to assessment and evaluation techniques for the treatment of traumatized populations, chemically dependent clients and their families. Intake strategies for both short- and long-term settings, and developing counseling skills will be the primary focus. We will examine psychological theories, systems perspective, application to case material and critical thinking with regard to similarities and differences between art therapy and counseling interventions. Contemporary theories for treatment of substance abuse will be included, and we will address areas such as behavioral, cognitive, educational, creative arts and experiential work.

ATG-5570-A (previously ATG-6811)**Art Therapy Studio: Resourcefulness and Creativity**

Friday 10:00-12:50 (5 sessions, begins 11/18)

Fall semester: 1 credit

Instructor: V. Sereno

Typically, there are limited funds and access to materials at the sites where art therapists work. How do we explore available materials in inspirational ways as well as fostering the creative process? What sparks a client's artistic expression and how do we create opportunity for self-reflection? In this course we will take a pragmatic approach to exploring basic materials and how they are used in various sites, and then construct directives based on population and developmental level.

ATG-5614-A**Art Therapy, Displaced Youth and Human Rights**

Day/time: TBA

Fall semester: 1 credit

Instructor: E. McGann

Systems of injustice can lead to violations of basic human rights. This course will explore social and mental health systems in which poverty, marginalization, exploitation, racism, and other forms of stigma and basic human rights violations occur. Through discussion, case presentation and interactive participation, students will learn about the physical, psychological and emotional consequences that many youth in our country face on a daily basis. Migrant and refugee children, youth in foster care and human trafficking will be main topic areas for review. The role of art therapy, collaboration between staff and ethical concerns will be addressed. Trauma informed approaches in art therapy that promote basic human rights, issues of social justice and support post-traumatic growth will be presented.

ATG-5621-A**Group Psychotherapy for Individuals with Substance Abuse Disorders**

Thursday 12:00-2:50 (5 sessions, begins 3/30)

Spring semester: 1 credit

Instructor: J. Jordan

This course will provide an overview of treatment for individuals with substance use disorders (SUD) in a group setting. A brief history of group therapy, different models of group therapy, the stages of group, and preparation for the client and the group leader will be discussed. Transference and countertransference will be examined in the context of mock group presentations. The use of art therapy and discussion of how the use of art could contribute to the group process with individuals with SUD.

ATG-5629-A**Art Therapy and Accessibility: Designing Adaptations for Individuals with Disabilities**

Wednesday 12:30-3:20 (5 sessions, begins 3/29)

Spring semester: 1 credit

Instructor: T. Herzog-Rodriguez

This course provides students with the skills and understanding to adapt art materials and techniques for children, adults and seniors with disabilities. Readings and case studies will cover art therapy approaches for a range of physical and cognitive impairments. Emphasis will be placed on designing custom adaptations using widely available, low-cost materials such as single- and tri-wall cardboard.

ATG-5631-A**Neuro-Informed Art Therapy**

Friday 9:00-11:50 (5 sessions, begins 10/7)

Fall semester: 1 credit

Instructor: J. King

This course will provide participants with an understanding of the neuroanatomical structures and functions that inform psychotherapeutic intervention and assessment. From these foundations we will explore how neuroscience informs most, if not all, aspects of art therapy practice. In addition to neuroscience domains such as cognitive and social neuroscience, contemporary theories that include neuropsychology and neurophenomenology will be articulated to underscore the natural synthesis between art therapy and the sciences. Throughout, an emphasis will be placed on these intersecting fields and their theory, practice and research applications for art therapists.

ATG-5637-A**Theory and Practice Across the Gender Spectrum**

Wednesday 9-11:50 (5 sessions, begins 11/16)

Fall semester: 1 credit

Instructor: S.J. Langer

This course is structured around three areas to develop an expertise for clinical practice in relation to gender: theory, research and therapeutic clinical skills. We will first examine the most relevant and current theories related to gender across the spectrum including cisgender, transgender, nonbinary, gender fluid and agender. Next the course will survey the quantitative and qualitative research related to treatment issues which are most prevalent in connection to gender minorities and best practices. Finally, we will discuss various clinical practice orientations and interventions which provide the soundest exploration of gender in treatment. Through case examples we will explore how gender intersects with various clinical presentations such as trauma, sexual dysfunction, depression, anxiety, social phobia and autism. Readings will include WPATH's *Standards of Care*, and authors Saketopoulou, Ehrensaft, Keo-Meier, Singh, Dickey, Langer, Violeta and Serano.

ATG-6060-A**Clinical Topics in Addictionology**

Thursday 6:00-8:50

Fall semester: 3 credits

Instructor: J. Jordan

The phenomenology of substance abuse, utilizing a bio-psychological model, will be examined. A review of the history and evolution of current modes of treatment, in addition to the rationale for the disease concept of alcoholism, will be offered.

ATG-6070-A**Physiologies of Addiction and Trauma**

Tuesday 6:00-8:50

Spring semester: 3 credits

Instructor: TBA

Contemporary neurochemical theories of addictions and the effects that sudden and sustained trauma can have on brain chemistry will be examined in this course. We will consider the ways in which trauma biochemically alters how we process experiences, store memories and respond to external stimuli. Clinical approaches to assessing and addressing neurological results of trauma will be included, with consideration given to current neurobiochemical research and the implications for art therapy treatment. Neuroanatomy and physiology will be examined as well as the use of psychotropic medication for treatment of substance abuse. Theories regarding the genetic etiology of substance abuse will be reviewed.

ATG-6120**Thesis Project I**

Fall semester: 3 credits

Limited to 8 students per section

In this course, students will be supervised by art therapy faculty members in the development and production of a thesis topic. Each project must be clinical in scope, present an original point of view and include supporting documentation of its concepts and findings. In addition, students may opt to explore grant-writing opportunities or other extensive in-depth projects. Structured methods and formats such as quantitative and qualitative research, formal case studies and arts-based research will be discussed. Students are required to present their thesis projects to peers and faculty. The department chair will oversee all projects.

Course #	Day	Time	Instructor
ATG-6120-A	Tu	9:00-11:50	E. McGann
ATG-6120-B	Tu	12:00-2:50	E. McGann
ATG-6120-C	Tu	12:00-2:50	T. Herzog

ATG-6125**Thesis Project II**

Spring semester: 3 credits

Limited to 8 students per section

This is the second part of a two-semester course. See ATG-6120 for course description.

Course #	Day	Time	Instructor
ATG-6125-A	Tu	9:00-11:50	E. McGann
ATG-6125-B	Tu	12:00-2:50	E. McGann
ATG-6125-C	Tu	12:00-2:50	T. Herzog

ATG-6140-A**Clinical Topics in Trauma**

Thursday 6:00-8:50

Fall semester: 3 credits

Instructors: I. David, T. Weisbrot

This course will explore psychological trauma and its broad range of causes and manifestations. Long-term negative consequences that result from single, prolonged and/or repeated traumatic experiences will be considered, including post-traumatic stress disorder. Situational trauma, such as those caused by living in an unstable or dangerous environment, will also be addressed. We will discuss various assessment methods and treatment approaches, with an emphasis on art therapy.

ATG-6170**Internship/Supervision in the Studio III**

Thursday 3:00-5:50

Fall semester: 3 credits

Limited to 8 students per section

The MPS Art Therapy Department has developed numerous affiliations with a wide variety of institutions in and around New York City. Working with the field placement coordinator, each student will be placed in a supervised internship that corresponds with his or her area of specialization. Students are required to spend 16 hours per week at an internship site each semester. Small-group supervision will also be provided by SVA faculty members through a unique studio-based component of this course. This will give students a regular opportunity to reflect on their work with clients and to further their own artistic development as they explore the challenges of artist-as-therapist. Students will explore professional identity, professional ethics and the ethical practice of art therapy and the proper application of ethical and legal principles of art therapy practice, and gain familiarity with the ethical standards of the American Art Therapy Association and Art Therapy Credentials Board as well as other related fields.

Course #	Instructor
ATG-6170-A	D. Farber
ATG-6170-B	E. DelliCarpini
ATG-6170-C	S. Gorski

ATG-6175**Internship/Supervision in the Studio IV**

Thursday 3:00-5:50

Spring semester: 3 credits

Limited to 8 students per section

This is the second part of a two-semester course. See ATG-6170 for course description.

Course #	Instructor
ATG-6175-A	D. Farber
ATG-6175-B	E. DelliCarpini
ATG-6175-C	S. Gorski

ATG-6210-A**Art Assessment and Diagnosis**

Tuesday 3:00-5:50

Fall semester: 3 credits

Instructor: C. Bader

Art assessment and diagnostic materials will be explored through experiential sessions, didactic learning and casework. The fundamentals of art therapy assessment, statistical concepts (including reliability and validity) and familiarity with a variety of art therapy instruments and procedures used in appraisal and evaluation will be examined. Topics include: administration and documentation of art therapy assessment, formulation of treatment goals, basic concepts of testing and assessment, psychological and biopsychosocial assessment, statistical concepts including reliability and validity. Projective tests such as the Diagnostic Drawing Series (DDS), Levick Emotional and Cognitive Art Therapy Assessment (LECATA), Mandala Assessment Research Instrument (MARI), Silver Drawing Test of Cognition and Emotion, Ulman Personality Assessment Procedure (UPAP) and other psychometric instruments will be explored.

ATG-6270-A**Cultural and Social Issues in Art Therapy**

Thursday 12:00-2:50 (10 sessions, begins 9/8)

Fall semester: 2 credits

Instructor: M. Duque

The effect of ethnicity and culture in the therapeutic process will be examined in this course through case material, slide illustrations, didactic and experiential sessions. We will explore cultural determinants of problems encountered in the field of art therapy, and provide a foundation in cultural diversity theory and competency models that are applied to an understanding of artistic language, symbolism and meaning in artwork and art-making. Students will investigate the role of the art therapist in social justice, advocacy and conflict resolution, including theories of counseling and development of competencies essential for a responsive therapist with regard to age, gender, sexual orientation, ethnicity, nationality, socio-economic status, developmental disability and education, as well as family, religious and spiritual values. Cultural self-awareness through self-assessment and strategies for working with diverse communities with regard to attitudes, beliefs and competent practice will be examined.

ATG-6490-A**Family Art Therapy**

Thursday 9:00-11:50

Spring semester: 3 credits

Instructor: R. Grant

Systems theory will provide the theoretical foundation for this course; family art therapy and strategic learning will be explored and experienced. To conceptualize the emotional phenomena within the family of origin offers practitioners the skills to maneuver in complex waters. When addiction, mental illness, physical disabilities and the effects of trauma exist within the system, every member is impacted with a life altering experience. To restore a functional adjustment and balance is the goal of the family art therapist. Research, genograms, case studies and literature will be part of the learning experience.

ATG-6520-A**Community Access Through the Arts**

Tuesday 3:00-5:50 (10 sessions, begins 1/10)

Spring semester: 2 credits

Instructor: V. Sereno

The professional role as an art therapist, with regard to function and relationship with other mental health providers, knowledge of professional organizations, credentialing and licensure will be covered. Students will learn how to create an in-service presentation, which will include didactic materials and client work, to appeal to various audiences. Alternatives to traditional methods of psychotherapeutic treatment will also be explored. Field visits to the Foundation Center, Materials for the Arts and museums will be included for observation and presentation purposes. Art therapy resources, grant writing, ethical and legal issues and the development of art therapy career counseling will be covered, plus skills considered essential in enabling individuals and organizations to positively affect career development and aptitude.

ATG-6812-A**Art Therapy Studio: Transforming Space**

Tuesday 3:00-5:50 (5 sessions, begins 3/28)

Spring semester: 1 credit

Instructor: D. Farber

This course will offer a new perspective on art therapy methods through a focus on long-term projects and nontraditional materials. Students will undertake several unique media interventions, including experimentation with scale and embellishing, and use of regressive and natural materials. These processes will be explored as vehicles for change and reparation while students also examine their own artistic development and creative process.

ATG-6857-A**Counseling Team I**

Thursday 10:30-11:30

Fall semester: 1 credit

Instructor: V. Sereno

This is the first part of a two-semester course. Select second-year students comprise a team that provides art therapy services to undergraduate and graduate SVA students from other programs. Students are chosen for the team through an application and interview process at the beginning of the second year. The team of students augments their clinical skills by independently facilitating weekly one-on-one and group sessions, and meets weekly for group supervision. *Note: Students must apply and be accepted into this course.*

ATG-6858-A**Counseling Team II**

Thursday 12:00-1:00

Spring semester: 1 credit

Instructor: V. Sereno

This is the second part of a two-semester course. See ATG-6857 for course description.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
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PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
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FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
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FIG-Printg-A	fall
FIG-Printg-B	spring

MPS Branding

DEGREE REQUIREMENTS

- Successful completion of 36 credits, including all required courses. Students are required to attend every scheduled class meeting, complete readings, participate actively in class discussions, and create an original body of work, culminating in the successful defense of the graduate thesis. Documentation of all thesis projects must be on file in the MPS Branding Department to be eligible for degree conferral.
- Three semesters (10 months) of residency (fall, spring and summer). Students must complete their degree within three semesters, unless given an official extension by the provost.
- Branding grades on a pass/fail system. Students are required to remain in good academic standing.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

COURSE REQUIREMENTS

Fall Semester

Course #	Title
BRG-5220	Building Better Brands
BRG-5260	The Meaning of Branded Objects
BRG-5280	Business and Branding Strategies
BRG-5340	Brand Failures: 1970 to the Present
BRG-5410	The Evolution of CPG Brands and Package Design
BRG-5460	The Anthropology of Branding
BRG-5740	Logos in the World
BRG-5860	Lecture Series: Design Matters Radio Podcast I

Spring Semester

Course #	Title
BRG-5560	Practices in Design and Market Research
BRG-5620	Analysis, Insight and Forecasting
BRG-5630	Brand Physics
BRG-5660	Pitch Perfect: How to Win New Business
BRG-5760	The Power of Persuasion
BRG-5820	A Brand Called You
BRG-5865	Lecture Series: Design Matters Radio Podcast II

Summer Semester

Course #	Title
BRG-5930	Summer Workshops
BRG-5950	Thesis: Repositioning Brands and Experiences

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

BRG-5220-A

Building Better Brands

Tuesday 6:30-9:20

Fall semester: 3 credits

Instructors: S. Lerman, M. Wiesenthal

Leading the definition and evolution of a world-class brand requires more than intellectual rigor and insight. You must unify and leverage the expertise and efforts of an astounding array of people—leaders, followers, scientists, artists, magicians (consultants), engineers, establishmentarians and revolutionaries. In this course, you will learn to use powerful frameworks that harmonize and focus the efforts of diverse teams as they develop ambitious brand programs. Using real-world case studies—including Caterpillar, Bank of America, DuPont, Harley-Davidson and National Semiconductor—we will look inside the processes that enable organizations to define the future of their brands. The course will provide you with a unique perspective of how research, strategic definition, identity, expression, communications and behavior are shaped into great brands.

BRG-5260-A

The Meaning of Branded Objects

Saturday; hours: TBA (5 sessions)

Fall semester: no credit

Instructor: T. Guarriello

Brands transform objects into meaning-bearers. This course will explore the collective and individual history of this transformation. As we have evolved from hunter-gatherers into robustly cultural beings, objects themselves have also evolved: from disposable, purely functional extensions of the body to deeply personal, even cherished, expressions of an individual's life. We will examine the history and insights of individual and social psychology in shaping the context for 21st-century perceptions of, and relationships with, the things that surround us. Concretely, we will investigate the increasingly sophisticated manner in which brands have gained and integrated quantitative and qualitative insights into our lives (and our cultural contexts) to create opportunities for complex, meaning-centered relationships between people and things. Students will use their own experiences as the starting point for this exploration into the lived-meaning of individual brands and their collective role in the construction of modern personal identity.

BRG-5280-A

Business and Branding Strategies

Thursday 6:30-9:20

Fall semester: 3 credits

Instructor: B. Sanford-Chung

From developing a brand personality to discovering invisible brand assets, this course is about creating brand value, strategy and business literacy. We'll review core branding disciplines such as developing brand positioning, mission statement, brand character, naming and brand architecture. We'll take a look at financial valuation models, as well as creative methods for discovery and ideation, and why a strong brand strategy is like an organization's DNA, serving as a blueprint for strategy and informing other activities such as leadership, marketing, product development, communication, design and advertising. Discussions based on case studies and readings will also use worksheets as a lens, and provide a platform to examine forces and dynamics that shape brands from traditional corporate to entrepreneurial startups. We'll touch on globalization, technology, critical thinking, culture and lifestyle.

BRG-5340-A**Brand Failures: 1970 to the Present**

Friday 6:30-9:20

Fall semester: 3 credits

Instructor: T. Hall

Brand Failures will consider consumer and corporate brands through the lenses of yesterday, today and tomorrow. It will discuss the principles of branding by highlighting successes and failures over the past five decades. The course endeavors to anticipate how brands can evolve and remain relevant by applying the fundamentals of good branding through modern forms of communication.

BRG-5410-A**The Evolution of CPG Brands and Package Design**

Monday 6:30-9:20

Fall semester: 3 credits

Instructor: R. Shear

Consumer brands, and the retail marketplace that supports them, have evolved through several stages in the last 150 years. Each has been strongly influenced by culture, events and the changes of the retail markets of which they are a part. The first three stages, from the 1850s through the 1990s, can be described as the era of the retailer, the era of the manufacturer and the era of the brand. The last decade has seen an evolution of brand activity toward a focus on consumer experience and lifestyle. Where does the CPG brand stand today and what is its future? This course will review the historical evolution of CPG brand identities through the lens of retail brand identity and package design. We will review, decade by decade, the relatively brief history of CPG brand identities, and the aesthetic and cultural influences that have shaped their path. While reviewing these historical precedents, students will develop an informed judgment on where CPG brand identities are today and where they may be headed.

BRG-5460-A**The Anthropology of Branding**

Wednesday 6:30-9:20

Fall semester: 3 credits

Instructor: B. Davidson

Brands occupy a complex role within cultural spaces—there is an ongoing dialogue between the historically situated culture of consumers who interact with brands (including the language and semiotics of representation), other brands in the same and adjacent social spaces, and the branded experience or object itself, each influencing the other in an evolving fashion. In this course we will use some of the interpretive techniques of observational social sciences, specifically anthropology and linguistics, to analyze, deconstruct and interpret what a “brand” is, how it accrues meaning and influences perception and behavior, and what role it can play in the lives of those who interact with it. We will also use these analyses to help understand what makes a successful brand, and how to interpret available data to create meaningful brands for target audiences.

BRG-5560-A**Practices in Design and Market Research**

Wednesday 6:30-9:20

Spring semester: 3 credits

Instructors: D. Formosa, P. Ulpiano

Brands have historically relied heavily on marketing techniques to help establish and strengthen their presence. That is changing quickly, as instant global communication and various forms of social networking have replaced the need for consumers to rely on brands for confidence in a purchase. In this project-based course, students will learn how to create a research plan, find participants, and integrate research methods in the context of a specific branding project. Some of the topics explored will be qualitative, quantitative, online and ethnographic interview techniques, video and photo documentary, immersion, participant-aided data gathering, prototype assisted observation, methods for organizing data, finding patterns and distilling insights that lead to actionable and inspiring design directives. We will also explore the differences between market research and design research, and understand the goals and appropriateness of each.

BRG-5620-A**Analysis, Insight and Forecasting**

Thursday 6:30-9:20

Spring semester: 3 credits

Instructor: S. Devillart

Cultural change is neither unpredictable nor random. The seeds of the next are buried in the now, in the psyche of the individual and in the collective mind called “culture.” In this course, students will learn to read deeply and carefully the cultural signs that surround them in order to recognize underlying patterns and learn to translate these patterns into actionable human and cultural insights, valuable throughout the lifecycle of any product or brand. We will also explore how to leverage trend analysis to forecast paradigmatic shifts in human behavior and culture as well as in the marketplace. Students will complete the course with the means to identify and leverage the patterns underlying the most powerful and beloved cultural artifacts and brands.

BRG-5630-A**Brand Physics**

Monday 6:30-9:20

Spring semester: 3 credits

Instructors: G. Cuba, E. Talerman

Brands, at their best, create emotional bonds between people and organizations, as well as movements, businesses or products. They guide and shape behavior, establish instant recognition, and become valued and valuable by facilitating achievement of ambitions, large and small. In order to ensure a brand is meaningful, relevant and remarkable, a brand brief is created. The brief acts as a guideline, instructions and a set of tools that unify understanding, intention and action. In this course students will explore the physics of branding and how to apply them to create differentiated and desired brands. Students will hone their skills in pattern recognition and learn how to identify critical observations and their business implications. We’ll also practice the art and science of evidence-based insight development through qualitative and quantitative research methods. Etymology and storytelling in service of creating emotionally connective and differentiated brand positioning will also be examined. Students will then apply all of these skills as they work with a client who will provide us with a real brand challenge to solve.

BRG-5660-A**Pitch Perfect: How to Win New Business**

Tuesday 6:30-9:20

Spring semester: 3 credits

Instructors: A. Miller, A. Sullivan

Winning significant branding assignments from noteworthy companies is an art and a science—one that requires intelligence, collaboration and the ability to connect on a human level. In a short span of time, potential agency partners need to understand the challenge quickly and find ways to demonstrate distinct value to a client. In this course, multidisciplinary teams will learn to identify a powerful customer insight that can grow a client’s business. Using strategic frameworks to outline a point of view, each team will develop and present a pitch to evolve a well-known brand that faces many challenges. Final presentations will be delivered as an engaging and creative experience to industry leaders.

BRG-5740-A**Logos in the World**

Tuesday 5:00-6:30

Fall semester: no credit

Instructor: M. Kingsley

German critic Walter Benjamin observed that “Just as the entire mode of existence of human collectives changes over long historical periods, so too does their mode of perception. The way in which human perception is organized—the medium in which it occurs—is conditioned not only by nature but by history.” Brands are such a conditioning medium. And the modern development of optical, digital and economic instruments inculcates their hold on human consciousness. So what are the ramifications for branding practitioners? This course draws from the tradition of Western thought—not to overload you with strict tools and frameworks with which to approach brands, but rather to introduce “different pairs of glasses” to expand your perception and capacity. Hopefully, this material will give you an idea of the fuzziness of contemporary brand phenomena, and subsequently give you permission to play—intellectually and professionally.

BRG-5760-A**The Power of Persuasion**

Saturday, 12:00-4:00 (5 sessions)

Spring semester: no credit

Instructor: K. Kay

Persuasion is everywhere, influencing us thousands of times a day, both directly and indirectly, to buy something, support something, or think differently about something. Persuasion is a critical weapon in the arsenal of brands, nonprofits, the government, the press, and anyone interested in molding and shaping attitudes. A venerable art form handed down to us by the ancient Greeks, persuasion is still vibrant today but significantly evolved due to the volume, speed, institutionalization, subtlety and complexity of our messages. In this seminar we will examine how effective persuasive techniques are informed by modern theories of persuasion and classical rhetoric, using examples found in everyday life. Students will craft persuasive messages using framing techniques and theories with the goal of becoming more effective communicators and more critical judges of social influence attempts.

BRG-5820-A**A Brand Called You**

Friday 6:00-8:50

Spring semester: 3 credits

Instructor: D. Millman

The good news: We are now living in what *Businessweek* has called a “creative economy.” The bad news: More than ever before, design will be called upon to deliver a return on investment and measured performance in the marketplace. How can you truly quantify your talent and develop strategic and competitive intelligence? How can you quantify meaningful differentiation in a world already filled with branding firms, creative strategists and brand gurus? This course will address: How to create a meaningful philosophy that can guide your career, how to present yourself in meetings and interviews, how to network and stand out from your competition, how to create discipline in your approach to work, and how to sell yourself with more confidence. Additionally, students will participate in a 100-Day project, an individual experience of undertaking a design/brand/marketing/creative operation that each student will repeat every day for 100 consecutive days during the second half of the program.

BRG-5860-A**Lecture Series: Design Matters Radio Podcast I**

Day/time: TBA

Fall semester: no credit

Instructor: D. Millman

Design Matters is a thought-provoking podcast series that profiles industry-leading brand consultants, graphic designers, entrepreneurs, change agents, artists, writers, educators and musicians. In 2011, the series was awarded a Cooper-Hewitt National Design Award. Lectures are recorded live at the MPS Branding studio in front of a student audience. After each podcast, students have exclusive time with all guests for Q&A sessions.

BRG-5865-A**Lecture Series: Design Matters Radio Podcast II**

Day/time: TBA

Spring semester: no credit

Instructor: D. Millman

This is the second part of a two-semester course. See BRG-5860 for course description.

BRG-5911-A**Honors Branding Project**

Saturday, time: TBA

Spring semester: no credit

Instructors: T. Guarriello, M. Kingsley

The Honors Branding Project will explore the relationship that branding may have with education through client projects that touch upon classroom engagement, student development and education’s role in the community. In this course students will work with real-world clients on a current brand’s repositioning. We will meet outside of regular class time during the semester to complete the project. *Note: Registration is contingent upon acceptance into the course.*

BRG-5930-A**Summer Workshops**

Day/time: TBA

Summer 2022 semester: no credit

Prior to the final thesis course, students will participate in a series of workshops that address various aspects of practice and theory, and will explore areas such as the adaptation of cultural values to the brand, the maintenance of brand integrity, global design strategies and brand relevance to target markets. Where applicable, case studies will supplement workshop topics.

BRG-5950-A**Thesis: Repositioning Brands and Experiences**

Monday through Thursday (dates to be announced)

Hours: 6:30-9:20

Summer 2022 semester: 6 credits

Instructors: S. Devillart, D. Formosa, T. Guarriello, T. Hall, S. Lerman, B. Sanford-Chung, R. Shear, E. Talerma

The MPSB thesis is focused on investigating societal constructs around government and public policy, innate belief systems, behavioral norms, human rights and culture. It is organized on repositioning and rebranding selected significant brands. Criteria for the chosen brands include: brands that have “fallen” but have the possibility for recovery; brands with deep relevance, longevity and historical legacy; brands that respect or convey a core human value or signify something important to our lives. In addition, the MPSB thesis should add meaningful discourse to a cultural or global conversation.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

MFA Computer Arts

FIRST-YEAR COURSE REQUIREMENTS

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file with the MFA Computer Arts Department to be eligible for degree conferral.
- Participate in a public thesis presentation.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.
- A matriculation of two academic years is required. Students must complete their degree within four years, unless given an official extension by the provost.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

The Program

The MFA Computer Arts program exists to empower artists to tell their story with new and exciting tools, both digital and analog. As technology and software evolve, new multidisciplinary opportunities for creative self-expression emerge. Specific departmental course requirements are kept to a minimum and students meet with the departmental advisor to determine which classes are appropriate for their planned course of study. Students may concentrate their studies in animation, motion graphics and fine art, or pursue a multidisciplinary course of study.

Individual progress is assessed each semester to determine a student's readiness to proceed to the next level. Although most students earn their degrees in four semesters, some find it necessary or desirable to study for five or six semesters before completing the thesis process. Extended study in the program is determined on an individual basis and important considerations such as coursework, visa extension and financial aid must be resolved before extended study can be approved.

The recommended course load is 15 credits per semester. All students must be registered for a minimum of 9 credits per semester in order to remain enrolled in the program.

Students must take all of the courses listed under Requirement A and at least two courses from Requirement B and two courses from Requirement C. Students may elect to take one of the courses from Requirement B in their third semester of study.

REQUIREMENT A

Course #	Title	Semester
HSG-5010	Computer Systems I	fall
SDG-5010	Digital Art Seminar I	fall
SDG-5015	Digital Art Seminar II	spring

REQUIREMENT B

Course #	Title	Semester
HSG-5011	Computer Systems II	spring
HSG-5232	Programming for Animators	fall
HSG-5266	Technical Direction	spring
HSG-5343	Web Programming I	fall
HSG-5344	Web Programming II	spring
HSG-5592	App Design and Development	spring
HSG-5611	Creative Programming for Artists I	fall
HSG-5612	Creative Programming for Artists II	spring

REQUIREMENT C

Course #	Title	Semester
SDG-5147	Animation Culture	fall or spring
SDG-5163	Video Art and Beyond	fall
SDG-5452	New Media in Contemporary Art	fall
SDG-5534	Theory, Criticism and History of Time-Based Media	fall or spring
SDG-5541	Ecstasy and Apocalypse	spring
SDG-5562	New Media Theory	spring

SECOND-YEAR COURSE REQUIREMENTS

The thesis process begins in the second year and includes a number of requirements that must be completed by due dates set according to the expected date of graduation. Second-year students must register for all of the following courses:

Course #	Title	Semester
SCG-6950	Thesis I	fall
SCG-6951	Thesis Research and Writing I	fall
SCG-6955	Thesis II	spring
SCG-6956	Thesis Research and Writing II	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

STUDIO COURSES

SCG-5247

Narrative and Visual Storytelling

Fall semester: 3 credits

Instructor: J. Lin

This course will study the structural elements underlying animated entertainment, traditional and experimental narratives. Story structures will be analyzed to discover what content can be conveyed within 30 seconds, a few minutes or longer in art and entertainment. We will focus on the key elements of storytelling, including the development of concepts, such as the central dramatic question, inciting incident, idiosyncratic characters and spaces, conflicts and needs, mounting tension, reversals and resolution. Visual language will be addressed by gaining a familiarity with camera shots, movements, angles and placement. Through short assignments, students will develop original scripts, concept sketches, storyboards and animatics. The basics of previsualization will be covered. An examination of key works in the field is included.

Course #	Day	Time
SCG-5247-A	M	11:00-12:50
SCG-5247-B	M	1:00-2:50

SCG-5258

Digital Storyboarding

Spring semester: 3 credits

Instructor: J. Lin

The role of the art department, particularly in feature films, has expanded from being a front-end process to being actively involved throughout the production. This course will focus on honing the craft of visual development through creating concept art, storyboards, animatic production and previsualization. Using digital imaging and video, students will apply their creativity to the latest techniques in digital storyboarding. These techniques will be explored through short assignments and group critique. Screenings of key works that range from feature films and independent productions to commercials will provide a forum for discussion. Prerequisite: SCG-5247, Narrative and Visual Storytelling.

Course #	Day	Time
SCG-5258-A	M	11:00-12:50
SCG-5258-B	M	1:00-2:50

SCG-5386

3D Modeling and Animation

Fall semester: 3 credits

Instructors: S. Rittler, B. Voldman

The technical concepts of creating computer-generated 3D imagery will be the focus of this course. We will also examine the application of the aesthetic concepts of traditional animation to creative 3D animation. Geometric construction, surface texturing, scene illumination and cameras will be covered. Techniques such as squash-and-stretch, anticipation, follow-through, overlapping action, arcs of motion, exaggeration, staging and appeal will be explored. Assignments integrate technical and aesthetic information into short, creative 3D animation projects.

Course #	Days	Time
SCG-5386-A	W, F	11:00-12:50
SCG-5386-B	W, F	1:00-2:50

SCG-5401

Advanced 3D Techniques

Spring semester: 3 credits

Instructors: S. Rittler, B. Voldman

This course will demonstrate advanced 3D techniques in animation, texturing, lighting and rendering. Students will explore aesthetic concepts that establish mood, environment, time of day and color through the use of light. Conveying character will be emphasized through acting and movement. Short assignments will focus on developing animated characters and their imaginary worlds. The use of the production pipeline and development of a professional workflow will be introduced. Prerequisite: SCG-5386, 3D Modeling and Animation.

Course #	Days	Time
SCG-5401-A	W, F	11:00-12:50
SCG-5401-B	W, F	1:00-2:50

SCG-5422-A

Advanced Modeling and Rigging Concepts

Tuesday 7:00-9:50

Spring semester: 3 credits

Instructor: C. Reuter

Creating distinct animated characters is one of the most challenging aspects of modern cinema. This course will explore how to create 3D characters from design to modeling and setup through the development of a character pipeline. Considerations in character design will be covered from art direction, visual references, concept art, the maquette and 3D modeling to rigging techniques. Professional criticism to enhance creativity when working in a collaborative environment will be emphasized. By the end of the course, students will have created both a character they can easily animate and a document to illustrate their creative choices made throughout the character development process. Prerequisite: SCG-5386, 3D Modeling and Animation.

SCG-5427-A

Character Animation

Tuesday 7:00-9:50

Fall semester: 3 credits

Instructor: E. Pavarotti

This course provides students with a workshop setting in which to deepen their understanding of professional practice and solve complex animation problems. It will focus on techniques such as forward and inverse kinematics, lip-sync and facial expressions, model deformation (morphing), animating lights and camera movement, and rotoscoping. Acting techniques will be practiced so that students can better understand how to convey fluidity of movement and expression of emotion in animated characters. The course will be divided into lectures, demonstrations, tutorials, in-class exercises and critiques. Prerequisite: SCG-5401, Advanced 3D Techniques.

SCG-5471-A

Dynamics and Particle Systems

Monday 7:00-9:50

Fall semester: 3 credits

Instructor: TBA

This course is a comprehensive introduction to procedural effects in SideFX Houdini. Students will begin with exploring the fundamentals of procedural workflows and quickly dive into creating dynamic simulations using rigid bodies, particles, fluids and more—all with the goal of gaining an understanding of how data moves in the program. Other topics will include importing, processing and exporting geometry to and from other software, instancing, VEX and HScript, SOPs and VOPs contexts, and volumes and VDBs. Prerequisites: HSG-5232, Programming for Animators, and HSG-5266, Technical Direction, or instructor's permission.

SCG-5489**Digital Matte Painting**

Thursday 12:00-2:50

One semester: 3 credits

Instructor: D. Mattingly

Matte painting has been used since the dawn of motion pictures, and continues to be an important component of making movies: spanning Georges Méliès's pioneering 1902 film, *A Trip to the Moon*, to James Cameron's groundbreaking 3D spectacle, *Avatar*. While matte paintings were once created on location using large sheets of glass, the digital revolution has extended its use and versatility by combining traditional painting skills with cutting-edge technology. Beyond the technical challenges of creating photorealistic landscapes and interiors, matte paintings have an essential role in capturing the filmmaker's vision, and remain the most cost-effective way to create panoramic shots without building expensive sets. Additionally, how to best research image banks and libraries will be discussed. Students will explore the principles of matte painting through assignments and exercises.

Course #	Semester
SCG-5489-A	fall
SCG-5489-B	spring

SCG-5532**Compositing**

One semester: 3 credits

Instructor: B. Voldman

This course will survey a range of aesthetic issues, practical techniques and software applications used for digital compositing. The role of compositing in feature film and television commercial production will be examined in depth through practical examples. Students will be assigned short projects that reflect the ideas and techniques discussed in class and will present their creative work for critique. *Note: The fall semester is geared toward motion graphics/experimental art; the spring semester is geared toward 3D animation.*

Course #	Day	Time	Semester
SCG-5532-A	W	11:00-12:50	fall
SCG-5532-B	M	11:00-12:50	spring

SCG-5561-A**Video Production: From Concept to Completion**

Thursday 6:00-7:50

Fall semester: 3 credits

Instructor: A. Barsan

The focus of this course will address professional video production workflow methods in order to tell compelling cinematic stories. Through demonstrations, assignments and discussions, we will investigate setting up a video shoot, cinematography, camera functionality, lighting, color correction, audio recording and editing. All of these techniques will be examined in terms of how they relate to creating an engaging narrative. Assignments will concentrate on aesthetic and technical issues and how to troubleshoot throughout the production process.

SCG-5573-A**Video Projects**

Monday 1:00-2:50

Spring semester: 3 credits

Instructor: H. Moe

Limited to 10 students

This course will include demonstrations and exercises in project development, production and editing, as well as ongoing class critique. It is designed to provide students with facile control of moving-image content, craft, film language and techniques. We will explore these elements in light of emerging practices through different styles, current trends and technology. Students will produce short video and mixed-media projects that will be presented for group critique. Lecture topics include directing, storytelling, the creative use of lenses, cinematography, and editing philosophies.

SCG-5639**Digital 2D Animation: Tight Tie Downs**

Tuesday 3:00-5:50

One semester: 3 credits

Instructor: C. Bertelsen

Have you ever seen a fluid and dimensional piece of rough animation—a *tie down*—and wondered how to create one? This course will cover an overall approach to animation as a process. This approach will work for experienced animators looking to improve their technique, or newcomers who want to get an overview of how great animation is made, and try their hand at some fun explorations. Assignments will start with sketching/boarding, then move into layout and rough animation, and culminate in a finished piece. Throughout the course, students will refine the same piece of animation until they start to see how this process can be applied to all animation jobs. Halfway through the semester, we'll start over from scratch to iron out mistakes in the first pass. The goal is to give students the tools to begin a career as a top-tier digital 2D animator.

Course #	Semester
SCG-5639-A	fall
SCG-5639-B	spring

SCG-5640-A**Techniques in Experimental Animation**

Friday 3:00-5:50

Spring semester: 3 credits

Instructor: TBA

Limited to 10 students

This course will explore different experimental methods to create animations. Students will gain an understanding of many tools, working both in traditional and digital 2D animation. Techniques such as cut-out animation, stop-motion, compositing and found footage collage will be covered. Emphasis will be on art direction and design, including composition, rhythm, color, editing and sound. Non-narrative and experimental storytelling methods and theories will be studied through film screenings and talks with experimental animators and artists. Prerequisite: SCG-5639, Digital 2D Animation: Tight Tie Downs, or instructor's permission.

SCG-5641**Motion Graphics I**

Fall semester: 3 credits

Instructor: A. Meyers

Graphics that move, but how? This foundation course will explore the tools and production pipeline within Adobe After Effects and related Creative Cloud applications. Students will be encouraged to investigate trends and software while producing creative work with a focus on art direction. Independent motion graphics projects, as well as television commercials, will be discussed throughout the course as examples of current techniques and what is creatively possible. Assignments will also provide a catalyst for group critique.

Course #	Day	Time
SCG-5641-A	Tu	12:00-2:50
SCG-5641-B	Tu	3:00-5:50

SCG-5642**Motion Graphics II**

Thursday 7:00-9:50

Spring semester: 3 credits

This course is intended to go beyond the basics of motion graphics and assist students in refining their personal style. Advanced techniques relating to combining 2D and 3D animation, live action and stop motion will be explored in depth. Coursework will be complemented by guest lecturers and workshops given by industry professionals. Students will complete the course with a reel that showcases both their creativity and knowledge of the software. Prerequisite: SCG-5641, Motion Graphics I, or instructor's permission.

Course #	Instructor
SCG-5642-A	K. Chang
SCG-5642-B	J. Beltre

SCG-5673**Sound Workshop I**

One semester: 3 credits

This course will explore the many forms of sound creation and what can be done with them. There will be an equal emphasis on sonic and compositional aspects, including form and structure, texture, and the technical concepts of understanding and using recording equipment and software. Emphasis will be placed on “outside the box” thinking regarding the possibilities of sound creation. Class time will be divided among lecture, discussions and practical/technical exercises. Topics will include the physics of sound, hearing vs. listening, psychoacoustics, the history of sound art and concepts in sound art composition. Practical projects will involve creating sound art compositions using Avid Pro Tools and exploring the deep connection between sound and imagery.

Course #	Day	Time	Semester	Instructor
SCG-5673-A	W	11:00-12:50	fall	T. Dame
SCG-5673-B	F	3:00-4:50	spring	A. Noyes

SCG-5674-A**Sound Workshop II**

Wednesday 1:00-2:50

Fall semester: 3 credits

Instructor: T. Dame

Intended for students who want to expand their ability to compose within the medium of sound, this course will focus on the conceptual and technical contexts for the composition of computer-based music. Coursework will consist of individual creative projects, in-class project presentations and discussion. The first half of the semester will explore the advanced use of Avid Pro Tools for music composition using MIDI sequencing and sampling with virtual instruments and various types of MIDI controllers and surround-sound mixing. The second half will focus on interactive sound possibilities for installation and performance applications utilizing Ableton Live, Max for Live, sensor technologies and Arduino, and will culminate in a final project of each student’s own design. *Note: Prior musical training is not a prerequisite for this course.*

SCG-5736-A**New Forms in Media**

Thursday 12:00-1:50

Fall semester: 3 credits

Instructor: B. Bainbridge

Media art pioneer Bill Etra claimed that the medium would mature once the tools became “as common as pencil and paper.” Today, people around the world make and consume media all day, living through our screens as much as in real life. This studio course will investigate new forms of expression for our mediated world. We will explore technologies that include real-time, modular and projection mapping tools. Interactive and performance video forms and their technologies will also be examined through the many ways that media art can be displayed, such as multichannel and immersive environments. Emerging decentralized media art distribution systems, including NFTs, will be researched. Students will complete a project in at least two of the following mediums: Internet, installation, visual performance, interactive video, generative, sculpture, hybrid forms.

SCG-5744**Virtual Reality Storytelling**

Friday 3:00-5:50

One semester: 3 credits

Instructor: J. Benton

In this course students will examine the fundamentals of cinematography and storytelling to bring them into VR/AR environments. We will address such elements as storyboarding, lighting cues, camera framing, sound effects and music. Students will begin with basic real-time production pipeline methods using Unity, and will complete the course with a fully realized VR/AR project.

Course #	Semester
SCG-5744-A	fall
SCG-5744-B	spring

SCG-5759-A**3D for Fine Artists**

Tuesday 6:00-7:50

Spring semester: 3 credits

Instructor: TBA

This course aims to introduce different 3D techniques that can be used to produce artistic content. It is intended for students who are not necessarily pursuing 3D animation as a specialization and will introduce different 3D content creation and acquisition workflows. It will also cover ways to present the 3D content that is relevant for a fine artist, such as interaction using the Unity Game Engine and various ways to display it, including virtual reality and projection mapping. Students will have the opportunity to develop artwork through critique and discussion of historical and aesthetic perspectives of computer art. Assigned projects include still, time-based and interactive works.

SCG-5782-A**3D Design and Fabrication I**

Friday 3:00-5:50

Fall semester: 3 credits

Instructor: L. Navarro

This course will examine several methods of virtual to digital output. It will cover the software programs needed to successfully translate creative ideas into a file format that will be used for printing and cutting, or to machine-build a project. Applications include SolidWorks, Rhino, Modo, SketchUp, Sculpttris, Adobe Photoshop and Illustrator, Geomagic, MasterCam, Vcarve Pro and Cut3D. Weekly assignments will familiarize students with 3D scanning and printing, laser and CNC milling and cutting machines, and other techniques. The works of well-known artists who use these technologies as well as the history of these types of artistic production will be discussed.

SCG-5783-A**3D Design and Fabrication II**

Friday 3:00-5:50

Spring semester: 3 credits

Instructor: L. Navarro

This course is a continuation of SCG-5782, 3D Design and Fabrication I. After mastering the basics of digital and mechanical methods of making art, students will begin to work on advanced projects. Class time will include discussions on the evolving aesthetics of this type of work. Students will produce several projects during the course of the semester, or may use this class as an adjunct for fabricating their thesis projects. Prerequisite: SCG-5782, 3D Design and Fabrication I.

SCG-5829-A**Game Design**

Wednesday 8:00-9:50

Spring semester: 3 credits

Instructor: N. Mikros

The study of interactive design is at the core of what is unique to making art on the computer. Game design is the creation of interactive, self-contained systems of rules that usually contain a challenge and a victory condition. This course is geared not only toward those interested in the game industry, but also toward those interested in creating compelling and meaningful interactivity. This goal will be met through the exploration and critique of the work of interactive artists and commercial game designers. The course will include guest lectures by artists and game designers, as well as readings and assignments.

SCG-5837-A**Interface Design: From Ideation to Realization**

Tuesday 7:00-8:50

Spring semester: 3 credits

Instructor: M. Chiang

User experience and user interface with a variety of useful design techniques will be investigated in this course. Students will learn how to create rapid wireframe, make an interactive prototype, explore HTML5 animations, use 3D JavaScript libraries, and create data visualization and infographics. Applications include Sketch, InVision, Proto.io, WebGL and HTML5 language tool set, as well as a broad range of data visualization tools that can be extensively used for digital art. The course will consist of lectures, presentations and short assignments.

SCG-5863-A**Emerging Practices: Nonlinear Storytelling**

Tuesday 7:00-9:50

Spring semester: 3 credits

Instructor: J. Cruz

Using a studio approach, this course will equip students working in the fine arts with both the technical tools and the conceptual framework to approach new practices and art forms in relation to computational storytelling. Topics include: the implications of installation and immersive media, themes of technology and the body, ongoing discourse in the culture of technology, the historical context of interactive and new media art. Students will explore alternative narrative forms that are computation-based through a broad sampling of tools and techniques, such as generative and interactive media, gesture and sensor-controlled software, digital fabrication, VR and projection mapping.

SCG-6126-A**Emerging Practices: The Experiential Image**

Tuesday 7:00-9:50

Fall semester: 3 credits

Instructor: M. Franck

Serving as a continuation of SCG-5863, Emerging Practices: Nonlinear Storytelling, this course will facilitate each student's deeper exploration into experiential media and expanded cinema. We will address the implications of combining physicality and computation through installation, performance, and other experiential mediums. Through readings and discussions, themes of embodiment, virtuality, performance and place will be examined. Software tools include TouchDesigner, Unity 3D and CAD/CAM. Prerequisite: SCG-5863, Emerging Practices: Nonlinear Storytelling, or instructor's permission.

SCG-6127-A**Emerging Practices: The Computational Image**

Monday 7:00-9:50

Spring semester: 3 credits

Instructor: M. Franck

This course departs from using the computer as a craft-simulating tool to exploring computation as a distinct artistic medium. Students will pursue formats that are uniquely computational, including generating images through code, data visualizations, and neural-net image techniques such as style transfer. The course will introduce techniques and technologies for image synthesis, data analysis and visualization, and image manipulation through computation. Discourse and contemporary issues around data, security and image culture will be the focus of readings and discussions. Prerequisite: SCG-6126, Emerging Practices: The Experiential Image, or instructor's permission.

SCG-6167-A**Production Issues: Animation I**

Thursday 8:00-9:50

Fall semester: 3 credits

Instructor: TBA

The production of animation projects will be examined in this course through such topics as scene layout, camera, motion, shading, lighting, effects, rendering and compositing. Focusing on production methods as they are practiced in the professional realm, assignments will address the conceptualization, design, scheduling and techniques of animation production for thesis projects.

SCG-6168-A**Production Issues: Animation II**

Thursday 8:00-9:50

Spring semester: 3 credits

Instructor: TBA

A continuation of SCG-6167, Production Issues: Animation I, this course goes into greater depth in the examination and discussion of thesis projects and professional production methods. Advanced techniques in lighting, shading and rendering will be addressed. Prerequisite: SCG-6167, Production Issues: Animation I.

SCG-6413-A**Motion Graphics: Visual Storytelling, Creative Strategy and Design**

Monday 3:00-5:50

Fall semester: 3 credits

Instructor: A. Whitney

The course is for open-minded thinkers who want to explore their creative vision and learn the art of communication through motion media and conversation through the process of creative problem solving, design and strategy. Each session includes a short lecture component and small group in-depth critiques. The goals are to guide students to develop strategic creative solutions, to inspire them to create moving images that are unique, and to create confidence in talking about their work and creative choices. We will focus on how to identify an audience, communicate a clear vision, the decisive use of varied mediums and typography. Prerequisites: SCG-5641, Motion Graphics I, or equivalent, and a working knowledge of Adobe Illustrator and Photoshop.

SCG-6432-A**Production Issues: Motion Graphics I**

Thursday 11:00-12:50

Fall semester: 3 credits

Instructor: A. Meyers

Serving as an expansion upon the topics addressed in first-year motion graphics, this course will explore the workflow of a professional production artist. Photoshop timelines, advanced camera techniques in Cinema 4D and the Adobe After Effects pipeline, character animation, the framing of a story through collage and sound will be covered. Each week, a task is assigned to create elements toward a final project and/or demo reel. Prerequisite: SCG-5573, Video Projects, or SCG-5641, Motion Graphics I, or instructor's permission.

SCG-6433-A**Production Issues: Motion Graphics II**

Tuesday 12:00-1:50

Spring semester: 3 credits

Instructor: A. Meyers

The focus of this course is from the standpoint of compositing, including the use of green screen, tracking and the combining of 2D/3D and live-action elements. The fundamentals of using video for compositing will also be covered. Students will experiment with advanced techniques for visual effects. Additionally, analysis of the trends of current motion graphics and glitch art, along with the subject of distortion—visually and through sound—will be explored. Prerequisite: SCG-6432, Production Issues: Motion Graphics I, or instructor's permission.

SCG-6561-A**Sound Design**

Tuesday 3:00-5:50

Fall semester: 3 credits

Instructor: E. Grana

Limited to 12 students

The fundamental principle of sound design is simply to explore the possibilities for underscoring an image or time-based work. There are principles of music that work with time-based media (motion graphics, animation, stop motion, networked media), interactive media and games. Topics for the principles of music include: selection and use of prerecorded material, creation of music and audio content, the connection of music and sound production for animations, websites, DVDs and videos, as well as music inherent in illustration and photography leading to developing the final track. Discussions will center on the differences between working with sound in a narrative or interactive environment, along with the static images of illustration and photography. *Note: The composition of original music is not required.*

SCG-6572-A**Seminar in Musical Choices**

Tuesday 3:00-5:50

Spring semester: 3 credits

Instructor: E. Grana

Guiding students toward designing a sound environment that is properly connected to their thesis project is the premise of this course. Animation and motion graphics students will work with a sound accompaniment to support the story line and the motion of characters, or abstract visual elements involved in their thesis projects. Fine artists, web designers and installation artists can achieve a strong musical reference point in order to formulate a soundtrack that

speaks to their creative work. Students will learn how to make music choices for projects that will guide the artistic vision or to enhance the already conceived image. *Note: The composition of original music is not required.*

SCG-6626-A

Production Issues: Experimental Art

Thursday 6:00-7:50

Spring semester: 3 credits

Instructor: H. Tammen

Geared toward students working on their own projects in the area of installation art, interactive video, sound art, or performance, this course will address issues surrounding creative projects and follow these projects to completion. Topics will include timeline and budgets, contractual issues for hiring musicians/engineers, testing and documentation. We will also discuss networking, press materials, CV, promotion, identifying funding sources and grant writing. How digital artworks can survive in a time of constant technological changes will be addressed.

SCG-6950

Thesis I

Fall semester: 3 credits

The thesis project consists of documented research and a body of creative work. The project should reflect individual direction and interests while encouraging collaborative and complimentary partnerships. Successful completion will be attained through the creative use of the computer and emerging technologies as well as their potential in the chosen area of practice. This course is intended to guide students through the initial stages of their thesis through experimentation and iteration. A forum for discussion of storytelling and execution, as well as critique of work-in-progress with faculty and visiting artists will be provided. Throughout the year, students will work with a thesis group leader and the department chair.

Course #	Day	Time	Instructor
SCG-6950-A	M	12:00-2:50	F. Muelas
SCG-6950-B	W	4:00-6:50	S. Rittler
SCG-6950-C	W	6:00-8:50	R. Kohr
SCG-6950-D	Th	11:00-1:50	T. Masson
SCG-6950-E	Th	3:00-5:50	A. Meyers

SCG-6951

Thesis Research and Writing I

Fall semester: 3 credits

Intended to help students to refine their research skills and articulate concepts and context, this course will focus on finalizing the thesis proposal, and the thesis research paper. Students will meet with the instructor in groups and individually several times during the semester. The critique and review sessions will be open to all thesis students every week.

Course #	Day	Time	Instructor
SCG-6951-A	M	3:00-5:50	A. Vergel
SCG-6951-B	Tu	12:00-2:50	J. Keesling
SCG-6951-C	Th	3:00-5:50	C. Allen
SCG-6951-D	Th	3:00-5:50	T. Schreiber
SCG-6951-E	F	12:00-2:50	A. Bonney

SCG-6955

Thesis II

Spring semester: 3 credits

A continuation of SCG-6950, Thesis I, this course is geared to achieving the goals outlined in thesis proposals. Weekly group and individual critiques will be held.

Course #	Day	Time	Instructor
SCG-6955-A	M	3:00-5:50	F. Muelas
SCG-6955-B	W	4:00-6:50	S. Rittler
SCG-6955-C	W	6:00-8:50	R. Kohr
SCG-6955-D	Th	11:00-1:50	T. Masson
SCG-6955-E	Th	3:00-5:50	A. Meyers

SCG-6956

Thesis Research and Writing II

Spring semester: 3 credits

A continuation of SCG-6951, this course is intended to help students prepare the written materials needed to introduce their art practice. It will focus on the artist's biography, statement, résumé/CV, project description and a press release. Students will meet with the instructor in groups and individually several times during the semester. The critique and review portion will be open to all thesis students every week.

Course #	Day	Time	Instructor
SCG-6956-A	M	3:00-5:50	A. Vergel
SCG-6956-B	Tu	12:00-2:50	J. Keesling
SCG-6956-C	Th	3:00-5:50	C. Allen
SCG-6956-D	Th	3:00-5:50	T. Schreiber
SCG-6956-E	F	12:00-2:50	A. Bonney

SCG-6982

Thesis Continuation

Monday 3:00-5:50

One semester: 3, 6 or 9 credits

Instructor: T. Masson

This course will guide students who are in the final stages of thesis production through the completion of their thesis by providing a forum for discussion and critique of work-in-progress. Prerequisite: SCG-6955, Thesis II.

Course #	Semester
SCG-6982-A-C	fall
SCG-6982-D-F	spring

Independent Study

One semester: 3 credits

Independent study is granted to students who wish to pursue a special project not covered by the parameters of the curriculum. Students work independently under the tutelage of an appropriate faculty member or professional sponsor. Students must submit a detailed proposal that outlines their goals, must meet the GPA requirement for independent study, and must receive approval from the departmental advisor and the department chair. At the end of the semester, a summary of the completed work is required.

Course #	Semester
SCG-6996-A	summer
SCG-6997-A	fall
SCG-6998-A	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

PROGRAMMING COURSES

HSG-5010

Computer Systems I

Fall semester: 3 credits

Instructor: A. Driggers

The purpose of this course is to give an overview of the inner workings of computer systems. It will cover the many facets of computers, including logic, hardware, programming and software, how they communicate to create networks and how to use that knowledge to make informed technical choices. It will review the theory, history and cultural context behind the emergence of computer systems, which has shaped the current technological state of affairs. Students will also learn to configure hardware and software for specific tasks, including motion graphics, 3D animation and fine art.

Course #	Day	Time
HSG-5010-A	Tu	6:00-7:50
HSG-5010-B	Tu	8:00-9:50

HSG-5011-A

Computer Systems II

Tuesday 8:00-9:50

Spring semester: 3 credits

Instructor: A. Driggers

The MFA Computer Arts Lab is a sophisticated and complex network of computers, peripherals, software, servers and other high-end components. If students are to take advantage of the true potential and power of the MFA lab, indoctrination in “real-world” problem solving is necessary. This course dissects, researches and solves systems problems that prepare students to successfully execute a thesis project. In addition to lectures, field trips will be made to state-of-the-art facilities.

HSG-5232

Programming for Animators

Fall semester: 3 credits

Instructor: P. Sultan

Limited to 12 students per section

The ability to write scripts (short programs that control other software) is one of the most powerful skills that a CG artist can have. In addition to an artistic eye, it is perhaps the skill that most frequently separates a run-of-the-mill artist from an irreplaceable one. In this course, we will examine Python, which is both a full-fledged programming language suitable for building entire applications and the integrated scripting language of choice in CG software such as Maya, Houdini and Nuke.

Course #	Day	Time
HSG-5232-A	Th	6:00-7:50
HSG-5232-B	Th	8:00-9:50

HSG-5266-A

Technical Direction

Monday 8:00-9:50

Spring semester: 3 credits

Instructor: TBA

The technical director (TD) is traditionally both a jack of many trades and the “hub” that brings the work of more specialized artists together into a cohesive whole. Nowhere else in the CG ecosystem will you so frequently find professionals who straddle the line between art and science. The most sought after TDs are invariably those who have multiple skills, an artistic eye and the ability to delve into the inner workings of the CG pipeline to repair and/or improve it. This course will cover advanced topics in Python scripting. We will touch upon fluid simulation, particle dynamics, cloth, procedural animation and modeling, rigid and soft bodies, and more. Prerequisite: HSG-5232, Programming for Animators.

HSG-5343-A

Web Programming I

Monday 6:00-7:50

Fall semester: 3 credits

Instructor: R. Campbell

Serving as an introduction to the basic concepts, techniques and technologies of web programming, this course will address how to design and build dynamic and database-driven sites for the web. Conceptual and practical programming ideas will be examined through the creation of flowcharts, as well as working through examples of code and scripts, including HTML, CSS and JavaScript. The exploration of design principles and building dynamic templates will be achieved by working on assigned projects.

HSG-5344-A

Web Programming II

Monday 6:00-7:50

Spring semester: 3 credits

Instructor: R. Campbell

Students will be introduced to programming concepts used to create dynamic content for the web. Assuming basic HTML skills, students will learn to add JavaScript to pages to effect client-side dynamic pages. CSS, XML, JSP and introductory database techniques will be explored to add functionality to a web application. Several short assignments will be given, enabling students to produce creative and innovative websites. Prerequisite: HSG-5343, Web Programming I, or instructor's permission.

HSG-5592-A

App Design and Development

Thursday 3:00-4:50

Spring semester: 3 credits

Instructor: R. Shupe

This introductory course will explore producing applications for mobile devices and understanding their creative potential. From concept through development and testing to distribution and sales, we will address the entire process of bringing an app to users. A variety of app development paths will be discussed. With no programming experience required, students will develop a simple web app using HTML, CSS and JavaScript, and then use Phone Gap to bundle the product as an application suitable for distribution through various app stores and marketplaces. In addition, we will explore device-specific features, such as accessing the camera, using the accelerometer for motion-driven games, using geolocation. *Note: While not a course requirement, students who wish to test apps on their own iOS devices must join an Apple Developer Program and bring their laptops to class.*

HSG-5611-A

Creative Programming for Artists I

Wednesday 11:00-12:50

Fall semester: 3 credits

Instructor: H. Tammen

This course is intended for students who have no prior exposure to programming and who want to create interactive or generative artworks. We will take a close look at the techniques used to program manipulations of video and sound works, control these with a broad range of external controllers, and work with camera and motion-tracking techniques. Software and hardware includes Max/MSP/Jitter, Processing and P5.js languages, MIDI keyboards, game controllers, sensors, smartphone and tablet apps, and other hardware devices that are able to control your artwork.

HSG-5612-A

Creative Programming for Artists II

Wednesday 11:00-12:50

Spring semester: 3 credits

Instructor: H. Tammen

Intended for students with a basic understanding of computer programming, this advanced course is recommended for anyone who wants to build his/her own tools to create digital art. By the end of the semester, students should be able to program self-generating artworks and use data from the Internet to create artworks. The course will consist of lectures and presentations, along with short assignments, culminating in a final project. Software and hardware includes what was covered in the introductory course. Prerequisite: HSG-5611, Creative Programming for Artists I, or instructor's permission.

ART HISTORY COURSES

SDG-5010-A

Digital Art Seminar I

Wednesday 6:00-7:50

Fall semester: no credit

Instructor: T. Schreiber

This seminar addresses many aspects of digital art history and theory, including the evolution of digital technologies through an examination of the key theorists and practicing artists who have defined the digital media field. The primary goal is to expose students to the broad range of ideas and forms of expression that the digital arts encompass. Students will clarify and expand their personal creative niche within the context of contemporary art and culture, through research, short written assignments and creative experimentation. This lecture series offers a historical and theoretical foundation in the digital arts, along with establishing a familiarity with contemporary art in New York City through gallery visits, artist talks and guest lectures.

SDG-5015-A

Digital Art Seminar II

Wednesday 6:00-7:50

Spring semester: no credit

Instructor: T. Schreiber

This is the second part of a two-semester course. See SDG-5010 for course description.

SDG-5147

Animation Culture

Monday 3:00-5:50

One semester: 3 credits

Instructor: T. Schreiber

Why do we love animation? What is it doing for us—or to us? This course will explore the impact of animation on our perception and culture through screenings, discussions and written work. We will discuss how pervasive animated worlds influence people through entertainment, games, advertising, broadcast media, medicine, law and architecture. The use of animation as commentary on topics such as politics, emotional life and intimacy will be considered. The culture of animation itself—as represented by legendary companies, people and practices of this multifaceted art form—will also be addressed. Guest speakers and field trips are included.

<i>Course #</i>	<i>Semester</i>
SDG-5147-A	fall
SDG-5147-B	spring

SDG-5163-A

Video Art and Beyond

Monday 6:00-8:50

Fall semester: 3 credits

Instructor: J. Dieringer

This course begins by examining the emergence of video art of the 1960s, through structuralist films and the freewheeling days of “feedback” and “real-time” manipulation of the analog electronic signal. Students will examine how the barriers between artistic disciplines broke down as artists took up portable video cameras, experimented with installation, staged actions, and went outdoors to build land art. Works of contemporary video artists who move freely between painting, sculpture, photography, film, performance and other media will be discussed, as well as the contributions by musicians toward developing new working methods. The course will consist of weekly screenings, analysis of installations, readings and written assignments.

SDG-5452-A

New Media in Contemporary Art

Wednesday 3:00-5:50

Fall semester: 3 credits

Instructor: T. Druckrey

This course will explore artistic developments in new media over the past century, with a particular focus on artistic practices that examine or embrace new circumstances in the media and technologies of our time. Key works will be presented and discussed in light of the evolution of creative expression. Students will also research and discuss the concepts presented by critics and theorists. The term “new media” will be treated broadly to include developments in contemporary art, interaction, Internet-based work, film, photography and radio, as well as the beliefs and expectations that accompany new technologies.

SDG-5534

Theory, Criticism and History of Time-Based Media

Thursday 3:00-5:50

One semester: 3 credits

Instructor: A. Sinha

As the first time-based medium, film quickly became a primary means of cultural expression and an icon of popular culture. Early works by Thomas Edison included live action, stop motion and animation, laying the groundwork for digital video, motion graphics and computer animation. Although digital projection, 3D and web-based technologies have begun to supersede the film medium, its history, including video and animation, provides a wellspring of ideas and practices that demand theoretical and critical analysis. This course will address the vocabulary, grammar and syntax of experimental and mainstream film language, while examining and analyzing basic film constructs, genres and forms. Focusing on these issues from an international perspective, students will explore time-based media through the works of theorists, critics and practitioners. Reading and writing assignments will be complemented by student presentations, guest lectures and discussion.

<i>Course #</i>	<i>Semester</i>
SDG-5534-A	fall
SDG-5534-B	spring

SDG-5541-A

Ecstasy and Apocalypse

Tuesday 3:00-5:50

Spring semester: 3 credits

Instructor: T. Goodeve

In the 21st century, whether we choose to participate or not, technology is “us.” From smartphones, Fitbits, and the number of likes on Instagram and Facebook to the transformation of money from gold to electronic information, the boundaries between the human and the nonhuman have broken down considerably. We survive and interact increasingly because of technology. In this course we will look at the history and implications of various technologies beginning with the case study of the automobile, leading to discussions of the effects of fossil fuels, the Anthropocene and climate change, automation and the end of work, biotechnology and transhumanism, the Internet and the digital revolution, and even the effects of technology on “truth” and “fact.” Students are responsible for weekly reading and discussion, a midterm exam and a final presentation.

SDG-5562-A

New Media Theory

Wednesday 3:00-5:50

Spring semester: 3 credits

Instructor: W. Laforge

The history and theory of new media from aesthetic, cultural and political perspectives will be outlined in this course. Key texts from science, technology, cultural theory and philosophy will be used to illustrate how mediation in various forms has impacted perception, communication, information systems and cultural production. Prominent theories will be referenced to trace the development of the term “new media.” Other topics include the logic of the database as a new cultural form, as well as notions of software and the power of code’s structures and rules. How networks affect cultural production—from social networking to semantic filtering to intellectual properties and urbanity—will be explored. Through lectures, reading assignments and discussions, new media will be positioned in this larger cultural context.

ENGLISH AND THE VISUAL ARTS COURSES FOR MFA COMPUTER ARTS

The Integrative Language Skills courses are designed specifically for MFA Computer Arts students to enhance all aspects of communication. Students are registered by placement.

SDG-5830

Integrative Language Skills I

Fall semester: no credit

Instructor: A. Bonney

This course is designed to enhance skills for listening, speaking, reading and writing. Through written assignments and in-class exercises students will develop their individual voices as well as their ability to present and collaborate. We will explore creative writing techniques based on memory, persona, story, myth and culture.

Note: Registration for this course is by placement.

Course #	Day	Time
SDG-5830-A	Tu	12:00-2:50
SDG-5830-B	Tu	3:00-5:50
SDG-5830-C	F	9:00-11:50

SDG-5840

Integrative Language Skills II

Spring semester: no credit

Instructor: A. Bonney

Serving as a continuation of SDG-5830, Integrative Language Skills I, in the spring semester we will focus on academic writing and research methodologies to prepare students for SCG-6951, Thesis Research and Writing I. Conceptual ideas and organizational structures will be developed, along with key vocabulary and techniques to generate questions for thesis topics. *Note: Registration for this course is by placement.*

Course #	Day	Time
SDG-5840-A	Tu	10:00-12:50
SDG-5840-B	Tu	1:00-3:50

SDG-6830

Integrative Language Skills III

Fall semester: no credit

Instructor: A. Bonney

As a supplement to SCG-6951, Thesis Research and Writing I, this course will provide additional language support to students as they write their project proposals and theses. Special attention is paid to editing, vocabulary and grammar, as well as using and documenting research and adhering to thesis protocol. *Note: Registration for this course is by placement.*

Course #	Day	Time
SDG-6830-A	W	10:00-12:50
SDG-6830-B	W	1:00-3:50

MFA PHOTOGRAPHY, VIDEO AND RELATED MEDIA COURSE ELECTIVES

The following courses may be taken with the proper prerequisites and permission from both department chairs, space permitting. Computer Arts majors will not be charged any lab access fee associated with these courses. In addition, historical perspectives, criticism and theory, and contemporary issues courses in the Photography, Video and Related Media Department may also be available to qualified Computer Arts students. Please refer to the Photography, Video and Related Media Department General Course Listing for descriptions and information.

PHG-5402	Studio: Imaging I
PHG-5406	Studio: Imaging II
PHG-5413	Studio: Lighting I—Fundamentals and Beyond
PHG-5414	Studio: Lighting II—Exploring Styles
PHG-6428	Studio: Moving Image—Postproduction Strategies

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

MFA COMPUTER ARTS COURSES OPEN TO ALL GRADUATE DEPARTMENTS

The following courses (with a course code prefix of SDG) may be taken by any graduate student, with permission from the MFA Computer Arts department chair. *Note: These courses are non-studio and do not include access to the MFA Computer Arts Lab. Students taking courses with a course code prefix of SDG are not required to register for SCG-Access.*

Course #	Title
SDG-5147	Animation Culture
SDG-5163	Video Art and Beyond
SDG-5452	New Media in Contemporary Art
SDG-5534	Theory, Criticism and History of Time-Based Media
SDG-5541	Ecstasy and Apocalypse
SDG-5562	New Media Theory

The following courses may be taken by any graduate student with the proper prerequisites and permission from the MFA Computer Arts department chair. Please refer to the MFA Computer Arts Department General Course Listing for descriptions and information. Students who register for a studio or programming course must also register for SCG-Access, MFA Computer Arts Lab Access, unless otherwise indicated. *Note: Photography, Video and Related Media majors will not be charged a lab access fee for any of these courses:*

Course #	Title
HSG-5611	Creative Programming for Artists I
HSG-5612	Creative Programming for Artists II
HSG-5343	Web Programming I
HSG-5344	Web Programming II
SCG-5673	Sound Workshop I
SCG-5674	Sound Workshop II
SCG-5736	New Forms in Media
SCG-5744	Virtual Reality Storytelling
SCG-5759	3D for Fine Artists
SCG-5837	Interface Design: From Ideation to Realization
SCG-5863	Emerging Practices: Nonlinear Storytelling
SCG-6126	Emerging Practices: The Experiential Image
SCG-6127	Emerging Practices: The Computational Image

SCG-Access

MFA Computer Arts Lab Access

One semester: no credit

Access fee: \$1,700

Lab access is available to graduate students from other departments who are registered for a studio or programming course in the MFA Computer Arts program only. *Note: Access is limited to hardware and software resources needed in the specific course for which the student is registered.*

Course #	Semester
SCG-Access-A	fall
SCG-Access-B	spring

MA Curatorial Practice

DEGREE REQUIREMENTS

- Successful completion of 50 credits, including all required courses, academic and administrative requirements, class attendance, class and group participation and individual internship.

- Successful completion of the curatorial project and essay approved by the Review Committee. Documentation of all thesis projects must be on file in the Curatorial Practice Department to be eligible for degree conferral.

- A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.

- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
CPG-5020	Introductory Critique of Canonical 20th- and 21st-Century Texts	fall
CPG-5021	Practicum: Logic and Rhetoric	fall
CPG-5040	Practicum: Research Methodologies	fall
CPG-5130	History Seminar: Post-1945 Transnationalism and the History of Art	fall
CPG-5140	Case Study Seminar: Curating Digital Art Through Network, Gallery and Public Space	fall
CPG-5160	Philosophy Seminar: Curatorial Practice, Body and World	fall
CPG-5190	Curatorial Roundtable I: Visiting International Curators Program	fall
CPG-5195	Workshop in Curatorial Practice I	fall
CPG-5220	Workshop in Critical Writing: Exhibition Analysis	fall
CPG-5230	Workshops in Professional Practices	fall
CPG-5250	Art Practice	fall
CPG-5490	CP Exhibition	fall or spring
CPG-5540	Case Study Seminar: Models of Thinking—Curating a Program	spring
CPG-5550	Case Study Seminar: History as Commodity—On the Contemporary	spring
CPG-5560	Case Study Seminar: 21st-Century Contemporary Collecting Practices	spring
CPG-5590	Case Study Seminar: Returning the Gaze: Models of Curating Film and Video in Contemporary Art	spring
CPG-5640	Practicum: Exhibition-Making	spring
CPG-5670	History Seminar: 20th and 21st Centuries Exhibition History	spring
CPG-5680	Curatorial Roundtable II: Visiting International Curators Program	spring
CPG-5720	Workshop in Critical Writing: Curatorial Analysis and the Writer's Voice	spring
CPG-5810	Special Curatorial Events I	fall
CPG-5811	Special Curatorial Events II	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
CPG-6120	Case Study Seminar: Memory and Justice in Performance Today	fall
CPG-6130	Case Study Seminar: The Expanded Space of Art	fall
CPG-6190	Artists Roundtable	fall
CPG-6350	Internship and Fieldwork Program	fall
CPG-6420	Independent Curatorial Plan	fall
CPG-6590	Curatorial Roundtable III: Visiting International Curators Program	fall
CPG-6595	Workshop in Curatorial Practice II	fall
CPG-6610	Workshop in Critical Writing: The Catalog Essay	spring
CPG-6690	Curatorial Roundtable IV: Visiting International Curators Program	spring
CPG-6810	Special Curatorial Events III	fall
CPG-6811	Special Curatorial Events IV	spring
CPG-6890	Final Exhibition/Curatorial Project	spring

Final Curatorial Project Requirements: Second Year

For the final curatorial project, all requirements are to be fulfilled with the oversight of the program chair and the Review Committee (as stated in the description for CPG-6890, Final Exhibition/Curatorial Project). All components must be completed in order to receive chair approval and be eligible for degree conferral.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed by year.

FIRST YEAR

CPG-5020-A

Introductory Critique of Canonical 20th- and 21st-Century Texts

Tuesday, Thursday (3 weeks, begins 8/2)

Hours: TBA

Fall semester: no credit

Instructor: B. Wood

Curators have a responsibility to know the canon, write the canon, and even write against the canon. The purpose of this short course is to provide a set of common 20th- and 21st-century references to Western art-historical movements and art theories toward the intention of a close and critical reading of them. In its particular Euro-American focus, this course is meant to stand in relation to the first semester's far broader and more inclusive reading of translational art histories.

CPG-5021-A

Practicum: Logic and Rhetoric

Wednesday, Friday (3 weeks, begins 8/3)

Hours: TBA

Fall semester: no credit

Instructor: K. Whitmoyer

This practicum will be a formal introduction to logic and rhetoric, founded in the classical canon. It is commonplace in art practices to talk about "conceptualism" and the concepts that are the basis of works of art, particularly in the post-Duchampian era. However, the foundational ideas of what concepts are and the way logical structures and rhetorical arguments undergird the formation and expression of a concept is largely unexamined. Through readings and exercises, students will examine logical rules for concepts, classification and definition, as well as how to construct arguments using Aristotelian syllogistic logic and modern symbolic systems. By acquainting students with the basics of logic and rhetoric, this course will provide a background that will help curatorial practitioners rigorously address the practice of concept formation as it relates to artists' works and to their own formulations of exhibitions and other curatorial expressions.

CPG-5040-A

Practicum: Research Methodologies

Friday (4 weeks, begins 9/9)

Hours: 4:00-6:00

Fall semester: no credit

Instructor: I. Blackman

In this practicum students will examine art-historical research methods through scholarly investigation of an exhibition (historical or contemporary). Working independently and in collaboration, students will seek out primary and secondary resources from diverse repositories, demonstrate investigative skills, and present their research in the form of a descriptive bibliography and a brief presentation.

CPG-5130-A

History Seminar: Post-1945 Transnationalism and the History of Art

Monday 1:00-3:00

Fall semester: 3 credits

Instructor: N. Segal

This seminar is designed to meet two main objectives. First, to ground students in select yet defining histories of art since the Second World War and explore those legacies in discourses of 21st-century art. Second, to place established art theories in dialogue with artistic incongruities across culturally disparate but simultaneous histories. Within a transnational frame, a variety of concerns will be addressed, including abstraction, realism, decolonialism, minimalism, conceptualism, the archive, identity, body and performance, capital, witnessing, empathy and solidarity. We will consider whether certain theoretical positions are germane to specific art-historical episodes of artists; how the project of trying to write the "other" into the canonical record is different from the project of Empire; and if

art changed in fundamental ways after the Second World War, then how does the pivot differ when we look across borders? This seminar requires students to reckon with foundational ideas, grasp historiographical shifts across South-North and East-West, and draw on the lessons of artists and artworks of post-1945 art histories to grapple with contemporary artistic concerns.

CPG-5140-A

Case Study Seminar: Curating Digital Art Through Network, Gallery and Public Space

Tuesday 5:00-7:00 (7 weeks, begins 11/1)

Fall semester: 1 credit

Instructor: R. Schrock

This course gives an overview of curatorial models for digital art, ranging from approaches to online exhibitions to models for presenting (networked) digital art in museums and galleries, at festivals or in outdoor spaces. The curation of digital art is now commonly understood as an engagement with a variety of aspects of the production, presentation and reception of the work of art. Through weekly case studies and readings, students engage with challenges of and best practices for the presentation of digital art in various contexts; audience engagement and educational materials; organizational structures and funding as well as exhibition documentation. The exhibition history of digital art and changes that have occurred in presenting the work throughout the decades will also be discussed.

CPG-5160-A

Philosophy Seminar: Curatorial Practice, Body and World

Thursday 5:00-7:00 (7 weeks, begins 9/8)

Fall semester: 1 credit

Instructor: K. Whitmoyer

In a well-curated exhibition, one can "feel" that something has been done right (or wrong) through the exchange between the body, the objects in the exhibition space and the space itself. Understanding this relationship is crucial for curatorial practice, and this seminar offers a philosophical framework for thinking it through rigorously and critically. The phenomenological movement has made perhaps the most important contribution to this discussion, and we will engage various accounts of the body and its relationship to space and the world along with excursions into memory theory, the philosophy of technology, feminist theory and speculative materialism. This is a philosophy course, not an art history or curating course. Yet the subject of the course should bear directly on your practice as a curator: as every participant in an exhibition immediately enters into this unspoken relationship, the curator must be conscious of the manner in which perception, consciousness, objects and space are dynamically intertwined.

CPG-5190-A

Curatorial Roundtable I: Visiting International Curators Program

Wednesday, hours TBA (7 weeks, begins 9/7)

Fall semester: 1.5 credits

Instructor: S. H. Madoff

Every week a curator or institution director visits to discuss a current project. The presenters come from all over the world, work across all disciplines and represent different kinds of institutions and practices. The format is informal and intimate; each presentation is followed by a reception that allows students to interact with guests and develop a growing professional network. *Note: Based on the availability of visiting lecturers, some sessions will be scheduled from 9:00-11:00am; other sessions will meet from 5:00-7:00pm. This course includes an online component.*

CPG-5195-A

Workshop in Curatorial Practice I

Wednesday, hours TBA (7 weeks, begins 10/26)

Fall semester: 1.5 credits

Instructor: TBA

The Workshop in Curatorial Practice focuses on topics of intersectional interest, seeking to consider region, politics, gender, race, contemporary and historical cultures, and contextual consonances of difference in project-based curatorial plans. Subjects vary depending on the current work of the faculty member.

CPG-5220-A**Workshop in Critical Writing: Exhibition Analysis**

Tuesday 1:00-3:00

Fall semester: 3 credits

Instructor: M. Arsanios

Each week students must write a 500-word review as a curatorial analysis of a museum exhibition that gives ample evidence of the curatorial argument for the show, aspects of exhibition design that clearly manifest the argument, and other manifestations (catalogue, online presence, conference, workshops) worth noting. This is a good way to visit museum exhibitions on a weekly basis in the city and learn to analyze exhibitions for their curatorial work—not for the art itself, but for the presentation of the art. Each review must exhibit clean writing, strong argument, and proper use of syntax, grammar and punctuation.

CPG-5230-A**Workshops in Professional Practices**

Thursday 1:00-4:00 (7 weeks, begins 9/8)

Fall semester: 1 credit

Workshop leaders: Y. Backer, H. Brock, T. Cheung, D. Kershaw, A. Jorgensen, S. Lahav, C. Scheidermann, L. Warner

These intensive weekly workshops address a variety of technical and professional skills, ranging from installation and lighting design to making effective presentations. The focus of the workshops is to prepare students with basic understandings of skills they will need themselves as curators or to be able to more effectively work with professional collaborators in curatorial settings.

CPG-5250-A**Art Practice**

Days and hours determined by course selection

Fall semester: no credit

The Curatorial Practice program intends to fully immerse its students in the world in which they will advance their careers as professional curators. Central to this world are the artists whose works provide the content of exhibitions and other curatorial projects. In order to fully value this work, students will try their hands as art practitioners by enrolling in a studio art course of their choosing at the undergraduate level (unless otherwise approved for graduate level). Ongoing critiques by their instructor and classmates will be given. By the end of the course, students will have a deeper understanding of the techniques, materials, conceptual challenges and risks of being a working artist. This will contribute directly to their curatorial practices and collaborations with artists. *Note: In some cases, curatorial students can be waived from course CPG-5250, Art Practice, if the chair deems that previous studies and/or professional practice are equivalent.*

CPG-5490**CP Exhibition**

Day/time: TBA

One semester: no credit

For the CP Projects Space exhibition, an exhibition plan must be presented to the program chair for approval. This includes the following components: a full description in writing of the concept of the exhibition, a checklist of artists and the works to be included in the exhibition, an installation plan of the works in the CP Projects Space, a budget for the exhibition, all wall labels for works, a wall text that summarizes the exhibition for viewers and a press release. Installation and deinstallation of the exhibition must be successfully completed by the curatorial student. All requirements are to be fulfilled with the oversight of the department chair and administrative staff.

Course # Semester

CPG-5490-A fall

CPG-5490-B spring

CPG-5540-A**Case Study Seminar: Models of Thinking—Curating a Program**

Thursday 4:00-6:00 (7 weeks, begins 1/12)

Spring semester: 1 credit

Instructor: L. Ptak

This course takes as its starting point an expanded notion of what curating is. Beyond just exhibition making, there are numerous ways in which a curatorial practice takes shape. Together we'll explore the notion of "programming" as a way to understand how, why and for whom contemporary art exists and is shaped by

curators, contexts and constituents. Through site visits we will observe and interrogate firsthand a range of ways that programming responds to different ideals and realities, to the discourse of contemporary art itself, as well as to diverse artists and audiences.

CPG-5550-A**Case Study Seminar: History as Commodity—On the Contemporary**

Monday 6:30-8:30 (7 weeks, begins 1/9)

Spring semester: 1 credit

Instructor: B. Wood

The purpose of this course is to understand contemporary art as a distinct historical period and why the closing of this period seems marked by the threat of imminent catastrophe. It is not a coincidence that this has also been a time marked by the reformatting and redeployment of history and historical tropes on the one hand, but also a shift in the use of memory and progressive thinking towards economic and informational ends. How have inertia and cyclical time been redeployed in the contemporary period as the time of finance and of the museum? This course looks at historical precedents and theoretical formulations to better understand how these changes have come about, but also takes for granted that their effects are becoming increasingly bizarre—demanding that we cast a very wide and often scattershot net across many disciplines in order to make sense of their movements.

CPG-5560-A**Case Study Seminar: 21st-Century Contemporary Collecting Practices**

Thursday 5:00-7:00 (7 weeks, begins 3/16)

Spring semester: 1 credit

Instructor: TBA

This course provides insight into the shifting terrain of institutional collecting practices, from both a local and global museum perspective. Examining the reconfiguration of outdated Euro-American-centric models of collecting, and the subsequent move towards more inclusive art histories and other modernisms, students will gain an insight into the role of globalization, ethics, digital practices, market vs institutional relationships and an understanding of long-term collection care. Through a combination of readings, field trips to galleries and museums, as well as guest visits, the course will provide a compact and timely overview into collecting in the 21st century.

CPG-5590-A**Case Study Seminar: Returning the Gaze: Models of Curating Film and Video in Contemporary Art**

Monday 6:30-8:30 (7 weeks, begins 3/20)

Spring semester: 1 credit

Instructor: C. Iles

This course explores how the increasingly central role of the moving image in contemporary art is articulated through a wide range of different curatorial models and structures, including solo exhibitions and commissions in alternative spaces, major historical and contemporary exhibitions in museums, biennials, site-specific projects, screenings, expanded cinema events and collective and conceptual practices. The course addresses the key role of artists of color and Indigenous artists in shaping the history of the moving image, and traces how film and video's intersection with other mediums and disciplines, including performance, dance, cinema, and sound, shapes curatorial scholarship and exhibition-making. It also examines how the material fluidity of the moving image creates a uniquely open set of practical and philosophical possibilities, including the formation of new global, postcolonial curatorial structures.

CPG-5640-A**Practicum: Exhibition-Making**

Tuesday 10:00-12:00

Spring semester: 2 credits

Instructor: N. Segal

This practicum is required for all first-year students to review the fundamentals of traditional exhibition-making. The course offers participants a platform for debate, exploration and experimentation in curatorial practice, and encourages interdisciplinary thinking as a way of addressing the expanded role of the curator beyond the traditional art world nexus. With the guidance of the lead instructor and the participation of visiting experts in areas discussed, students will consider practical issues of curating, such as studio visits with artists, exhibition planning and related software, exhibition design and installation, lighting, art handling, transportation and insurance, registration and condition reports, all aspects of

budgeting, commissioning and fundraising, as well as such topics as ancillary program development, exhibition outreach and marketing, online development, tools and methods of documentation, and de-installation.

CPG-5670-A

History Seminar: 20th and 21st Centuries Exhibition History

Monday 4:00-6:00

Spring semester: 1 credit

Instructor: S. Reisman

How is art presented to the broad public? What are the origins of exhibition making, and with what intentions has it been carried out? How have governments, nonprofit cultural organizations, extra-institutional entities, independent curators, and artists dealt with public exhibitions, and at whose initiative were/are they organized? This course is conceived to consider a range of exhibitions and public initiatives to understand how exhibitions have evolved from the earliest biennials (beginning with the Venice Biennial in 1895, the Carnegie International and Documenta) to community and locally-based public art initiatives that have impacted and have been responsive to the public's expectations around their reception of exhibitions. The focus of the course will move between the international and local institutional models on a larger scale, to more ephemeral and experimental approaches to exhibition making, emphasizing how the production of exhibitions has shifted as the role of the curator has expanded.

CPG-5680-A

Curatorial Roundtable II: Visiting International Curators Program

Wednesday, hours TBA

Spring semester: 3 credits

Instructor: S. H. Madoff

Every week a curator or institution director visits to discuss a current project. The presenters come from all over the world, work across all disciplines and represent different kinds of institutions and practices. The format is informal and intimate; each presentation is followed by a reception that allows students to interact with guests and develop a growing professional network. *Note: Based on the availability of visiting lecturers, some sessions will be scheduled from 9:00-11:00am; other sessions will meet from 5:00-7:00pm. This course includes an online component.*

CPG-5720-A

Workshop in Critical Writing: Curatorial Analysis and the Writer's Voice

Tuesday 4:00-6:00

Spring semester: 2 credits

Instructor: D. Kunitz

In this course students will write reviews of exhibitions or other curatorial ventures, with emphasis on their curatorial aspects. These reviews are critiqued in a workshop setting, refining students' writing and analytical skills. As one of the goals of the program is to make its candidates highly professional explicators of their ideas, this workshop will improve students' ability in written communication. Writing well, however, means thinking clearly and so this course is equally about honing students' ability to organize and express their thoughts, while also making them more attentive to curatorial craft as practiced in the city's immensely varied spaces. It will serve also to raise students' awareness of the various forms of presentation available to them, while deepening their knowledge of methodologies and execution.

CPG-5810 / CPG-5811

Special Curatorial Events I and II

Day/time: TBA

Fall and spring semesters: no credit

Instructor: TBA

Throughout the school year, MACP schedules special events, such as guest seminars and panel discussions. These events range across topics related to pressing social issues, major international exhibitions, publications and specific curatorial concerns. Distinguished speakers include MACP faculty at large members, artists, institutional and independent curators from across the globe, and experts in various fields relevant to the topics discussed. While some of these events are open to the public, it is required that all curatorial students attend.

Course #	Semester
CPG-5810-A	fall
CPG-5811-A	spring

CPG-5998-A

Independent Study

One semester: 1, 2 or 3 credits

In special and rare instances, a curatorial student may apply to the department chair for independent study that may replace coursework deemed equivalent by the chair. It is the general rule that all courses in the curriculum must be taken. Credit for independent study is equal to the course it is replacing. Oversight and requirements for the fulfillment of the independent study depend on the individual project agreed upon with the chair.

SECOND YEAR

CPG-6120-A

Case Study Seminar: Memory and Justice in Performance Today

Monday 5:00-7:00 (7 weeks, begins 9/12)

Fall semester: 1 credit

Instructor: C. Nyampeta

This course locates performance as a method for the recording and the transmission of memory, as a device for mediating longing and as a tool for the affirmation or contestation of belonging. It will move beyond viewing performance as an ephemeral discipline challenged by documentation, preservation and writing. Instead, it will consider performance as a system of making. The course focuses on artists who, even when not creating visibly performative works, are still performing their life. From a curatorial perspective, practical knowledge is offered toward caring for such expanded performance, by reviewing the roles and relationships between artists, curators, institutions and publics, and by drawing from the instructor's own artistic encounters and communities of practice in New York, Europe, East Africa, and beyond.

CPG-6130-A

Case Study Seminar: The Expanded Space of Art

Monday 5:00-7:00 (7 weeks, begins 11/7)

Fall semester: 1 credit

Instructor: C. Renfro

Taught by an architect, this course uses historical and contemporary examples to examine the expanded field of exhibition-making in the 21st century. The complex, dynamic and productive relationships between exhibitions and their sites will be explored as the class tackles the challenges and opportunities of found or made space, site specificity, site neutrality, object specificity, temporality and media. Using images, videos and texts, students will conduct independent research on exhibitions and their sites, and visit shows, performances and events throughout the New York area. Guest lecturers will include artists, curators, exhibition designers and other architects. Curatorial exercises dedicated to the reconciliation of space and art using conventional artworks, design pieces, time-based works and performance, as well as consideration of the virtual exhibition space, will be an essential element of the course.

CPG-6190-A

Artists Roundtable

Tuesday 5:00-7:00

Fall semester: 3 credits

Instructor: D. Ross

To complement the Curatorial Roundtable, the third semester of the program will focus on meetings with leading artists, architects and designers in New York City. This course will take place in the classroom, as well as in studios, galleries and museums around the city. Working toward an increased knowledge of curatorial issues from the artist's perspective, students will participate in a series of conversations with guests to discuss their work, their exhibition experiences, and what they seek and expect from their relationships with curators.

CPG-6350-A**Internship and Fieldwork Program**

Days and hours determined by internship

Fall semester: 3 credits

Instructor: Institutional mentor

Crucial to the professional training and networking that are core aspects of curatorial practice is the Internship and Fieldwork Program. The internship takes place during the summer break between the first and second years of the program.

This is important for students to gain the fullest sense of working within a professional setting. Internships are arranged with New York-based museums, galleries and alternative venues, as well as with national and international institutions. Mentors are assigned at host institutions to oversee student work and will be members of each student's Review Committee the following fall for his or her final curatorial project. As well, students take a trip overseas to visit an important biennial exhibition and take part in discussion and workshops at the event. This is fieldwork that augments their understanding of various aspects of the curatorial enterprise, while having the opportunity to study firsthand a major international exhibition.

CPG-6420-A**Independent Curatorial Plan**

Fall semester: 3 credits

Instructor: Review Committee

Under the supervision of the Review Committee, comprised of the department chair, faculty member, institutional mentor and external examiner, students will create and formally present the plan of their final exhibition/curatorial project. Putting into practice their refined research and writing skills, along with the cumulative knowledge of the case study seminars and practicums, they will draft the plan for their project, from its concept through proposed artists, works and budget, and any ancillary programming. Students are encouraged to work with artists from other SVA graduate programs for inclusion in exhibitions and various curatorial projects. The plan must be approved by the Review Committee.

CPG-6590-A**Curatorial Roundtable III: Visiting International Curators Program**

Wednesday, hours TBA (7 weeks, begins 9/7)

Fall semester: 1.5 credits

Instructor: S. H. Madoff

Every week a curator or institution director visits to discuss a current project. The presenters come from all over the world, work across all disciplines and represent different kinds of institutions and practices. The format is informal and intimate; each presentation is followed by a reception that allows students to interact with guests and develop a growing professional network. *Note: Based on the availability of visiting lecturers, some sessions will be scheduled from 9:00-11:00am; other sessions will meet from 5:00-7:00pm. This course includes an online component.*

CPG-6595-A**Workshop in Curatorial Practice II**

Wednesday, hours TBA (7 weeks, begins 10/26)

Fall semester: 1.5 credits

Instructor: TBA

The Workshop in Curatorial Practice focuses on topics of intersectional interest, seeking to consider region, politics, gender, race, contemporary and historical cultures, and contextual consonances of difference in project-based curatorial plans. Subjects vary depending on the current work of the faculty member. The Workshop in Curatorial Practice focuses on topics of intersectional interest, seeking to consider region, politics, gender, race, contemporary and historical cultures, and contextual consonances of difference in project-based curatorial plans. Subjects vary depending on the current work of the faculty member.

CPG-6610-A**Workshop in Critical Writing: The Catalog Essay**

By appointment

Spring semester: 3 credits

Instructor: D. Ammirati

In conjunction with their final exhibition/curatorial project, students will write a full-length catalog essay. For this workshop, they will consider the possible approaches the essay should take; the fields of information and ideas it should include and exclude; what audience it might reach, and the relationship between

the essay and its audience; and the demands of the catalog essay as a form. Throughout the semester, students will write the essay while working with the instructor as a writer works with an editor.

CPG-6690-A**Curatorial Roundtable IV: Visiting International Curators Program**

Wednesday, hours TBA

Spring semester: 3 credits

Instructor: S.H. Madoff

Every week a curator or institution director visits to discuss a current project. The presenters come from all over the world, work across all disciplines and represent different kinds of institutions and practices. The format is informal and intimate; each presentation is followed by a reception that allows students to interact with guests and develop a growing professional network. *Note: Based on the availability of visiting lecturers, some sessions will be scheduled from 9:00-11:00am; other sessions will meet from 5:00-7:00pm. This course includes an online component.*

CPG-6810 / CPG-6811**Special Curatorial Events III and IV**

Day/time: TBA

Fall and spring semesters: no credit

Instructor: TBA

Throughout the school year, MACP schedules special events, such as guest seminars and panel discussions. These events range across topics related to pressing social issues, major international exhibitions, publications and specific curatorial concerns. Distinguished speakers include MACP faculty at large members, artists, institutional and independent curators from across the globe, and experts in various fields relevant to the topics discussed. While some of these events are open to the public, it is required that all curatorial students attend.

Course #	Semester
CPG-6810-A	fall
CPG-6811-A	spring

CPG-6890-A**Final Exhibition/Curatorial Project**

Spring semester: 6 credits

Instructor: Review Committee

Students finalize all aspects of their exhibition/curatorial project plan, prepare and install or otherwise present their work for critique, along with any ancillary activities. Curatorial projects will take place in SVA venues and in public spaces located throughout New York City. The final project is intended to demonstrate each student's learning, development, use of practicum methods, intelligence and creativity toward the realization of curatorial work that meets high professional standards. The presentation of the final project, along with the submission of the catalog essay and the plan for any ancillary activities, will complete the requirements to earn the master's degree. The record of this final work, along with successful completion of the full curriculum, will also demonstrate the professional level of knowledge—inclusive of practical, historical and theoretical aspects—that students have gained and can bring to their work as advanced practitioners in the field.

CPG-6998-A**Independent Study**

One semester: 1, 2 or 3 credits

In special and rare instances, a curatorial student may apply to the department chair for independent study that may replace coursework deemed equivalent by the chair. It is the general rule that all courses in the curriculum must be taken. Credit for independent study is equal to the course it is replacing. Oversight and requirements for the fulfillment of the independent study depend on the individual project agreed upon with the chair.

MFA Design

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file with the MFA Design Department to be eligible for degree conferral.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.
- A matriculation of two academic years is required. Students must complete their degree within four years, unless given an official extension by the provost.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
DSG-5080	Paul Rand Lecture Series	fall
DSG-5130	Writing and Designing the Visual Book	spring
DSG-5210	Can Design Touch Someone's Heart?	fall
DSG-5250	Thesis Introduction	spring
DSG-5380	Telling Stories	fall
DSG-5410	Type for Masters	fall
DSG-5450	Design Decisions	spring
DSG-5470	Interaction Aesthetics: Designing Digital Products for the 21st Century	fall
DSG-5480	Design and Branding	fall
DSG-5642	The Joy of User Experience	spring
DSG-5645	Designing Value	spring
DSG-5670	Designing Large	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
DSG-6030	Intellectual Property and the Law	fall
DSG-6050/6052	Seminars I	fall
DSG-6053/6055	Seminars II	spring
DSG-6061	Thesis Matrix	fall
DSG-6070	Thesis Preparation	fall
DSG-6080	Thesis Consultation (research and writing)	fall
DSG-6090	Thesis Consultation (production)	spring
DSG-6120	Thesis Consultation (pitch and presentation)	spring
DSG-6130	Thesis Video and Media Launch	spring
DSG-6170	Logic in Type	fall
DSG-6610	Design in Context	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

DSG-5080-A

Paul Rand Lecture Series: A History of Graphic Design

Wednesday 10:00-1:00

Fall semester: no credit

Instructor: S. Heller

These lectures address various aspects of the history of graphic design over the past 150 years, including movements, pioneers and icons, as well as issues and events. Lectures focus on 19th-century premodern practice, early and mid-20th century orthodox modernism, and the late 20th-century postmodern. Themes include racism and design, symbolism and the swastika, type and culture, politics and propaganda, modernism and Art Deco, and avant-garde magazines of the 20th century. Students will engage in critical and analytical discussions that relate design history to current communication practices.

DSG-5130-A

Writing and Designing the Visual Book

Friday 10:00-3:00

Spring semester: 3 credits

Instructor: W. Lehrer

This course combines design and literature to create integrated and meaningful expression. Students will develop their creative writing skills through a sequence of exercises in continuous writing, observational writing, titling objects and images, theatrical improvisation, storytelling, writing from different points of view, structuring a narrative and editing. Selected texts from exercises are then set into a variety of book formats, using any combination of book structures, typography, images and symbols. Emphasis is placed on discovering a visual form that emerges out of the meaning and shape of an original text. Historical and contemporary examples of "visual text" will be presented.

DSG-5210-A

Can Design Touch Someone's Heart?

Tuesday 2:00-5:00

Fall semester: 3 credits

Instructor: S. Sagmeister

It is widely assumed that movies, literature and music get to our emotional core. It seems to be more difficult for design to achieve a similar affect. In this course students will explore how to achieve this with three individual assignments.

DSG-5250-A

Thesis Introduction

Monday 3:00-6:00

Spring semester: 3 credits

Instructor: S. Walsh

In this course students will build essential skills required for the conception and development of their thesis. This will be an intensive where students explore what is personally significant to them, examine industries and research social organizations toward the goal of developing thesis concepts. By the end of the course, students will have identified areas of interest and built initial concepts to be further explored for the final thesis.

DSG-5380-A

Telling Stories

Wednesday 5:00-8:00

Fall semester: 3 credits

Instructors: S. Doyle, G. Towey

The power of design is its ability to communicate; the enchantment of design is its ability to tell us stories and connect with us emotionally in ways that are surprising and memorable. This course will explore the alchemy of design as a narrative device, in specific contexts and over time. Using any media known or unknown, we will adventure into the realm of enlightenment: in print, digital, video, monumental, or any other media.

DSG-5410-A**Type for Masters**

Thursday 5:00-8:00

Fall semester: 3 credits

Instructor: J. Colt

This course will be dedicated to type and typography in order to help raise typographic fluency through classes and exercises. It will allow students to refine and refresh their skills and tool kit. In addition, the course will provide critiques of work for other first-semester classes.

DSG-5450-A**Design Decisions**

Thursday 5:00-8:00 (7 weeks)

Spring semester: 1.5 credits

Instructor: A. Chochinov

Design Decisions is a course on design thinking and design making. It acknowledges that designers deal with scale and, as a result, are capable of creating powerful design gestures that multiply out into powerful design consequence. The course is hands-on; students will build prototypes and create sketches each week, exploring design through various design lenses and personal points of view.

DSG-5470-A**Interaction Aesthetics: Designing Digital Products for the 21st Century**

Monday 5:00-8:00

Fall semester: 3 credits

Instructor: F. Kahl

User-centered interactive design is the focus of this course. It will examine how to put users at the heart of the experience, and explore the fundamental building blocks of all successful interactive products. Students will work on a semester-long project that will address the core phases of creating a successful digital product. All projects must consider how the product will adapt to specific platforms, including desktop, mobile, tablet, wearables, and the Internet of things. Guest speakers will share their insights of creating and working in the interactive realm.

DSG-5480-A**Design and Branding**

Friday 10:00-1:00

Fall semester: 3 credits

Instructor: K. Brainard

In this course students will develop a comprehensive brand identity that reinforces the narrative of a chosen business or service. Our theoretical readings will be complemented with historical competitive audits to identify and leverage unique opportunities to develop the brand's story. Critical thinking, iterative design methodology, and a synthesis of research, design production and presentation will be emphasized.

DSG-5642-A**The Joy of User Experience**

Wednesday 5:30-8:30

Spring semester: 3 credits

Instructor: J. Toro

This course focuses on key principles and best practices of user experience (UX). Students will explore a variety of user-first methodologies and processes, related to both physical and digital, in order to develop end-to-end holistic experiences across multiple touchpoints. Students will explore their thesis through the lens of user experience with a variety of methodologies and exercises.

DSG-5645-A**Designing Value**

Thursday 5:00-8:00

Spring semester: 3 credits

Instructor: A. Wang

Successful ventures are technically feasible, financially viable and desirable on a personable level. But—who is doing the desiring? What do they want? And how will they trust that they are getting it? This course will guide thesis projects through the desirability lens using design research methodology, and arrive at insights that inform the design principles, value proposition and business model of each venture.

DSG-5670-A**Designing Large**

Tuesday 5:00-8:00 (7 weeks)

Spring semester: 1.5 credits

Instructor: D. Bishop

The intricacies and nuances of typography will be examined in this course, through a working environment in which the languages of type and image are released from the conventional rules of engagement. Students will have the opportunity to test their design and typography skills, and their talents on an extra-large platform. Working individually and together, we will explore the outer limits of graphic design through experimental approaches. Projects will be print-based and broadsheet-sized. Weekly critiques will be an important component of the course.

DSG-6030-A**Intellectual Property and the Law**

Friday 3:30-6:30 (7 weeks)

Fall semester: 1.5 credits

Instructor: F. Martinez

The general concepts of law and intellectual property law as they apply to the practice of design will be examined, including basic legal issues of contract and property law, within the creative context. Among the topics explored will be the work-for-hire agreement, the consignment agreement and the agency agreement. The law of copyright, trademark and patents will also be explored. Issues such as registering a copyright, copyright infringement, registering a trademark and trade dress infringement and patents (in particular, design patents) will be examined from the perspective of the professional designer. In addition, design and information issues presented by new technology, such as the web, will be included throughout the course.

DSG-6050 through DSG-6055**Seminars I and II**

Wednesday 5:30-8:30 (4 sessions per seminar)

Fall and spring semesters: 1 credit per seminar section

Instructors: D. Adler, L. Cantor, M. Rabinowitz, E. Schlossberg, L. Talarico

To enliven the program and bring students into contact with a significant number of working professionals, a series of workshops will be scheduled each semester. Seminar topics will change from year to year based on student interest and shifts in the overall field.

Course #	Semester
DSG-6050-A	fall
DSG-6051-A	fall
DSG-6052-A	fall
DSG-6053-A	spring
DSG-6054-A	spring
DSG-6055-A	spring

DSG-6061-A**Thesis Matrix**

Monday 2:00-5:00

Fall semester: 3 credits

Instructor: L. Talarico

This course is the starting point for thesis preparation and development, offering an overview of the thesis process. Guidelines for the form of each student's original idea will be given. The various components of the thesis process will be addressed.

DSG-6070-A**Thesis Preparation**

Tuesday 5:30-8:30

Fall semester: 3 credits

Instructor: W. Wong

This course prepares students for full-scale graduate thesis development. Students will review their venture's purpose and opportunity, expand understanding of user and community needs, and uncover insights to drive key design decisions and chart new territories of value. Throughout the semester, students will initiate a habit of iterative design thinking and making to move their venture through phases of low- to high-fidelity sketches/proof-of-concepts/prototypes, in preparation for an eventual pilot and viable launch.

DSG-6080-A**Thesis Consultation** (research and writing)

Monday 10:00-1:00

Fall semester: 1.5 credits

Instructor: L. Talarico

Building upon the skills acquired in the first year, this course will assist students in the preparatory market and audience research needed to identify a product suitable for long-term development. The semester is divided into three sections: proposal writing and editing, material research and development, design and media exploration. Students will apply their design, planning, writing and presentation skills to the concept that drives their theses. The outcome is a written, edited and designed proposal and pitch book.

DSG-6090-A**Thesis Consultation** (production)

Tuesday 10:00-1:00

Spring semester: 3 credits

Instructor: D. Adler

Building on the research and concepting work done to date, students will complete the development of their thesis project resulting in a well-designed product prototype ready to be marketed. Students will explore a range of designs that speak to the heart of their customers, and translate those needs into tangible core product deliverables. This course takes a holistic approach to thesis projects. With the input of thesis advisors, students will also demonstrate viability, market research and business capability. A final presentation to the Thesis Defense Committee is required. The MFA degree will not be conferred without approval by the Committee.

DSG-6120-A**Thesis Consultation** (pitch and presentation)

Thursday 10:00-1:00

Spring semester: 3 credits

Instructors: J. Fujita, L. Talarico

In this intensive course, students will develop a viable and professional pitch book and video to use as a tool to bring their thesis product to potential producers, investors and the market. In addition, they will be given tutorials on how to deliver a verbal pitch to potential backers and clients.

DSG-6130-A**Thesis Video and Media Launch**

Monday 10:00-1:00

Spring semester: 3 credits

Instructor: A. Whitney

The video created in this course will define the essential need for the product, what it does, and how it will be viable. The resulting spot (30 seconds to two minutes) will become a cornerstone of each student's marketing and fundraising plans. This course is divided into conception and production sections. Students will develop narratives through storyboards and scripts. Shooting, lighting, sound, editing and authoring skills and software programs will be covered. In addition, collaborative class projects are dedicated to concept, design and production of branding and packaging for the Thesis Forum.

DSG-6170-A**Logic in Type**

Thursday 5:30- 8:30

Fall semester: 3 credits

Instructor: T. Cohan

Typography, visual design systems and brand voice will be explored in this course. The focus is on finessing typographic proficiency down to the smallest details. Students will experiment with copywriting and explore how form and content work together to form a unique brand voice. Many assignments will be structured around thesis topics. Through a combination of case studies, research, making, critique and discussion students will use informed and intentional decision making in typography to support content and enhance impact.

DSG-6610-A**Design to Context**

Friday 10:00-1:00

Spring semester: 3 credits

Instructor: W. Wong

This course supports the culmination of the MFA Design thesis. We will examine the core product/service and ancillaries of each student's venture as contextually experienced by audiences in order to maximize relevance, resonance and remarkability. Expect to build focused yet immersive storyworlds that guide audiences from a state of ambivalence to action, deliver on ambitious yet achievable goals within scope/schedule and engage in rigorous peer/guest reviews.

DSG-6632**Thesis Extension**

One semester: 3 credits

Instructors: Thesis Committee

This course is designed for students who have not met the unanimous approval of the Thesis Committee, or who need an additional semester to complete their projects. Students will have full access to all facilities, participate in an appropriate critique course and continue to work with their thesis advisor.

Course #	Semester
DSG-6632-A	fall
DSG-6632-B	spring

Internship

One semester: 3 studio credits

Instructor: Career Development Faculty

Students can gain valuable experience and broaden their professional network through an internship with an employer. Internships-for-credit are available to juniors and seniors who have earned a cumulative grade point average of 3.25 or better. To receive credit, students must apply online during the designated application period, be approved by the Career Development Office, and registered for the internship by their academic advisor. Students need to work 150 hours during the semester (usually 10 to 15 hours per week), participate in a weekly online course with other SVA interns, and complete midterm and final self-evaluations. Elective studio credit is awarded for the successful completion of an internship. For more information go to sva.edu/career.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

Fine Arts Digital Lab Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the video equipment and facilities in the BFA Fine Arts Digital Lab must register for Fine Arts Digital Lab Access. Students will use facilities independently. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Digitl-A	fall
FIG-Digitl-B	spring

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

MFA Design for Social Innovation

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file with the MFA Design for Social Innovation Department to be eligible for degree conferral.
- A matriculation of two academic years is required. Students must complete their degree within four years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
SIG-5030	Fundamentals of Design for Social Innovation	fall
SIG-5070	Communication Design	spring
SIG-5120	Understanding Natural and Social Systems	fall
SIG-5150	Mapping and Visualization Design	fall
SIG-5170	Technologies for Designing Change I	fall
SIG-5220	Global Guest Lecture Series I	fall
SIG-5225	Global Guest Lecture Series II	spring
SIG-5350	Disruptive Design: Research and Insights	fall
SIG-5360	Environmental Ethics	fall
SIG-5390	Games for Impact	spring
SIG-5410	Technologies for Designing Change II	spring
SIG-5440	Introduction to Thesis	spring
SIG-5811	Creative Writing for Social Designers	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
SIG-6170	Metrics and Data Visualization I	fall
SIG-6175	Metrics and Data Visualization II	spring
SIG-6180	Leadership I	fall
SIG-6182	Leadership II	spring
SIG-6185	Entrepreneurship	fall
SIG-6190	Thesis Consultation: Research, Writing, Presentation	fall
SIG-6220	Global Guest Lecture Series III	fall
SIG-6225	Global Guest Lecture Series IV	spring
SIG-6940	Thesis Consultation: Implementation	spring
SIG-6950	Monitoring and Evaluation	spring

GENERAL COURSE LISTING

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SIG-5030-A

Fundamentals of Design for Social Innovation

Friday 9:30-5:30 (4 sessions), Saturday 9:00-3:00 (4 sessions), begins 9/16

Fall semester: 3 credits

Instructors: H. du Plessis, M. Rettig

This course explores the skills needed to be an actor in social innovation, including change models, facilitation, relationships, team building and leaning into uncertainty. Structured as part lab and part discussion, students complete readings, journal assignments and activities related to interaction, dialogue, capturing and observing data, writing research and facilitation plans, and developing relationships. At the end of the course, each student facilitates a group discussion with different representatives from part of a system with the goal of helping the group see the system through multiple vantage points to shift to a collective intention and prototype new solutions.

SIG-5070-A

Communication Design

Wednesday 2:00-5:00

Spring semester: 3 credits

Instructors: C. Green, M. Osaki

In this course, students use language and verbal and visual communication skills to engage, persuade and shift behavior through story writing and telling, cogent logic and public presentations. Throughout the semester, students develop a personal voice as well as work with external clients and organizations to design communication as a system with intentional impact on outcomes. The course culminates with presentations to external clients.

SIG-5120-A

Understanding Natural and Social Systems

Tuesday 6:00-9:00 (8 weeks, begins 10/25)

Fall semester: 1 credit

Instructors: P. Lillehaugen, M. Osaki

This course investigates social and environmental issues in the context of complex human communities and natural systems in which they exist, both online and on the ground. Issues integral to climate change, health, national security, personal identity and social justice are examined in relationship to the players and places that impact humanity and the environment. In addition to online communities, the interwoven dynamics of business, not-for-profit organizations and public agencies are covered.

SIG-5150-A

Mapping and Visualization Design

Thursday 6:00-9:00

Fall semester: 3 credits

Instructor: S. Kim

The mapping and visualizing of systems are addressed in this course in order to facilitate a journey from thinking to making. Readings, discussions and weekly "experiments" are employed to investigate how mapping and modeling techniques can help develop sustainable frameworks of action. The course helps students visualize and articulate their thinking, consider ways of planning and communicating solutions and develop new models of engagement and action.

SIG-5170-A

Technologies for Designing Change I

Monday 10:00-5:00 (3 weeks, begins 11/7)

Fall semester: 1 credit

Instructor: L. Huang

In this making course, students will explore a range of methods and techniques for taking a concept to completion using design and physical computing. We will focus on digital and physical prototypes as a method of testing and learning. This learning will support the systematic design decisions that determine the quality, impact and outcome of social design.

SIG-5220-A**Global Guest Lecture Series I**

Wednesday 6:00-9:00

Fall semester: 3 credits

Instructors: E. Herrick, M. Osaki

This lecture series exposes students to the lives and ideas of some of the most important people defining social innovation in the world today. Speakers are curated to inspire new thinking and dialogue on various opportunities for careers in social innovation and how design plays a role in each of them.

SIG-5225-A**Global Guest Lecture Series II**

Wednesday 6:00-9:00

Spring semester: 3 credits

Instructors: E. Herrick, M. Osaki

This is the second part of a two-semester course. Please see SIG-5220 for course description.

SIG-5350-A**Disruptive Design: Research and Insights**

Thursday 2:00-5:00

Fall semester: 3 credits

Instructor: M. Kobori

Students explore how to meaningfully connect user and audience understanding to strategies for enterprise and social change. While discussing the processes, thinking and practices of primary, ethnographic-based research, students investigate how to collect compelling user stories as they come to understand the nuances of behavior, culture and emotion in the lives of their audiences.

SIG-5360-A**Environmental Ethics**

Monday 6:00-9:00 (8 weeks, begins 9/19)

Fall semester: 1 credit

Instructor: J. Cloud

In this course students use systems thinking and creativity to explore the intersection of sustainability and design, including discussions on economics and quality-of-life indicators, how to distinguish problems from symptoms and unpacking the operating principles for life on Earth.

SIG-5390-A**Games for Impact**

Tuesday 6:00-9:00

Spring semester: 3 credits

Instructors: M. Dutta, B. Norskov

Games designed to address social and political issues are one of the fastest growing categories in the “serious games” movement. This course incorporates game theory and analysis with hands-on development of social impact games: interactive experiences that integrate sociopolitical events, values and messages into their design and game mechanics. Working in teams, students take on game projects from concept to a functional prototype, and refine their projects through several iterations, ending with presentations to a jury of experts.

SIG-5410-A**Technologies for Designing Change II**

Friday 2:00-5:00 (12 weeks, begins 2/3)

Spring semester: 2 credits

Instructor: L. Huang

In this making course, students explore a range of methods and techniques for taking a concept to completion using design and physical computing. Digital design and physical prototyping are used as a method of testing and learning. This learning will support the systematic design decisions that determine the quality, impact and outcome of social design.

SIG-5440-A**Introduction to Thesis**

Monday 6:00-9:00

Spring semester: 3 credits

Instructors: A. Cornyn, N. Radywyl

Exercises in problem definition, audience identification, research and barriers to change help students test their own hypotheses. In this course, students investigate a variety of topics, researching each to the point of confirming their own interest and the viability of the concept. Criteria include demonstration of need on the part of the audience, a clear articulation of the concept and metrics for success. By the end of the semester, students will have a fully vetted topic for their thesis.

SIG-5811-A**Creative Writing for Social Designers**

Friday 10:00-12:00 (3 sessions) 10:00-5:00 (1 session); (4 weeks, begins 1/13)

Spring semester: 1 credit

Instructor: K. Petty

The maxim that all change begins with language is true in the visual arts to the same extent that it is anywhere else. Yet social impact designers—who make their professional careers developing initiatives that change lives, often with enormous public consequence—are often not taught how to write. Both the design and social innovation fields are rife with *argot* and clichés that deaden meaning instead of uncovering it. The goal of this course is to give social designers access to the power of creative writing in order to more fully understand themselves, and combine that self-knowledge with writing that will infect and inspire their audiences.

SIG-6170-A**Metrics and Data Visualization I**

Tuesday 6:00-9:00

Fall semester: 3 credits

Instructor: C. Richards

Metrics and Data Visualization looks at the theory and practice of gathering and visualizing data by integrating the identification of metrics into ongoing student projects, and evaluating metrics from case studies in order to understand strategy. In the fall semester, the course focuses on data and visualization for exploration—asking useful questions and engaging in purposeful discovery. Guest lecturers include data scientists, financial modelers and corporate social responsibility experts.

SIG-6175-A**Metrics and Data Visualization II**

Tuesday 6:00-9:00

Spring semester: 3 credits

Instructor: C. Richards

This is the continuation of SIG-6170, Metrics and Data Visualization I. In the spring semester, students will study data and visualization for explanation—how various tools and techniques help us communicate with and influence others. Guest lecturers include data scientists, financial modelers and corporate social responsibility experts.

SIG-6180-A**Leadership I**

Friday 11:00-2:00

Fall semester: 2 credits

Instructor: K. Proctor

A survey of key leadership theories and practices will be examined in this course, with the aim for students to discover their leadership identity and apply their new knowledge and understanding in positive social change contexts. Through in-class discussion, case studies and leadership development process documentation, students will engage in intensive, reflective experiences that have been designed to transform leadership notions into knowledge. The course helps students to consider the “why” of their DSI experience from a leadership lens.

SIG-6182-A**Leadership II**

Friday 10:00-1:00

Spring semester: 2 credits

Instructor: K. Proctor

This is the second part of a two-semester course. Please see SIG-6180 for course description.

SIG-6185-A**Entrepreneurship**

Thursday 6:00-9:00

Fall semester: 1 credit

Instructor: C. Mak

This course is devoted to equipping students with the business language and concepts needed for real-world venture success. Students will gain practical knowledge and hands-on experience in the key business building blocks needed to execute a successful start-up that is viable, financially sustainable and scalable. Students will also have the opportunity to evaluate and present their respective theses as a business concept.

SIG-6190-A**Thesis Consultation: Research, Writing, Presentation**

Monday 6:00-9:00

Fall semester: 6 credits

Instructors: S. Ghaheri, S. Leo, K. Meyer, M. Nakano

Guided by their faculty advisors, students conduct research to develop a thorough understanding of the context, landscape and challenges of their thesis topic. Students design and implement a series of prototypes to test and refine their theory, and create a compelling presentation, which brings each vision's potential to life through words, images and graphics. There will be a required presentation to the thesis advisory board for approval of the thesis.

SIG-6220-A**Global Guest Lecture Series III**

Wednesday 6:00-9:00

Fall semester: 3 credits

Instructors: E. Herrick, M. Osaki

This lecture series exposes students to the lives and ideas of some of the most important people defining social innovation in the world today. Speakers are curated to inspire new thinking and dialogue on various opportunities for careers in social innovation and how design plays a role in each of them.

SIG-6225-A**Global Guest Lecture Series IV**

Wednesday 6:00-9:00

Spring semester: 3 credits

Instructors: E. Herrick, M. Osaki

This is the second part of a two-semester course. Please see SIG-6220 for course description.

SIG-6940-A**Thesis Consultation: Implementation**

Monday 6:00-9:00

Spring semester: 6 credits

Instructors: S. Ghaheri, S. Leo, K. Meyer, M. Nakano

With the help of thesis advisors, students will complete their thesis and develop it into a form ready to be implemented. Presentation of the thesis to the full board of advisors is required. Following approval, students present their final thesis to a public audience. A review committee consisting of the program chair, additional faculty and outside experts will critique presentations at critical intervals during the semester.

SIG-6950-A**Monitoring and Evaluation**

Thursday 6:00-9:00 (8 sessions, begins 1/19)

Spring semester: 1 credit

Instructor: A. LaFond

This course is designed to complement the thesis process, and will examine how to measure program effectiveness through monitoring and evaluation (M&E). Monitoring is the routine process of data collection and measurement of progress toward program objectives; evaluation is the use of social research methods to systematically investigate a program's effectiveness. Students will be guided on the development of their own measurement plan and data collection.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS**Visible Futures Lab**

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

MA Design Research, Writing and Criticism

DEGREE REQUIREMENTS

- Successful completion of 30 credits, including all required courses, administrative requirements and the thesis project. Documentation of all thesis projects must be on file in the Design Research, Writing and Criticism Department to be eligible for degree conferral.
- A matriculation of one academic year. Students must complete their degree within two years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

COURSE REQUIREMENTS

Fall Semester

Course #	Title
DRG-5040	Research and Writing I: Journalism Tools and Inspiration
DRG-5041	Research and Writing II: Narrative Nonfiction Writing
DRG-5060	Approaches to Design History
DRG-5090	Contemporary Issues in Design, Architecture and Urban Planning
DRG-5110	Cultural Theory
DRG-5200	Thesis Development Workshop

Spring Semester

Course #	Title
DRG-5540	Research and Writing III: The Personal Essay
DRG-5541	Research and Writing IV: Editing for Writers
DRG-5620	Media Workshop
DRG-5900	Thesis Research, Writing and Production

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

DRG-5040-A

Research and Writing I: Journalism Tools and Inspiration

Wednesday 10:00-12:50 (7 weeks, begins 9/7)

Fall semester: 2 credits

Instructor: R. Pogrebin

This course offers tools and inspiration for probing journalism—covering reporting strategies, research methods, writing styles and ethics. How to create a compelling narrative, use language vividly and precisely, and structure different writing formats will be addressed, and students will research, report, write and edit news stories, features, profiles and reviews. Distinguished writers will visit the class to discuss their strategies and experiences. Students will learn how to initiate and develop story ideas and how to pitch stories to editors. Structuring a story using a lede, nut graf and kicker will be explored. Particular emphasis is put on interviewing techniques, which play an important part in gathering information for all kinds of stories.

DRG-5041-A

Research and Writing II: Narrative Nonfiction Writing

Wednesday 10:00-12:50 (7 weeks, begins 10/26)

Fall semester: 2 credits

Instructor: A. Harrison Levy

In this course students explore the building blocks of researching and writing feature-length nonfiction narratives. The course begins with a warm-up workshop focused on objective versus subjective approaches to writing about design. The next segment of the course focuses on interviewing skills, while the final segment asks students to develop narratives from material found in selected archives. Students will learn interviewing skills and best practices, conducting several interviews to produce a written profile piece. A selection of New York's most significant and esoteric public and private archives, collections and libraries will be visited, and students will practice constructing compelling visual and written narratives based on individual discoveries and research.

DRG-5060-A

Approaches to Design History

Thursday 10:00-12:50

Fall semester: 4 credits

Instructors: A. Ajayi, S. Heller, J. Key

The history of design can be best understood when explored through a spectrum of experiences: makers and users, intentions and consequences, experiences and interpretations. Design influences culture at every level, at the level of individual behavior, the construction of community and our foundational systems and structures—businesses, governments, civic institutions, systems of belief. To what extent do we understand the underlying belief systems that drive those systems? As design writers, what responsibility do we have to understand, investigate, critique and expound on our analysis of the larger social dynamics at play? In this course, we consider ways of approaching design history. Beginning with an introduction to the field of design history itself, our episodic structure zooms in on case studies across various periods and types of design: from the chair to the room, exhibitions, graphics, and digital technology. While examining this handful of moments within an expansive field, students are encouraged to consider relevance to contemporary discourse as well as biases and gaps—both here and in “the canon.” Together we will discuss how ideas in history inform design thinking and making, and attempt to understand how we construct cultural narrative and meaning through history. Reading and writing about design requires a broad social lens focused on those whose stories are often left untold alongside those who have gained a megaphone to amplify their voices.

DRG-5090-A**Contemporary Issues in Design, Architecture and Urban Planning**

Tuesday 2:00-4:50

Fall semester: 4 credits

Instructor: K. Jacobs

This course will provide an overview of some of the social, economic, political, institutional and personal forces giving shape to our contemporary designed environment—both in New York City and globally. Through seminars, a selection of walking tours, site walk-throughs and visits to some of the city's design and architecture studios and planning offices, students will be introduced to the issues, controversies and development conflicts that impact the urban environment, and the protagonists who play a role in them. They will investigate how everything from the tallest skyscraper to the smallest bit of ephemera is part of the design ecosystem that is otherwise known as a city, and will find out how urban design is affected by the political process. By the end of this course, students will be familiar with the work of a broad range of international designers, architects and urban planners, and will be conversant with many of the policies and processes that determine the material form of the 21st-century city.

DRG-5110-A**Cultural Theory**

Monday 10:00-12:50

Fall semester: 4 credits

Instructor: P. de Looz

This seminar exposes students to key issues in cultural theory and criticism, with a view to the study and interpretation of designed space and objects. Special consideration will be given to the development of critical positions that serve as a lens for reading the complexity of the built environment within a larger context. Sessions will focus on key texts drawn from disciplines that include philosophy, critical theory, art criticism, cultural studies, anthropology and media studies. These readings offer different perspectives on cultural economies, politics and systems of meaning, with a goal of helping students define their own critical framework for research.

DRG-5200-A**Thesis Development Workshop**

Monday 2:00-4:50

Fall semester: no credit

Instructor: M. Arbanas

Through group meetings and one-on-one consultations, each student will choose a thesis topic that is innovative and rich enough to withstand extended inquiry. Students will be guided through the process of identifying problems, developing critical questions, conducting a literature review and embarking on primary research. Students will explore research methodologies and resources related to design research as they develop a thesis research question and build a research dossier to support their writing.

DRG-5540-A**Research and Writing III: The Personal Essay**

Wednesday 10:00-12:50 (7 weeks, begins 1/11)

Spring semester: 2 credits

Instructor: J. Kabat

This course focuses on developing the writing portion of students' research projects through a series of workshops based on the essay. Students will experiment with voice, style and form as they hone their research and explore how to tie it to a narrative. This course features guest visits from notable writers focused on design and visual culture. Drawing on readings and other sources related to research projects, students work toward fostering a public discussion about design through clear, engaging and illuminating writing.

DRG-5541-A**Research and Writing IV: Editing for Writers**

Wednesday 10:00-12:50 (7 weeks, begins 3/15)

Spring semester: 2 credits

Instructor: E. Smith

In the publishing world, a team of editors and proofreaders is responsible for developing, refining and checking an author's prose before publication. The copy-editor sets the style standard and enforces it, knows and applies grammar and punctuation rules, and formats text elements such as citations, all while being sensitive to the author's voice and the expectations of the audience. To develop their own inner copyeditor, students will learn to hone their self-editing tools, including recognizing common mistakes and challenges in editing their own work. This course also features guests in other editorial roles, including acquisition editors and assignment editors who become part of the students professional network beyond the program.

DRG-5620-A**Media Workshop**

Thursday 5:00-7:50

Spring semester: 4 credits

Instructors: M Heintz, L. Molad

This workshop is predicated on the idea that critical research and writing encompasses a rapidly expanding range of media and that a researcher, writer, editor, or scholar working in the contemporary design and media landscape needs to be proficient in multiple media formats beyond the written text. Students will learn how to translate their thinking about design, architecture and visual culture into the form of a compelling podcast. By the end of this workshop, students will have produced a portfolio piece. Other media to be explored will be chosen by the department chair.

DRG-5900-A**Thesis Research, Writing and Production**

Tuesday 2:00-4:50

Spring semester: 6 credits

Instructors: P. de Looz, M. Heintz

The thesis explores a particular research theme connected to design, architecture, or visual culture and that makes an original and significant contribution to knowledge. Working in consultation with their thesis advisors, students will develop detailed research plans, identify useful archives and sources, analyze the results of their research and develop a thesis portfolio, including a reflection essay, research dossier, podcast and 5,000 words of writing. They will also meet regularly with their advisors during the writing and editing phases.

SUMMER WRITING AND RESEARCH ONLINE RESIDENCY

DSD-4978-OL

Design Writing and Research

June 6 – June 17

Summer semester: 2 undergraduate studio credits; \$1,800

As design's social and environmental implications become more profound, it is more important than ever to write about design engagingly and intelligently.

The Design Research, Writing and Criticism Department at the School of Visual Arts is pleased to offer an online writing summer intensive aimed at those who would like to refine their skills as thinkers, researchers and storytellers. For practicing designers, this is a chance to examine the profession and its impact through writing and publishing. Clear thinking, deep research and engaging expression are vital skills in a contemporary designer's tool kit. For creative professionals, this program offers methods and insights for understanding and writing compellingly about images, objects and spaces.

A range of writing genres and imaginative approaches will be introduced. Working individually and in small groups, participants will experiment with essential techniques such as interviewing, archive research, close observation, analysis and critique, and then to develop and refine several projects. In addition to personal work, the team will collaboratively produce and distribute a publication.

Through a robust schedule of seminars, lectures and virtual field trips, the intensive offers students and working professionals a unique opportunity to study with a faculty composed of leading writers and editors, and engage in conversation with prominent designers, architects and urban planners.

By the end of the program, participants will have completed several pieces of writing, formulated ideas for stories, and garnered a robust set of tools and approaches for writing authoritatively and imaginatively about design.

Faculty and lecturers have included Neil Donnelly, Steven Heller, Karrie Jacobs, Jennifer Kabat, Adam Harrison Levy, Robin Pogrebin, Craig Taylor, Alice Twemlow, Rob Walker and Mimi Zieger. Guest speakers and interviewees have included Eddie Opara and Natasha Jen of Pentagram, Nathan Adkisson of Local Projects, David van der Leer of DVDL Design Decisions, Damon Rich of HECTOR Designs, curator Ellen Lupton, Interboro Partners, Quilian Riano, BIG Architects and Rockwell Group Lab.

Prerequisite: Participants must have completed a four-year undergraduate degree.

Note: Samples of published or unpublished writing (such as essays, blog posts or articles) about design, architecture or related subjects are required for review and acceptance to this program. This course is fully online and offered through a combination of synchronous as well as asynchronous workshops, lectures and discussions. Synchronous sessions will be announced and scheduled in consideration of different time zones.

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

MPS Digital Photography

DEGREE REQUIREMENTS

- Successful completion of 30 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the Digital Photography Department to be eligible for degree conferral.
- Three semesters of residency (fall, spring and summer). Students must complete their degree within two years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

COURSE REQUIREMENTS

Students must have a high-speed Internet connection, a digital camera with a full-frame sensor, a desktop color printer and a personal computer that is outfitted with the most recent versions of Adobe Lightroom and Photoshop through the Adobe Creative Cloud subscription. Students should contact the department with any purchasing questions.

Course #	Title	Semester
DPG-5220	Digital Capture and Workflow	fall
DPG-5250	Color Management and Output	fall
DPG-5310	Editorial Photography	fall
DPG-5350	i3: Ideas, Images, Inspiration I	fall
DPG-5420	Advanced Image Processing	fall
DPG-5470	Contemporary Image	fall
DPG-5355	i3: Ideas, Images, Inspiration II	spring
DPG-5480	Business Practices	spring
DPG-5520	Motion, Sound and Video	spring
DPG-5600	Thesis Development	spring
DPG-5620	Design Essentials	spring
DPG-5810	i3: Ideas, Images, Inspiration III	summer
DPG-5820	Thesis: Exhibition Printing	summer
DPG-5910	Thesis: Electronic Portfolio	summer
DPG-5920	Thesis: Book and Brand	summer
DPG-5930	The Exhibit	summer
DPG-5960	Professional Communication Essentials	summer

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

DPG-5220-A

Digital Capture and Workflow

Monday 6:30-9:20

Fall semester: 3 credits

Instructor: M. Kaminski

This course is a comprehensive survey of the terms, tools and technology of digital-image capture, lighting and workflow. Students will learn how to evaluate and improve image quality, understand and apply critical technical analysis to sensor, lens and workflow components, and how to manage image files from capture and download to processing, editing and archiving.

DPG-5250-A

Color Management and Output

Tuesday 2:00-5:50

Fall semester: 3 credits

Instructor: T. Ashe

This course tackles the most prominent problem of making a print—accurately and consistently reproducing the photographer’s vision. Topics will include: creating files that are color managed from input to output, properly sharpened for a wide selection of media substrates, working with a variety of color management systems and equipment, taking advantage of Photoshop soft proofing and experimenting with a wide variety of papers and output options to achieve predictable and repeatable results.

DPG-5310-A

Editorial Photography

Wednesday 7:00-9:50

Fall semester: 3 credits

Instructors: J. Estrin, M. Kovacevic

This intensive seminar will simulate real-world, magazine and multimedia assignments. Students will develop story ideas and learn how to edit the work for final submission. Students will complete a body of work for either print or online publication and most importantly garner valuable inside knowledge of how prominent editors and photographers think about and execute highly sought after magazine assignments.

DPG-5350 / DPG-5355

i3: Ideas, Images, Inspiration I and II

Tuesday 7:00-8:50

Two semesters: no credit (fall semester, 7 sessions; spring semester, 8 sessions)

Instructor: TBA

This required biweekly lecture series features leading-edge digital fashion, editorial and fine-art photographers. Industry experts, including editors, curators, art directors and retouchers, as well as hardware and software developers who bring unique and current insights about the ever-changing field of digital photography and content creation.

Course #	Semester
DPG-5350-A	fall
DPG-5355-A	spring

DPG-5420-A

Advanced Image Processing

Wednesday 3:20-6:10

Fall semester: 3 credits

Instructor: J. Rosman

Advanced creative and production techniques are the focus of this course. Issues addressed include managing, processing and enhancing a wide variety of still and video files, developing a professional workflow, exploring the creative digital darkroom, advanced masking and retouching techniques. This course also addresses the creative workflow that commercial and fine art illustrators use to make compelling photo montages and composites.

DPG-5470-A**Contemporary Image**

Tuesday 7:00-8:50

Fall semester: no credit (6 sessions)

Instructor: D.K. Ching

This biweekly seminar addresses photographic issues, practices and influencers from 1950 to the present. Providing an overview of contemporary photographers, significant exhibits and publications, we will delve into the changing role of photography and what being a photographer in the 21st century entails. Seminal photographers and processes will be addressed, to afford students a deeper appreciation of the history of photography and enrich the thesis process.

DPG-5480-A**Business Practices**

Tuesday 3:00-5:50

Spring semester: 3 credits

Instructors: R. Mennemeyer, J. Reznicki

Being a successful photographer requires more than talent and good fortune. This course will examine proper business practices in the photography industry that include budgeting, financial planning; negotiating and pricing concerns; image use, copyright, and copyright registration; developing the correct and proper paperwork needed, such as invoices and a variety of model and property releases. This class provides the foundation needed to build a solid photography business.

DPG-5520-A**Motion, Sound and Video**

Wednesday 3:20-6:10

Spring semester: 3 credits

Instructor: K. Barry

From concept to capture and editing, this course addresses the skills and techniques photographers need to add effective motion and sound elements to their images, along with producing professional video content. We will examine the essential attributes of successful video productions, including planning, collaboration, lighting, rigging, sound recording, color grading and editing.

DPG-5600-A**Thesis Development**

Monday 11:30-2:20

Spring semester: 3 credits

Instructor: M. Foley

Dedicated to developing the thesis body of work that demonstrates the highest creative and technical standards, this course will concentrate on the written thesis proposal, media research and exploration, thesis project development, rigorous critique and a survey of electronic, book and exhibit image distribution and display options.

DPG-5620-A**Design Essentials**

Monday 3:20-6:10

Spring semester: 3 credits

Instructor: B. Bobkoff

This course concentrates on the design and software skills used in branding page layout and web design that are essential for the successful completion of the thesis project. Working with the Adobe Creative Suite, students will learn how to work with type and will be introduced to the fundamentals of logo design, page layout, web design and publishing portfolios to tablets.

SUMMER SEMESTER

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: The 2022 summer semester will be held from May 10th through July 1st. Please contact the department for individual course dates and times.

DPG-5790-A**Handmade Book**

Summer 2022 semester: no credit

Instructor: E. Wallenstein

This two session, hands-on workshop addresses working with basic bookbinding methods, including gatefold and pamphlet binding, and essential gluing and stitching techniques to explore sequencing and pacing of images within the bound book. Working with handmade papers and linens, students will create unique books with photographs and texts, which are bound or boxed together in completed form.

DPG-5810-A**i3: Ideas, Images, Inspiration III**

Summer 2022 semester: no credit (4 sessions)

Instructor: TBA

This required biweekly lecture series features leading-edge digital fashion, editorial and fine-art photographers. Industry experts, including editors, curators, art directors and retouchers, as well as hardware and software developers who bring unique and current insights about the ever-changing field of digital photography and content creation.

DPG-5820-A/B**Thesis: Exhibition Printing**

Summer 2022 semester: 2 credits

Instructors: T. Ashe, G. Gorman

In this course students will select, prepare and fine-tune their images for exhibition-quality printing. Topics addressed include refining digital input, choosing an appropriate print size, optimizing sharpening techniques and understanding proofs in relationship to size, substrate and color. Students will work with wide-format printers to create final color and black-and-white prints.

DPG-5910-A/B**Thesis: Electronic Portfolio**

Summer 2022 semester: 2 credits

Instructors: M. Richmond, J. Rosman

Students will explore the grouping, sequencing, distributing and presenting of their images via a website, video or tablet delivery. Since this is digital process, students have tremendous freedom to publish their images as well as to experiment with the most effective way to present and sequence images for a wide variety of on-screen portfolio options.

DPG-5920-A/B**Thesis: Book and Brand**

Summer 2022 semester: 2 credits

Instructor: E. Avedon

Concentrating on the printed book or portfolio, in this course students will experiment with the layout of their images and provide the writing that may accompany their images. Final layout, design, image selection and writings will be produced using digital book publishing services or by producing a photographic portfolio. Additionally, students will design and produce their branding, business and marketing materials.

DPG-5930-A

The Exhibit

Summer 2022 semester: no credit

Instructor: D.K. Ching

Working in a gallery space is a creative and often collaborative challenge. The number of images shown, their size, their presentation, delivery, insurance, hanging and removal are all issues an artist must face. This class concentrates on contemporary fine art issues and collaboratively developing the thesis exhibition name and brand.

DPG-5960-A

Professional Communication Essentials

Summer 2022 semester: no credit

Instructors: R. Hart, S. Kramer

Being a successful artist requires that you present yourself with polished and professional written and verbal eloquence. Students will learn how to write an effective résumé, cover letter and artist statement. Additionally, students will learn how to plan and execute a professional verbal presentation suitable for interviews, pitches and public speaking events.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

MPS Directing

DEGREE REQUIREMENTS

- Successful completion of 30 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the Directing Department to be eligible for degree conferral.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.
- Two semesters of residency (fall, spring). Students must complete their degree within two years, unless given an official extension by the provost.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

The Program

The MPS Directing program is a distinctly individual, 10-month graduate film program that is exclusively dedicated to training film directors. Students work closely with faculty and industry professionals to develop their unique narrative voice and visual style. The hands-on curriculum is designed to give students a comprehensive education in the art of visual storytelling. Classes are focused on story development, directing actors and the camera, and utilizing cinematic tools to tell a compelling visual narrative. The course of study also addresses the historical and critical context of film as an art form, its political and sociocultural dimensions, and comparative study of theories for understanding cinema. With the guidance of our award-winning faculty, students cultivate original ideas for successful, inventive films and graduate ready to begin their career in film.

Developed for the working professional, classes are held Monday through Thursday, 6:00 pm to 9:00 pm, with Friday reserved for studio time, guest lectures, critiques, demonstrations and field trips. Additional class time may be scheduled as needed to allow for guest presentations or workshops.

COURSE REQUIREMENTS

Course #	Title	Semester
DTG-5230	Film Language, Analysis and Criticism I	fall
DTG-5235	Film Language, Analysis and Criticism II	spring
DTG-5260	Screenwriting	fall
DTG-5310	Producing for Film Artists	fall
DTG-5450	Director's Toolbox	spring
DTG-5470	Editing as Storytelling	spring
DTG-5610	Directing I	fall
DTG-5615	Directing II	spring
DTG-5740	Lecture Series I	fall
DTG-5745	Lecture Series II	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

DTG-5230-A

Film Language, Analysis and Criticism I

Tuesday 6:00-9:00

Fall semester: 3 credits

Instructor: L. Kardish

Narrative filmmaking has been at the forefront of cinema throughout the 120-year history of motion pictures. Stories have played a critical part in the development and culture of film from the earliest projected images made by the Lumière brothers in the 1890s to works being made today by amateurs on smartphones and transmitted globally on the Internet. This course will analyze the language of narrative filmmaking with examples of significant short films that have expanded the boundaries of cinematic expression from around the world. The lectures, screenings and class discussions will cover the various strategies of telling a story in film, and will suggest a critical framework for thinking about the modes of narrative expressiveness in cinema. A broad range of narrative cinema will be featured, including those films that mix fiction with documentary reality, and those works that even question the idea of narrative itself. The concentration in the first part of this course will be on American and European cinema within a context of social responsibility.

DTG-5235-A

Film Language, Analysis and Criticism II

Tuesday 6:00-9:00

Spring semester: 3 credits

Instructor: L. Kardish

This is the second part of a two-semester course. The spring semester features short works, primarily from Latin America and the East, and will focus on student-made films as well as digital works conceived in nontraditional modes, such as artist's narratives and single-channel videos.

DTG-5260-A

Screenwriting

Thursday 6:00-9:00

Fall semester: 3 credits

Instructors: C. Kallas, N. Soto-Albors

Serving as an intensive exploration of the basic principles of dramatic writing, this course will explore the practice and theory of storytelling through a wide range of contexts—from the ancient Greeks to contemporary Hollywood. With a focus on the elements common to all narratives, each student will develop a short screenplay (8 to 12 minutes). Students have the choice of writing their own screenplay, collaborating with a professional writer, or optioning an original script from a professional writer. Each of these processes will lead to developing a shooting script under the guidance of the instructor. Students will submit numerous revisions until the screenplay is approved for the next phase of production.

DTG-5310-A

Producing for Film Artists

Monday 6:00-9:00

Fall semester: 3 credits

Instructor: M. Augustin

This course is geared specifically toward the practical and creative information needed by film artists to ensure that they have the tools to both realize their artistic vision and find the appropriate media outlets once they're reached completion. While it is important to push the aesthetic boundaries in our field of the moving image, it is also invaluable to have an understanding of production and distribution options, and general business information that is key to the independent media maker.

DTG-5450-A**Director's Toolbox**

Monday 6:00-9:00
 Spring semester: 3 credits
 Instructor: TBA

The director's job starts well before the call of "action!" and doesn't end at the call of "cut!" This course explores a variety of methods for utilizing the many tools at the director's disposal before production, during production, and beyond. Students will have the opportunity to workshop scenes; exploring techniques to articulate story through lens choice, lighting, camera position, blocking, and composition as well as optimizing the collaborative process to tell a compelling visual narrative. In the second half of the semester this course shifts to deconstructing the various platforms for engaging in social media and uniquely marketing their films directly to their intended audiences.

DTG-5470-A**Editing as Storytelling**

Thursday 6:00-9:00
 Spring semester: 3 credits
 Instructor: S. Mannion

This course will focus on the role of editing in film storytelling. Students will be introduced to the interfaces for popular editing platforms like Adobe Premiere and Final Cut Pro X, and learn advanced techniques for leveraging these applications. The course will cover postproduction workflow, working with an editor, technical and creative challenges of postproduction, and providing deliverables on a deadline. The course will also review the practical application of theories, conventional techniques and unconventional approaches in furthering story through examples screened in class.

DTG-5610-A**Directing I**

Wednesday 6:00-9:00
 Fall semester: 6 credits
 Instructor: B. Giraldi

Students are given firsthand experience in the creation and execution of a narrative short film within the context of an evolving industry. The course will advance the importance of telling a uniquely different story. We will discuss and analyze short films, commercials, and scenes from feature films with the objective of studying various techniques. We will meet industry professionals from every discipline within the craft. Each student will be required to produce six narrative short video exercises to further explore the challenges of directing; this course is constantly in motion—discussing, criticizing and experiencing conceptual screenwriting; directing; cinematography; and working with a production team to achieve his or her vision. Students will learn how to employ the tools of cinema to tell their story.

DTG-5615-A**Directing II**

Wednesday 6:00-9:00
 Spring semester: 6 credits
 Instructor: B. Giraldi

As the second part of a two-semester course, students will only be admitted if they have created a comprehensive short film script in the first semester. Emphasis shifts to preproduction and casting; finding the best professional actors to fill the roles created by the student directors. Throughout the process, students continue to examine the art of directing while moving forward with the logistics of filmmaking: location scouting; hiring an experienced, independent line producer and a talented, experienced director of photography and the necessary complement of crew. Shot lists, scheduling, rehearsals lead to on-set filming and then the emphasis shifts dramatically to the art of editing where the story is told for the third and final time. Then we prepare for the completion of the film with an eye toward marketing and what the future holds for our new directors.

DTG-5740-A**Lecture Series I**

Friday 2:00-5:00
 Fall semester: no credit
 Instructor: M. Augustin

The technical aspects of filmmaking will be examined in this course through lecture and workshop formats. Lectures include a range of specialized topics relevant to and which coincide with each phase of production that students undertake. Workshops offer students additional hands-on experience in the filmmaking process.

DTG-5745-A**Lecture Series II**

Friday 2:00-5:00
 Spring semester: no credit
 Instructor: M. Augustin

This is the second part of a two-semester course. In the spring semester we will examine elements of production and postproduction, including sound design, production design, and location scouting. Students will visit professional studios to learn about color correction and sound mixing.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

MPS Fashion Photography

DEGREE REQUIREMENTS

- Successful completion of 30 credits, including all required courses and thesis project. Documentation of all thesis projects must be on file in the Fashion Photography Department to be eligible for degree conferral.
- Two semesters of residency (fall, spring). Students must complete their degree within two years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

COURSE REQUIREMENTS

Course #	Title	Semester
PFG-5140	Fashion Photography Critique I	fall
PFG-5145	Fashion Photography Critique II	spring
PFG-5170	Symposium I	fall
PFG-5175	Symposium II	spring
PFG-5330	History of Fashion Photography	fall
PFG-5510	Fashion Photography Today	spring
PFG-5530	Collaborative Process	spring
PFG-5570	Ideation	fall
PFG-5630	Fashion Film I	fall
PFG-5635	Fashion Film II	spring

In addition to assignments, students are expected to create and present new work for critique courses every two weeks.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

PFG-5140-A Fashion Photography Critique I

Thursday 6:30-9:20

Fall semester: 3 credits

Instructor: L. Rexer

At the conceptual core of the program is the weekly discussion of each participant's images, followed by a rigorous and thorough analysis of those works. As an intimacy with one another's work and objectives develops, the work becomes refined through being challenged. A vigorous participation in the conversation about each person's work, and a balance of generosity and useful criticism is expected.

PFG-5145-A Fashion Photography Critique II

Thursday 1:30-4:20

Spring semester: 3 credits

Instructor: L. Rexer

This is the second part of a two-semester course. See PFG-5140 for course description.

PFG-5170-A Symposium I

Thursday 6:30-9:20

Fall semester: 3 credits

Instructor: B. Sutton

Throughout the year of study, Symposium acts as a weekly gathering of program participants for an array of activities: guest lectures and critiques, and field trips to museums and gallery exhibitions. The emphasis will be on bringing a broad range of cultural ideas to the conversation, and to partake in the resources that New York City has to offer.

PFG-5175-A Symposium II

Thursday 5:00-7:50

Spring semester: 3 credits

Instructor: R. Satran

This is the second part of a two-semester course. See PFG-5170 for course description.

PFG-5330-A History of Fashion Photography

Wednesday 6:30-9:20

Fall semester: 3 credits

Instructor: C. Squiers

Serving as a chronological examination of fashion photography, this course will begin with its inception as society reportage and its early flowering alongside pictorialism, surrealism and modernism in the 1920s and '30s. We will then follow the creative developments of the genre both during the Second World War and the postwar era, when the American fashion industry emerged, and through the great social and stylistic changes of the 1960s and '70s. Finally, the course will consider the influence of social liberalization on fashion imagery; the growth and globalization of the fashion image; and the impact of digital photography, the Internet and Photoshop from the 1990s to the present.

PFG-5510-A**Fashion Photography Today**

Wednesday 6:30-9:20

Spring semester: 3 credits

Instructor: M. Fina

Today's fast-changing commercial world and our increased consumption of images pose new challenges for emerging photographers. The democratization of photography and its craft is changing how we answer commercial briefs. Through discussion, practice and assignments, students will learn how to navigate this fast-paced and changing business, and will be better equipped to produce images that answer the briefs they face and fulfill client demands.

PFG-5530-A**Collaborative Process**

Tuesday 6:30-9:20

Spring semester: 3 credits

Instructor: S. Marshall

Similar to cinema, fashion photography is a collaborative medium and its success lies in photographer's ability to work with a crew of individuals to produce the desired image. This course will address the logistics of that effort, and will emphasize the importance of creative collaboration. Each student, based on his or her sensibility and aesthetic, will form a creative team from the ranks of the professional photographic community.

PFG-5570-A**Ideation**

Tuesday 6:30-9:20

Fall semester: 3 credits

Instructor: S. Marshall

This course centers on developing ideas. Leading students through different spaces, places and conversations, it will encourage them to see the world in their own way and, in turn, influence the ideas that underpin their photographic practice. Beginning with dismantling preconceived notions of fashion photography, it will outline the ideas and references behind some of the most iconic fashion images. Lectures and field trips will focus on places of inspiration, and we will journey through contemporary dance, film, architecture and other artists' work to give students a foundation in creative thinking and how to incorporate this into their work.

PFG-5630-A**Fashion Film I**

Monday 6:30-9:20

Fall semester: 3 credits

Instructor: E. Bick

Partly as a result of the rapid transformations in media and publishing, and the influence of the Internet and social media, fashion film has become increasingly important and the subject of much speculation. As a fashion venue, it increases narrative and contributes sound, music and motion. This course will focus on the production of a short fashion film. Sessions will include digital lab time with editing instruction.

PFG-5635-A**Fashion Film II**

Monday 6:30-9:20

Spring semester: 3 credits

Instructor: C. Clemente

This is the second part of a two-semester course. See PFG-5630 for course description.

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EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS**Visible Futures Lab**

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course # Semester

PDG-Access-A	fall
PDG-Access-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

MFA Fine Arts

DEGREE REQUIREMENTS

• Completion of 60 credits, including all required courses, with a cumulative GPA of 3.0 (B). Completion of a thesis project, a thesis catalogue and a thesis presentation and pass an annual review of work. Documentation of all thesis projects must be on file in the MFA Fine Arts Department to be eligible for degree conferral.

• A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

The Program

MFA Fine Arts is a full-time, interdisciplinary graduate program in the practice of contemporary art. We offer six kinds of courses: Mentorship, Studio, Crit, Talks, Seminars and Workshops. The normal course of study is two years of full-time enrollment. Satisfactory progress usually means that students complete 15 credits each semester, and pass an annual review of work. Students are required to register for Mentorship (3 credits), Studio (1 credit), 2 Crits (1.5 credits each) and Talks (2 credits) every semester.

Students have flexibility in Seminars and Workshops: In a given semester they can take any combination of Seminars and Workshops totaling 18 credits over their course of study.

In the first semester, students are required to register for Colloquium.

In the final semester, students are required to register for Thesis.

Note: Courses in other departments may be substituted for Seminars and Workshops with permission from both the student's advisor and the chair.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
FNG-5010	Colloquium	fall
FNG-5030	Mentorship I	fall
FNG-5050	Studio I	fall
FNG-5230 / FNG-5235	Crit I	fall
FNG-5510	Talks	fall
FNG-5600 through FNG-5990	Seminars or Workshops	fall

Course #	Title	Semester
FNG-5035	Mentorship II	spring
FNG-5055	Studio II	spring
FNG-5240 / FNG-5245	Crit II	spring
FNG-5515	Talks	spring
FNG-5600 through FNG-5990	Seminars or Workshops	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
FNG-6030	Mentorship III	fall
FNG-6050	Studio III	fall
FNG-6230 / FNG-6235	Crit III	fall
FNG-6510	Talks	fall
FNG-5600 through FNG-5990	Seminars or Workshops	fall

Course #	Title	Semester
FNG-6035	Mentorship IV	spring
FNG-6055	Studio IV	spring
FNG-6240 / FNG-6245	Crit IV	spring
FNG-6515	Talks	spring
FNG-5600 through FNG-5990	Seminars or Workshops	spring
FNG-6950	Thesis	spring

GENERAL COURSE LISTING

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FNG-5010

Colloquium

Tuesday 10:00-1:00

Fall semester: 3 credits

Instructor: M. Tribe

First-year Colloquium establishes a common base of pertinent knowledge and provides space and time for incoming students to get to know one another in a group setting. The core activities are student presentations on contemporary artists whose work informs their own, discussion of issues and topics relevant to contemporary art, and participatory activities designed to facilitate conversation and creative exchange.

FNG-5030

Mentorship I

Day/time: By appointment with mentor

Hours: 10:00-6:00

Fall semester: 3 credits

This course provides a framework for mentorship: students will meet with their mentors throughout the semester, on a schedule determined by mentors in consultation with their mentees. In these meetings, mentors will discuss student work and provide feedback. Mentors also guide students through the curriculum and offer advice on matters of professional development such as internships, employment, grants, residencies, exhibitions, and other opportunities.

Course #	Instructor
FNG-5030-A	K. Rasheed
FNG-5030-B	K. Fujita
FNG-5030-C	S. Pepe
FNG-5030-D	A. Gatson
FNG-5030-E	L. Luciano
FNG-5030-F	M. Farzin-Rad
FNG-5030-G	S. Louden
FNG-5030-H	J. Wen Ma
FNG-5030-J	G. Stephan

FNG-5035

Mentorship II

Day/time: By appointment with mentor

Hours: 10:00-6:00

Spring semester: 3 credits

See FNG-5030 for course description.

Course #	Instructor
FNG-5035-A	K. Rasheed
FNG-5035-B	K. Fujita
FNG-5035-C	S. Pepe
FNG-5035-D	A. Gatson
FNG-5035-E	L. Luciano
FNG-5035-F	M. Farzin-Rad
FNG-5035-G	S. Louden
FNG-5035-H	J. Wen Ma
FNG-5035-J	G. Stephan

FNG-6030

Mentorship III

Day/time: By appointment with mentor

Hours: 10:00-6:00

Fall semester: 3 credits

See FNG-5030 for course description.

Course #	Instructor
FNG-6030-A	K. Rasheed
FNG-6030-B	K. Fujita
FNG-6030-C	S. Pepe
FNG-6030-D	A. Gatson
FNG-6030-E	L. Luciano
FNG-6030-F	M. Farzin-Rad
FNG-6030-G	S. Louden
FNG-6030-H	J. Wen Ma
FNG-6030-J	G. Stephan

FNG-6035

Mentorship IV

Day/time: By appointment with mentor

Hours: 10:00-6:00

Spring semester: 3 credits

See FNG-5030 for course description.

Course #	Instructor
FNG-6035-A	K. Rasheed
FNG-6035-B	K. Fujita
FNG-6035-C	S. Pepe
FNG-6035-D	A. Gatson
FNG-6035-E	L. Luciano
FNG-6035-F	M. Farzin-Rad
FNG-6035-G	S. Louden
FNG-6035-H	J. Wen Ma
FNG-6035-J	G. Stephan

FNG-5050

Studio I

Day/time: By appointment with instructor

Hours: 10:00-6:00

Fall semester: 1 credit

The studio plays a vital role in the program as a space for reflection, conversation and presentation. In this course faculty will visit students in their studios throughout the semester. Students also meet with the chair and visiting artists, curators and critics. Students are required to take one section of Studio each semester.

Course #	Instructor
FNG-5050-A	W. Powhida
FNG-5050-B	D. Row
FNG-5050-C	J. Siena
FNG-5050-D	J. Clark
FNG-5050-E	G. Medina
FNG-5050-F	O. Lopez-Chahoud
FNG-5050-G	J. Lyn-Kee-Chow
FNG-5050-H	M. Dayal
FNG-5050-J	S. McClelland
FNG-5050-K	D. Birnbaum
FNG-5050-L	A. Rodriguez-Izumi
FNG-5050-M	TBA
FNG-5050-N	J. Swartz
FNG-5050-P	J. Shin
FNG-5050-R	A. Shepp
FNG-5050-S	TBA
FNG-5050-T	TBA

FNG-5055**Studio II**

Day/time: By appointment with instructor

Hours: 10:00-6:00

Spring semester: 1 credit

See FNG-5050 for course description.

Course #	Instructor
FNG-5055-A	W. Powhida
FNG-5055-B	D. Row
FNG-5055-C	J. Siena
FNG-5055-D	J. Clark
FNG-5055-E	G. Medina
FNG-5055-F	O. Lopez-Chahoud
FNG-5055-G	J. Lyn-Kee-Chow
FNG-5055-H	M. Dayal
FNG-5055-J	S. McClelland
FNG-5055-K	TBA
FNG-5055-L	TBA
FNG-5055-M	J. Grimonprez
FNG-5055-N	D. Birnbaum
FNG-5055-P	M. Rottenberg
FNG-5055-R	TBA
FNG-5055-S	TBA
FNG-5055-T	TBA

FNG-6050**Studio III**

Day/time: By appointment with instructor

Hours: 10:00-6:00

Fall semester: 1 credit

See FNG-5050 for course description.

Course #	Instructor
FNG-6050-A	W. Powhida
FNG-6050-B	D. Row
FNG-6050-C	J. Siena
FNG-6050-D	J. Clark
FNG-6050-E	G. Medina
FNG-6050-F	O. Lopez-Chahoud
FNG-6050-G	J. Lyn-Kee-Chow
FNG-6050-H	M. Dayal
FNG-6050-J	S. McClelland
FNG-6050-K	D. Birnbaum
FNG-6050-L	A. Rodriguez-Izumi
FNG-6050-M	TBA
FNG-6050-N	J. Swartz
FNG-6050-P	J. Shin
FNG-6050-R	A. Shepp
FNG-6050-S	TBA
FNG-6050-T	TBA

FNG-6055**Studio IV**

Day/time: By appointment with instructor

Hours: 10:00-6:00

Spring semester: 1 credit

See FNG-5050 for course description.

Course #	Instructor
FNG-6055-A	W. Powhida
FNG-6055-B	D. Row
FNG-6055-C	J. Siena
FNG-6055-D	J. Clark
FNG-6055-E	G. Medina
FNG-6055-F	O. Lopez-Chahoud
FNG-6055-G	J. Lyn-Kee-Chow
FNG-6055-H	M. Dayal
FNG-6055-J	S. McClelland
FNG-6055-K	TBA
FNG-6055-L	TBA
FNG-6055-M	J. Grimonprez
FNG-6055-N	D. Birnbaum
FNG-6055-P	M. Rottenberg
FNG-6055-R	TBA
FNG-6055-S	TBA
FNG-6055-T	TBA

FNG-5230 / FNG-5235**Crit I**

Hours: 12:30-2:30 (7 weeks per section)

Fall semester: 1.5 credits per section (3 credits per semester)

What do we talk about when we talk about art? In Crit we develop a shared language for discussing student work. This course provides each student with feedback from a group of peers and a faculty member. Students develop their ability to receive critical feedback and to offer constructive criticism by describing, analyzing and evaluating the work of their peers. The format and duration of each crit is determined by the instructor. *Note: Students must enroll in two consecutive Crit sections each semester.*

Course #	Day	Begins	Instructor
FNG-5230-A	M	9/12	J. Clark
FNG-5230-B	M	9/12	M. Deleget
FNG-5230-C	M	9/12	W. Powhida
FNG-5230-D	W	9/7	A. Rodriguez-Izumi
FNG-5230-E	W	9/7	B. Kahlhamer
FNG-5230-F	F	9/9	J. Siena
FNG-5230-G	F	9/9	Z. Geva
FNG-5235-A	M	11/7	O. Lopez-Chahoud
FNG-5235-B	M	11/7	A. Shepp
FNG-5235-C	M	11/7	J. Shin
FNG-5235-D	W	11/2	D. Row
FNG-5235-E	W	11/2	A. Pearlstein
FNG-5235-F	W	11/2	S. McClelland
FNG-5235-G	F	11/4	M. Minter

FNG-5240 / FNG-5245**Crit II**

Hours: 12:30-2:30 (7 weeks per section)

Spring semester: 1.5 credits per section (3 credits per semester)

See FNG-5230 / FNG-5235 for course description. *Note: Students must enroll in two consecutive Crit sections each semester.*

Course #	Day	Begins	Instructor
FNG-5240-A	M	1/9	S. McClelland
FNG-5240-B	M	1/9	M. Deleget
FNG-5240-C	M	1/9	G. Stephan
FNG-5240-D	W	1/11	G. Medina
FNG-5240-E	W	1/11	D. Row
FNG-5240-F	W	1/11	A. Pearlstein
FNG-5240-G	F	1/13	J. Siena
FNG-5245-A	M	3/20	K. Fujita
FNG-5245-B	M	3/20	TBA
FNG-5245-C	M	3/20	M. Farzin-Rad
FNG-5245-D	M	3/20	S. Pepe
FNG-5245-E	W	3/15	J. Grimonprez
FNG-5245-F	W	3/15	M. Luciano
FNG-5245-G	W	3/15	S. Loudon

FNG-6230 / FNG-6235**Crit III**

Hours: 12:30-2:30 (7 weeks per section)

Fall semester: 1.5 credits per section (3 credits per semester)

See FNG-5230 / FNG-5235 for course description. *Note: Students must enroll in two consecutive Crit sections each semester. In the second session of the final semester, students must register for Crit with their mentor.*

Course #	Day	Begins	Instructor
FNG-6230-A	M	9/12	J. Clark
FNG-6230-B	M	9/12	M. Deleget
FNG-6230-C	M	9/12	W. Powhida
FNG-6230-D	W	9/7	A. Rodriguez-Izumi
FNG-6230-E	W	9/7	B. Kahlhamer
FNG-6230-F	F	9/9	J. Siena
FNG-6230-G	F	9/9	Z. Geva
FNG-6235-A	M	11/7	O. Lopez-Chahoud
FNG-6235-B	M	11/7	A. Shepp
FNG-6235-C	M	11/7	J. Shin
FNG-6235-D	W	11/2	D. Row
FNG-6235-E	W	11/2	A. Pearlstein
FNG-6235-F	W	11/2	S. McClelland
FNG-6235-G	F	11/4	M. Minter

FNG-6240 / FNG-6245**Crit IV**

Hours: 12:30-2:30 (7 weeks per section)

Spring semester: 1.5 credits per section (3 credits per semester)

See FNG-5230 / FNG-5235 for course description. *Note: Students must enroll in two consecutive Crit sections each semester. In the second session of the final semester, students must register for Crit with their mentor.*

Course #	Day	Begins	Instructor
FNG-6240-A	M	1/9	S. McClelland
FNG-6240-B	M	1/9	M. Deleget
FNG-6240-C	M	1/9	G. Stephan
FNG-6240-D	W	1/11	G. Medina
FNG-6240-E	W	1/11	D. Row
FNG-6240-F	W	1/11	A. Pearlstein
FNG-6240-G	F	1/13	J. Siena
FNG-6245-A	M	3/20	K. Fujita
FNG-6245-B	M	3/20	TBA
FNG-6245-C	M	3/20	M. Farzin-Rad
FNG-6245-D	M	3/20	S. Pepe
FNG-6245-E	W	3/15	J. Grimonprez
FNG-6245-F	W	3/15	M. Luciano
FNG-6245-G	W	3/15	S. Loudon

FNG-5510/FNG-5515 and FNG-6510/FNG-6515**Talks**

Tuesday 6:00-9:00

Fall and spring semesters: 2 credits per semester

Instructor: M. Tribe

A weekly gathering of all students, Talks begins each fall with short presentations by students: returning students show the work they made in their first year, while incoming students focus on the portfolios with which they applied to the program. These are followed by lectures and panel discussions featuring influential artists, curators, critics and scholars. The last few meetings each spring are devoted to thesis presentations. This course exposes students to the ideas and practices of contemporary artists and those who curate and write about their work. Equally important, it develops students' ability to present and talk about their own work. As part of the course, students also meet individually with the chair once each semester; first-year students have a group meeting with the chair in the first semester.

Course #	Year of Study	Semester
FNG-5510-A	first	fall
FNG-5515-A	first	spring
FNG-6510-A	second	fall
FNG-6515-A	second	spring

SEMINARS

Fall and spring semesters: 3 credits per semester

Seminars may focus on specific issues in art history, theory, and/or practice, or may survey broader topics. Seminars are developed by faculty in consultation with the chair and vary from year to year. Assignments may involve reading, writing, presentations, field trips, and various forms of research, including creative projects. Fieldwork Seminars take place almost entirely outside the classroom: students visit galleries, museums, artists' studios, and other places of interest. *Note: Students must register for 21 credits in seminars and workshops over their course of study.*

FALL SEMINARS**FNG-5633-A****Seminar: Socially Engaged Art in the Public Realm**

Wednesday 3:00-6:00

Fall semester: 3 credits

Instructor: L. Luciano

This seminar will explore socially engaged art practices that move beyond the conventions of traditional art spaces and into the public realm—where art as a social practice is grounded in its connection to alternative audiences and communities. Through readings, lectures, site visits and course assignments, students will learn about the processes and challenges in creating collaborative, interactive and community-based art projects in public spaces. We will also address the nuts and bolts of developing socially engaged public art projects, from site-specific research methodologies and community partnerships to writing proposals, budgets and applying for grants. Throughout this seminar, students will develop and refine individual and/or collaborative projects that extend from their own studio practices.

FNG-5642-A**Seminar: Art and the Climate Crisis**

Wednesday: 3:00-6:00

Fall semester: 3 credits

Instructor: T. Goodeve

In this course we explore the historical, artistic and activist foundations of the climate crisis, exemplified by the redefinition of our geological epoch as the Anthropocene. Topics include the history of settler colonialisms, the extractive logic of capitalism, global indigenous resistance, environmental racism, habitat decline, biodiversity, and how to use art as a form of remediation and education. Students are assigned weekly readings and lectures, and are required to attend visiting artist lectures, give one presentation, complete an open book midterm and create a final art project.

FNG-5643-A**Seminar: What Does It Mean to Decolonize?**

Day/time: TBA

Fall semester: 3 credits

Instructors: M. Farzin, T. Goodeve

In the past two decades there have been calls to decolonize the museum, the university, nature, feminism, and thinking itself. What does it mean, today, to decolonize? In this seminar we explore decolonization not as a question with an answer, but as a prompt to engage in dialogue. We will read texts that take up urgent critical issues, and will look to art histories and practices beyond Eurocentric canons, including non-Western and heterogenous modernisms, transnational surrealisms, indigenous resistance movements and Black abstraction. Our course is co-taught—we hope to learn with and from you: to think critically about how art accrues value; to find collective ways of confronting violence, prejudice and oppression; to build new cultural stories together. Participants will have weekly reading assignments, writing prompts and a final presentation. Some prompts are related to the readings, others invite reflection on your own lands, families and movements. We will think about our personal stories, and what it means for others to tell them. We will consider what is visible and what is unseen in our museums and surroundings. Our goal is to better understand the structures of inequity and how artists have challenged them.

FNG-5644-A**Seminar: Fieldwork—The Creative Adventure**

Friday: 3:00-6:00

Fall semester: 3 credits

Instructor: J. Clark

The artist's studio is a place for creative exploration, contemplation and production. It is also a place where artists show their work to peers, curators and gallerists, store their work, stare blankly into space, make messes, and take naps. In this course we will visit artists' studios each week, including the studios of SVA alumni and faculty. We may also visit some galleries, nonprofit venues and artist-run spaces, casting a large net outside the usual art awareness zones. We will talk with artists about their work, their use of material and space, and what inspires them. We will explore a wide range of artistic practices, and each student's own artistic processes through personal introspection and vigorous dialogue, creating self-awareness and enhancing vision. This course is designed to further each student's ability to formulate and articulate his or her own viewpoints on art-making as well as standards for individual practice. Each student will keep a notebook, either in writing or audio recordings, to document insights, interpretations and ideas for future investigations into the creative adventure.

FNG-5657-A**Seminar: Art History for Artists—A Primer**

Wednesday: 3:00-6:00

Fall semester: 3 credits

Instructor: M. Farzin-Rad

This course introduces artists to the significant art practices, theories, and institutions of the past half century. We will focus on two artworks in each session, and consider them in relation to key historic events and discourses. Students will contribute actively to each class by suggesting (and researching) an artwork, reading primary and secondary texts, and writing short responses. We will also be visiting galleries and museums, watching films, and meeting with guest historians, critics and artists. Throughout the semester, students will develop their own artistic "family tree": an art-centered historic timeline that contextualizes their practice in relation to cultural figures, works, or events (this can be a visual, annotated chart, or take another form). The goal is for students to synthesize their knowledge of contemporary art and its precedents, think analytically about their work and its contexts, and communicate their ideas effectively in conversation and presentations. The course requires a serious time commitment of several hours a week beyond the classroom. Grading will be based on weekly contributions, discussion participation, final presentations, and the final timeline. There is no final paper.

SPRING SEMINARS**FNG-5638-A****Seminar: The Persistence of Painting**

Wednesday 3:00-6:00

Spring semester: 3 credits

Instructor: S. Joelson

What are the guises of painting in the 21st century? From puddle to detail, from digital technologies and built constructions to traditional craft and representation, we consider the various methodologies, their precedents and what they mean to us now. Each week we will discuss another approach, using examples in galleries, on screens and in our studios. How are concepts manifest in their relation to material and process? By investigating the implications of artists' actions, we will be better able to take responsibility for our own decisions in the studio.

FNG-5653-A**Seminar: The Art Markets and the Aesthetics of Wealth**

Friday 3:00-6:00

Spring semester: 3 credits

Instructor: W. Powhida

How contemporary art is influenced by wealth in an age of extreme inequality will be the focus of this seminar. We will consider artist Trevor Paglen's proposal: Instead of asking "What is art?" or "Is this art successful?" a good geographer might ask questions along the lines of "How is this space called 'art' produced? Through readings, discussions and site visits we will map the infrastructure of the global art market to learn how economic and social forces shape cultural production. Readings will include selections from Ben A. Davis, Diana Crane, Nato Thompson, Alex Rule and David Levine, Hito Steyerl, Gregory Sholette, Laura Raicovich, Julia Bryan-Wilson, Thomas Piketty, Seth Price and Hans Abbing. The course will also emphasize how the public discourse in the arts media and popular culture make the aesthetics of wealth and precarity visible outside of galleries and museums.

FNG-5738-A**Seminar: Critical Theory—Art and Power**

Wednesday 3:00-6:00

Spring semester: 3 credits

Instructor: M. Farzin-Rad

What is critical theory's relationship to art? This course is designed to introduce students to the critical issues at stake in contemporary artistic practice. It is organized as a series of discussions around texts and artworks, with each session based on a different methodological perspective. We will look at the writings of artists alongside those of philosophers, theorists, critics and historians, paying particular attention to theoretical models that have been important to the art of the past half century. Our goal is to build a philosophical foundation for understanding the terminology, ideas and issues of today's critical discourse. Topics include foundational ideas such as Marxism, psychoanalysis and poststructuralism; theories of the subject's relationship to race, gender, difference; and more recent sociopolitical debates around spectatorship, object-oriented philosophy and neuroscience. Our main goal is to learn to think through ideas—in conversation and writing—in ways that will deepen your understanding of your own practice and its contemporary context.

FNG-5752-A**Seminar: Fieldwork—White Cubes**

Wednesday: 3:00-6:00

Spring semester: 3 credits

Instructor: M Tribe

Over the course of the 20th century, the white cube emerged as the spatial archetype for exhibiting and experiencing contemporary art. Art critic Brian O'Doherty compared the ideology of the white cube to the caves where Paleolithic paintings are found: "Sheltered from the appearance of change and time, this specially segregated space is a kind of non-space, ultra-space, or ideal space where the surrounding matrix of space-time is symbolically annulled." In this course we will spend our time looking at art in galleries and trying not to be lulled into complacency by the aura of aesthetic autonomy that they produce. Students will play an active role in determining the shows we see based on their interests.

WORKSHOPS

Fall and spring semesters: 1.5 credits per workshop

Workshops focus on skills and strategies for creating and taking advantage of professional opportunities. *Note: Students must register for 21 credits in seminars and workshops over their course of study. Seminars and workshops cannot be repeated.*

EARLY FALL WORKSHOPS

FNG-5842-A

Workshop: Multimedia Art—Installation Practice and Commission Variabilities

Monday 10:00-12:00 (7 weeks, begins 9/12)

Fall semester: 1.5 credits

Instructor: J. Clark

This workshop will address the initial approach and the realization of artwork for a large variety of venues for both temporary exhibition and permanent installation. Such venues include public space, galleries and museums, biennials, private collections, television and the digital realm. We will also examine the variables to consider when a work is commissioned either privately or publicly. The emphasis will be on multimedia work, including sound, moving imagery and installation elements. Discussions will evolve around more recent as well as historical examples, and will involve bringing in documentation of your own work in order to further direct and extend the discussion. Practical elements, such as the challenge of fast-evolving technology and basic installation practice through varying mediums and structural components will be discussed.

FNG-5862-A

Workshop: The Artist-Writer as Muse

Friday 10:00-12:00 (7 weeks, begins 9/9)

Fall semester: 1.5 credits

Instructor: M. Dayal

You may know the phrase “Reading is FUNDamental”—a slogan coined in the mid-1960s as part of a campaign to encourage literacy in the United States. At the most basic level, we can probably agree that reading/literacy is essential to our functionality in the world. As artists and cultural practitioners, we can also probably agree that reading of all types (fiction, criticism, theory, op-ed, nonfiction, biographies, autobiographies, poetry, prose, etc.) is essential to the process of articulating what comes after reading and creating? What happens when the work that you make is more than what meets the surface? How do we create nuanced discourse around artwork? Whether it be our own work, or the work of others? Since you are reading this, you obviously know the answer—it’s through writing. As artists, you may be thinking “But *how* do I write about artwork in a way that is cohesive and within the lines of a particular lexicon or style that is specific to our industry.” This course will help you sort some of that out. Art writing, like art, is not a monolith. There are many types of art writing—from formal criticism to visual analysis to artist statements to academic analysis, and beyond. There are, of course, commonalities, such as a standard (or standard-ish) vernacular. During this course we’ll touch on several different types of art writing. We’ll be writing and reading, analyzing and dissecting. And hopefully by the end of the class you’ll feel confident about writing, and enjoy using writing as a tool to enhance and elaborate on your practice as an artist. *Note: This course is cross-listed with AEG-5547.*

FNG-5934-A

Workshop: Artist as Catalyst

Monday 10:00-12:00 (7 weeks, begins 9/12)

Fall semester: 1.5 credits

Instructor: M. Deleget

This workshop is directed toward artists interested in extending their practice beyond the four walls of their studio and engaging in more expansive forms of support for their fellow artists and the greater arts community. This includes writing criticism, organizing exhibitions, running an exhibition space, participating in an artist collective and collaborating with an arts organization, as well as newer forms of proactive engagement with artists and the public. The primary motivation of an artist’s catalyst is to build a strong, sustainable artist community and facilitate a constructive discourse around art-making and ideas.

FNG-5987-A

Workshop: The Law of Art

Wednesday 10:00-12:00 (7 weeks, begins 9/7)

Fall semester: 1.5 credits

Instructor: F. Boyd

You see a great image on Instagram ... can you use it in your work? You see another great image on Instagram—only this time it is your work incorporated into someone else’s—should you sue? What kind of written agreement is standard with a gallery offering to show your work, consignment or representation? Can you disclaim authorship if your work is damaged during a show? Are you entitled to money if your work is resold by a collector? The law is present in each of your interactions in the art world; it is there when you have a problem (non-payment by a gallery) and when you have an opportunity (request for a big commission). This course introduces a range of issues that confront professional artists from the moment of creation of a work to consignment and sale of the work to the ongoing moral rights of artists in the work even after a sale. You will learn how to spot legal issues, overcome intimidation of contracts and legalese, and successfully negotiate for your desired outcome.

LATE FALL WORKSHOPS

FNG-5834-A

Workshop: Networking and Friending—A Professional Growth Strategy

Monday 10:00-12:00 (7 weeks, begins 11/7)

Fall semester: 1.5 credits

Instructor: M. Deleget

How does an artist move a casual conversation that occurs at a gallery opening to an exchange of contact details and social media handles, to a studio visit, or a write-up in a respected media outlet, or an exhibition? This workshop treats the cultivation of professional relationships strategically, as a critical tool for moving an artist’s career forward. Students will be shown how to systematically develop their connections to people encountered through social media platforms and informal settings, and shape their social media profiles to become more visible to curators, gallerists and critics. The workshop will include both theoretical tactics and real-life opportunities to engage these action plans.

FNG-5843-A

Workshop: Cultivating Opportunities

Wednesday 10:00-12:00 (7 weeks, begins 11/2)

Fall semester: 1.5 credits

Instructor: S. Loudon

Artists often think they have to wait for opportunity to knock on their door. Whether your goal is to exhibit your work, organize an event, publish an artist book or get funding for a project, this workshop will show you how to cultivate and pursue opportunities by doing research, preparing to make contact, reaching out, making the ask and following up. You will learn how to home in on the opportunities that make sense for your work, organize your research, reach someone without a referral, make a cold call and manage expectations. Building community and audience are integral and intertwined in this process and is stressed throughout.

FNG-5854-A

Workshop: Art on the Blockchain

Friday 10:00-12:00 (7 weeks, begins 11/4)

Fall semester: 1.5 credits

Instructor: F. Boyd

The swift rise of NFTs and blockchain-based art projects have generated intense enthusiasm—and a lot of questions. What is a non-fungible token? How do you mint an NFT? Who owns it? What—and where—is the art? This workshop will introduce students to blockchain and cryptocurrency basics, with a focus on NFTs, smart contracts and royalties for artists. We will also consider distributed ledger technology’s other art-related applications, such as recording provenance and fractionalizing ownership. No coding or technological knowledge is required.

FNG-5857-A**Workshop: On Presentation and Completion—It's a Time Machine (if You Want It) Part I**

Friday 10:00-12:00 (7 weeks, begins 11/4)

Fall semester: 1.5 credits

Instructor: J. Siena

Some artists have trouble letting go; trouble in saying, without doubt, "This is finished." There is a tendency to keep a work in play, and a reluctance to let go of a work out of sentimentality, doubts regarding a work's execution and a concern as to whether a work sufficiently reflects the artist's way of working. Additionally, in an educational context one can delay completion while relying on contingencies that, in the real world, just don't exist. All of these issues can inhibit an artist's development, in large part due to accumulated uncertain resolutions springing from unfinished works and thoughts. It is the purpose of this course to address these issues directly—at both physical and theoretical levels. It is not a polemic for "professionalism"; it addresses, rather, the necessity of taking a position on permanence and the ephemeral, and seeks to explore strategies that can be deployed in dealing with the very real and experimental natures of contemporary art-making and display. *Note: This is the first part of a two-part course. Students who register for this course must also register for FNG-5957, Workshop: On Presentation and Completion—It's a Time Machine (if You Want It) Part II.*

EARLY SPRING WORKSHOPS**FNG-5832-A****Workshop: Working with Galleries**

Monday 10:00-12:00 (7 weeks, begins 1/9)

Spring semester: 1.5 credits

Instructor: M. Deleget

This course will examine the inner workings of the artist/gallery relationship. Participants will gain a comprehensive understanding of forging a meaningful and long-lasting gallery relationship. Artists will learn how to research and identify appropriate galleries, introduce their work to gallerists and conduct studio visits. Representation, sales, exhibition logistics, art fairs, and much more will be covered.

FNG-5851-A**Workshop: Getting Paid—Strategies for Negotiating the Gallery System**

Friday 10:00-12:00 (7 weeks, begins 1/13)

Spring semester: 1.5 credits

Instructor: A. Gatson

What are the various approaches to getting a gallery? How is work priced and sold? How do artists get paid? This workshop will offer a plethora of strategies for negotiating the gallery system and will attempt to demystify commonly held notions. We will focus on recent changes in the art market and how they can work to an artist's advantage (e.g., the rise of the fairs, globalization, social media and transparency). Students will interface with galleries through research and going to openings, and put into practice strategies discussed in class and present the findings. There will be a guest speaker, presentations, discussions and a visit to a prominent gallery to speak with its owners.

FNG-5944-A**Workshop: Your Foundation—Grants, Fellowships and Residencies**

Wednesday 10:00-12:00 (7 weeks, begins 1/11)

Spring semester: 1.5 credits

Instructor: J. Swartz

You're deep in debt and know how to make art, now what? Grants, fellowships and residencies are an important part of developing an artist's career. How do you learn about them, how do you apply to them and how do you make a successful application? How do you evaluate which ones are the best fit for you and your goals? If you ever needed \$500 to pay for storage after a fire destroyed your studio or \$100,000 for your upcoming project, this is the workshop for you. We will discuss researching various funding for artists and artist projects. The workshop will address selecting images for applications and how to write statements tailored to the focus of specific funders. Students will complete mock applications for funding and support opportunities. We will look at how to make the most of a residency, research tools available for seeking funding and support, fiscal sponsorship, writing budgets, developing long-term relationships with funders, and more.

FNG-5957-A**Workshop: On Presentation and Completion—It's a Time Machine (if You Want It) Part II**

Friday 10:00-12:00 (7 weeks, begins 1/13)

Spring semester: 1.5 credits

Instructor: J. Siena

This is the second part of a two-part course. See FNG-5857 for course description.

LATE SPRING WORKSHOPS**FNG-5829-A****Workshop: Writing An Artist's Statement and Résumé**

Monday 10:00-12:00 (7 weeks, begins 3/20)

Spring semester: 1.5 credits

Instructor: A. Shepp

This workshop will demystify the process of writing an artist's statement. It will focus on the various roles the statement plays for emerging artists entering the art world. This understanding then naturally leads to a set of strategies and techniques to write a coherent and engaging text to accompany one's work. The workshop will also address how to write a résumé that will best communicate one's professional narrative at a quick glance.

FNG-5852-A**Workshop: Web Presence**

Monday 10:00-12:00 (7 weeks, begins 3/20)

Spring semester: 1.5 credits

Instructor: M. Deleget

This course will help artists develop a clear and effective web presence. Artists will begin by articulating their professional goals, and then conceive and implement impactful website, social media and email communications strategies in support of those goals. Participants will gain a comprehensive understanding of using the web to effectively communicate about their work in order to build sustainable, professional careers.

FNG-5871-A**Workshop: Documentation**

Wednesday 10:00-12:00 (7 weeks, begins 3/15)

Spring semester: 1.5 credits

Instructor: A. Rodriguez-Izumi

Documentation is so much more than taking a picture of a finished work. In this course we will explore a wide range of systems and techniques for documenting and how to incorporate them into a variety of practices. Together we will look at documentation and archiving methods for various stages of the creative process. We will explore different technical skills to document work, from digital methods to what to do with your documentation afterwards, as well as a variety of applications it can be used for. Industry professionals will offer insider perspectives and explore what it means to document, build an archive and, ultimately, your legacy.

FNG-5873-A**Workshop: The Artist as Educator**

Friday 10:00-12:00 (7 weeks, begins 3/17)

Spring semester: 1.5 credits

Instructor: TBA

Many artists choose to teach as a complement to their studio practice, something that keeps them closely connected to the artistic community while forcing them to stay sharp and current. This course will introduce students to the possibilities of teaching—from museum education to K-12 to higher education, and will provide the skills necessary to identify and secure those positions. Time will be spent on the unique and extensive process of applying to college teaching jobs, including the materials required, the process of review and the importance of each required document. Through in-class assignments and peer workshoping, students will leave the course with a final teaching philosophy, cover letter, curriculum vitae and artist's statement for their teaching packet, as well as an outreach plan. *Note: This course is cross-listed with AEG-5573.*

FNG-6950-A

Thesis Workshop

Spring semester: 3 credits

This course will guide students through the MFA thesis process, from idea to final presentation. The main goals are to provide structure for the process of writing multiple drafts of the thesis catalog essay, producing documentation and incorporating it into the catalog, laying out and producing the catalog, and preparing and rehearsing the thesis presentation. Feedback will be provided at every step.

Topics include brainstorming and idea maps, research and writing strategies, outlining, time management, topic development, mechanics and organization, writing style and voice, public speaking strategies and academic integrity. By the end of the course you will be ready for your post-MFA professional life, with a catalog and an artist's talk that you can be proud of.

Course #	Day	Time	Instructor
FNG-6950-A	M	3:00-6:00	M. Farzin-Rad
FNG-6950-B	M	3:00-6:00	L. Luciano
FNG-6950-C	M	6:00-9:00	T. Goodeve
FNG-6950-D	W	3:00-6:00	T. Goodeve

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

SUMMER RESIDENCIES IN FINE ARTS

SVA is planning to offer a select number of summer programs on-campus in New York City. However, safety is our priority. Therefore, we will be monitoring the current health situation and travel restrictions before confirming any programs. In addition, specific facility access will be subject to health and safety guidelines adopted by the College.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

FID-4994 / FID-4995

Fine Arts: Contemporary Practices

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

This intensive studio residency, hosted by SVA's MFA Fine Arts Department, has been designed for artists working in both medium-specific and cross-platform modes of production that aim for the intersection of art and ideas. Taught by distinguished members of the MFA Fine Arts faculty, the residency fosters a culture of rigorous practice and contemporary thought.

Each artist will have use of a private studio in a location central to New York City's gallery districts, museums and alternative hubs for culture and technology. Daily studio visits from renowned artists, curators and theorists support an ongoing discourse among an international community of fellow artists. In addition to concentrated work in the studio, artists will attend lectures, gallery walks, museum visits and workshops that support a professional art practice. Through focused creative engagement with the history and criticism of contemporary art, participants will be encouraged by a faculty of leading artists and scholars to take their work to the next level, aesthetically and conceptually. Faculty and guest lecturers will represent a variety of contemporary perspectives.

While the focus of the residency is on content and critical discourse, work in a variety of media is supported and encouraged, including drawing, painting, photography, performance, installation, digital and interactive media, electronics, sound, and all modes of experimental practice. Artists committed to a single form or medium can expect to delve deeper into the material concerns of their practice. Residents are also invited to consider the sociopolitical potentiality of art practices situated outside the paradigm of individual authorship, via forays into social practice and public forms. Ultimately, the goal of the program is to create an inclusive space for artistic research, activated by the spirit of inquiry.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and guest lecturers have included: Dara Birnbaum, Jodie Lyn-Kee-Chow, Media Farzin, Mark Thomas Gibson, Miguel Luciano, Angel Nevarez, David Ross, Jerry Saltz, Mark Tribe and Caroline Woolard.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4994-A	May 31 – July 1
FID-4995-A	July 5 – August 5

FID-4991 / FID-4992

Fine Arts: Painting and Mixed Media

Summer semester: 4 undergraduate studio credits per session
\$3,000 per session

Hosted by SVA's MFA Fine Arts Department, this internationally renowned program offers artists an opportunity to work intensively in a private studio and receive individual critiques from faculty selected for their diversity, professional achievement and critical engagement. Artists are supported in their painting, drawing, printmaking, installation and mixed-media work, and are encouraged to push their practice to the next level, aesthetically and conceptually. Attention is given to contextualizing resident artists' work within contemporary interdisciplinary discourse.

Each artist has exclusive use of a studio throughout the program. Located in Chelsea, the studios offer privacy, while supporting a community that encourages experimentation and the development of new ideas and directions. Faculty will conduct studio visits and discuss each participant's work on an individual basis. Exposure to the New York City art world complements the on-site residency program. Equally important to the faculty critiques are the special lectures, scheduled approximately once a week. Given by guest artists, critics and gallery directors, these dialogues are designed to offer further insight into the realities of the working artist. Gallery tours are also included.

Participants will have access to SVA's Visible Futures Lab and the opportunity to work with state-of-the-art tools for both digital and traditional fabrication. The printmaking studio is available for an additional fee, and provides access to silkscreen, etching, lithography, letterpress and digital facilities. Participants must have a working knowledge of the printmaking process they wish to use in order to be granted access. Artists have access to the studios daily from 8:00 am to 11:00 pm. Overnight stays are allowed with entry to the building prior to 11:00 pm. The program culminates in an open studio exhibition.

Faculty and lecturers have included Andrianna Campbell, Andrea Champlin, Ofri Cnaani, Gregory Coates, Steve DeFrank, Peter Hristoff, Tobi Kahn, Sharon Loudon, Amy Myers, Danica Phelps, Jerry Saltz and Jason Stopa.

Note: A portfolio is required for review and acceptance to this program.

Course #	Dates
FID-4991-A	May 31 – July 1
FID-4992-A	July 5 – August 5

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

MFA Illustration as Visual Essay

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the MFA Illustration as Visual Essay Department to be eligible for degree conferral.
- A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.
- Illustration as Visual Essay grades on a pass/fail system. Students are required to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
ILG-5010	Critique I	fall
ILG-5015	Critique II	spring
ILG-5020	Drawing I	fall
ILG-5025	Drawing II	spring
ILG-5040	Book Seminar	fall
HCG-5050	Creative Writing Workshop I	fall
HCG-5055	Creative Writing Workshop II	spring
ILG-5060	Perpetual Appetizers	fall
ILG-5090	Computer Illustration Portfolio	fall
ILG-5100	The Digital Book	spring
ILG-5120	Seminar	spring
ILG-5520	Individual Review I	fall
ILG-5521	Individual Review II	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
ILG-6010	Thesis Project: Visual Essay I	fall
ILG-6015	Thesis Project: Visual Essay II	spring
ILG-6020	Studio Workshop I	fall
ILG-6025	Studio Workshop II	spring
ILG-6040	Thesis Review I	fall
ILG-6045	Thesis Review II	spring
ILG-6050	Painting I	fall
ILG-6055	Painting II	spring
ILG-6070	History of Storytelling	fall
ILG-6200	Illustration Business Boot Camp	spring

Replacement or exchange of required classes are reviewed on an individual basis.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

FIRST YEAR

ILG-5010-A

Critique I

Tuesday 9:00-11:50

Fall semester: 1.5 credits

Instructors: M. Arisman, A. Raff

This course is structured to emphasize the relationship between fine art and commercial art in dealing with the visual essay. Students will begin the process of developing visual essays and narratives in a limited form. There will be weekly assignments dealing with a variety of subjects. Various approaches to composing an image will be explored.

ILG-5015-A

Critique II

Tuesday 9:00-11:50

Spring semester: 3 credits

Instructors: M. Arisman, A. Raff

A continuation of ILG-5010, Critique I, this course will focus on the production of a one-of-a-kind book that includes text and image. Individual meetings and class critiques are ongoing throughout the semester.

ILG-5020-A

Drawing I

Friday 12:00-4:50

Fall semester: 3 credits

Instructor: C. Fabricatore

The development of drawing ability with a concentration on discovering a unique personal voice is the focus of this course. Through drawing from models in the studio and going out on location, students will also study and interpret the relationships between subjects and their environment, and expand their drawing vocabulary beyond the use of a two-dimensional reference. By keeping sketchbooks and compiling interviews, students will explore receptive observation, risk-taking, spontaneity, drawing from intuition and sketching from the energy and unpredictability of being on location. At least one narrative series assignment will be completed over the course of the year.

ILG-5025-A

Drawing II

Friday 12:00-4:50

Spring semester: 3 credits

Instructor: TBA

This is the second part of a two-semester course. See ILG-5020 for course description.

ILG-5040-A

Book Seminar

Thursday 5:30-8:20

Fall semester: 3 credits

Instructor: V. Koen

Students will experiment and create a body of work based on the short story. Although the course title is *Book Seminar*, students are not confined to the book format; however, a series of objects or an installation is encouraged. Students will outline their ideas in a thesis statement prior to the start of the course, which they will present and discuss in the first session. This written statement will serve as a point of departure and later as a point of reference while the work evolves to its final stages. The project will explore technical, aesthetic and conceptual interests while looking into professional directions and specializations.

HCG-5041-A**Writing Workshop I**

Tuesday 3:00-4:50

Fall semester: no credit

Instructor: C. Donnelly

This is the first part of a two-semester support course for the creative writing workshop. It will focus on writing fundamentals (grammar, sentence and paragraph logic, idea development, organization and essay structure).

Note: Registration for this course is by placement.

HCG-5042-A**Writing Workshop II**

Tuesday 3:00-4:50

Spring semester: no credit

Instructor: C. Donnelly

This is the second part of a two-semester course. See HCG-5041 for course description. *Note: Registration for this course is by placement.*

HCG-5050-A**Creative Writing Workshop I**

Thursday 12:30-4:20

Fall semester: 3 credits

Instructor: M. Zackheim

This workshop is structured to develop writing skills in prose and fiction through readings and discussions. The goal is to explore personal expression through writing that reflects artistic concerns.

HCG-5055-A**Creative Writing Workshop II**

Thursday 12:30-4:20

Spring semester: 3 credits

Instructor: M. Zackheim

A continuation of HCG-5050, Creative Writing Workshop I, this semester will focus on poetry, writing for the theater and songwriting.

ILG-5060-A**Perpetual Appetizers**

Wednesday 9:00-11:50

Fall semester 1.5 credits

Instructor: H. Lee

This hands-on studio course introduces new tools, techniques and ingredients with the goal of expanding an individual visual vocabulary unique to each student. To grasp the concept that the search for creativity is not always a linear, forward movement—more often it is a series of experiments, a desire to enter uncharted territory while recognizing an accident can open opportunities more often than the safety of stagnation.

ILG-5090-A**Computer Illustration Portfolio**

Monday 9:00-12:50

Fall semester: 3 credits

Instructor: M. Richmond

Digital tools have become mainstream in the design and printing fields, and the Internet has evolved into a medium that enables illustrators to create interactive animations and globally accessible projects. This course will touch upon several aspects of digital technology, from advanced Adobe Photoshop and Illustrator techniques for print to all facets of web design production as well as interactive Flash animation. Understanding the fundamentals of computer illustration will aid students in preparing professional projects and personal portfolios.

ILG-5100-A**The Digital Book**

Monday 9:00-12:50

Spring semester: 3 credits

Instructor: M. Richmond

Our desire to tell stories always has, and always will adapt to and define new mediums. The storybook is as old as writing systems themselves; its evolution is bound to that of mankind. Today, the proliferation of tablets and e-book readers is beginning to redefine storytelling and characters. The digital revolution introduced the storybook to hypertext and interactivity—with the Internet came

social interaction and data-driven narrative. As perceptions regarding digital media shifts from desktop to multi-touch tablet computers, it's becoming increasingly apparent that reading, storytelling, animation and interactivity are standing on the precipice of an artistic revolution. Prerequisite: ILG-5090, Computer Illustration Portfolio.

ILG-5120-A**Seminar**

Thursday 5:30-8:20

Spring semester: 3 credits

Instructor: M. Ilic

Through lectures by noted guest illustrators, political satirists, art directors and graphic designers, this seminar will explore the many specialized areas of visual commentators. The course will also include portfolio reviews from professionals working in the field.

ILG-5520-A**First Year Individual Review I**

Wednesday 1:00-4:00

Fall semester: no credit

Instructor: M. Arisman

Individual First Year Review is a series of individual meetings with the department chair for review and critique of first-year work. The meetings will supplement the ongoing work in all required first-year classes.

ILG-5521-A**First Year Individual Review II**

Wednesday 1:00-4:00

Spring semester: no credit

Instructor: M. Arisman

This is the second part of a two-semester course. See ILG-5520 for course description.

SECOND YEAR**ILG-6010-A****Thesis Project: Visual Essay I**

Day/time: TBA

Fall semester: 6 credits

Students will choose a New York City artist as their thesis faculty advisor to work with on an individual basis, and establish a schedule to research, write and visualize the thesis project. Emphasis will be on topics with visual essay interest such as graphic novels, comics, illustrated books, children's books or a series of paintings.

ILG-6015-A**Thesis Project: Visual Essay II**

Day/time: TBA

Spring semester: 6 credits

A continuation of ILG-6010, Thesis Project: Visual Essay I, this semester will focus on the completion of thesis projects. Students will participate in a group exhibition at the end of the semester.

ILG-6020-A**Studio Workshop I**

Tuesday 5:00-10:50

Fall semester: 3 credits

Instructor: D. Sandlin

Studio Workshop I will develop concepts and finished artwork in relation to the thesis project. Student work will be critiqued regularly by visiting professionals (illustrators, art directors, artists and gallery directors).

ILG-6025-A**Studio Workshop II**

Tuesday 5:00-10:50

Spring semester: 3 credits

Instructor: D. Sandlin

A continuation of ILG-6020, Studio Workshop I, this semester will focus on refining and completing thesis projects. There will be individual and group critiques; visiting professionals will continue to view and discuss student projects.

ILG-6040-A

Thesis Review I

Friday 9:00-11:50

Fall semester: no credit

Instructor: M. Arisman

Thesis Review is a series of individual meetings with the department chair for review and critique of the thesis project. The meetings will supplement the ongoing work in ILG-6010 and ILG-6015, Thesis Project: Visual Essay I and II.

ILG-6045-A

Thesis Review II

Friday 9:00-11:50

Spring semester: no credit

Instructor: M. Arisman

This is the second part of a two-semester course. See ILG-6040 for course description.

ILG-6050-A

Painting I

Wednesday 6:00-9:50

Fall semester: 3 credits

Instructor: G. Blache III

With an emphasis on figurative painting techniques, this course will focus on the uses of form, color, composition, light, proportion and perspective. Contemporary and classical approaches to oil painting will be explored. The goal is to provide a solid foundation in oil painting techniques.

ILG-6055-A

Painting II

Wednesday 6:00-9:50

Spring semester: 3 credits

Instructor: R. Vecchio

This course will focus on an advanced approach to the concepts and techniques of painting in oil and other mediums, including direct, sustained observation of portraits, land and cityscapes. Emphasis is placed on a fully developed or visualized painting process that explores all mediums.

ILG-6070-A

History of Storytelling: Comics

Thursday 7:00-9:50

Fall semester: 3 credits

Instructor: N.C. Couch

This course provides an introduction to graphic media in North America, from the beginning of the newspaper comic strip through the development of comic books, the growth of graphic novels, and current developments in electronic media. Focusing on its history and aesthetics, we will compare developments in the United States, Mexico and French Canada, as well as the social and cultural contexts in which comics are created and consumed. The first half of the semester will concentrate on early comic strips and the development of the comic-book form through the 1940s. The remainder of the semester will focus on changes that affected comics in the 1950s and '60s, the development of a comic-book subculture from the 1970s to the 1980s, and contemporary electronic media developments.

ILG-6200-A

Illustration Business Boot Camp

Thursday 9:00-11:50

Spring semester: 3 credits

Instructor: V. Koen

Illustration Business Boot Camp is based on intensive critique and instruction sessions. The course focuses on three main goals: The solid understanding of the professional illustration environment; the review of existing work and its transformation into a presentable and cohesive body of work; the development and application of each student's brand and identity tools in different mediums for communicating, showcasing and promoting that work.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
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PDG-Access-A	fall
PDG-Access-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

MFA Interaction Design

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the MFA Interaction Design Department to be eligible for degree conferral.
- A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.
- Interaction Design grades on a pass/fail system. Students are required to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
IXG-5030	A History of Design	fall
IXG-5080	Research Methods	fall
IXG-5190	Service Design and Transformation	fall
IXG-5280	Strategic Innovation in Product/Service Design	fall
IXG-5380	Fundamentals of Physical Computing	fall
IXG-5470	Hello World: The Logic of Interaction	fall
IXG-5480	Crafting Interactions	spring
IXG-5510	Smart Objects	spring
IXG-5520	Framing User Experiences	spring
IXG-5610	Design in Public Spaces	spring
IXG-5630	Conversation Design	spring
IXG-5650	Entrepreneurial Design	spring
IXG-5809	Thesis Preparation	spring
IXG-5812	Advanced Fundamentals of UX	spring
IXG-5813	Writing Basics	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
IXG-6030	Thesis Development	fall
IXG-6122	Augment Ideas Into Reality (AIIR)	fall
IXG-6140	Foundations of Responsible Design	spring
IXG-6160	Design Management	fall
IXG-6181	Designing for Digital Accessibility	fall
IXG-6185	Future (Im)perfect	fall
IXG-6140	Foundations of Responsible Design	spring
IXG-6210	Leadership, Ethics and Professional Practices	spring
IXG-6390	Narrative and Interactivity	spring
IXG-6410	Form, Content and Behavior	spring
IXG-6430	And One More Thing	spring
IXG-6900	Thesis Presentation	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

The recommended course load is 15 credits per semester.

IXG-5030-A

A History of Design

Thursday 6:00-8:50 (7 weeks, begins 11/3)

Fall semester: 1.5 credits

Instructor: N. Wehrle

A review of critical movements in design from the second half of the 20th century to the present is the focus of this course. We will consider how much of the craft that designers have valued historically is important for what we do today. Using insights grounded in history, students will evaluate what separates good design from “other” design in digital media, and review case studies of why certain products and companies have risen triumphant over others. Students will visit centers of design in the City and learn to use them as resources for research, exploration and experimentation.

IXG-5080-A

Research Methods

Thursday 6:00-8:50 (7 weeks, begins 9/8)

Fall semester: 1.5 credits

Instructors: H. Nanayakkara, A. Valdez Young

User-centered design begins, by definition, with an understanding of users. In this course, students will learn how to model interaction by conducting qualitative and quantitative research into users' behaviors, attitudes and expectations. By exploring ethnographic techniques, usability testing, log analysis, surveying, and other research methods, students will learn how to engage user feedback effectively at every stage of the design process. We will also address how to conduct secondary research into published literature and other sources that can inform thesis projects and beyond.

IXG-5190-A

Service Design and Transformation

Tuesday 6:00-8:50

Fall semester: 3 credits

Instructor: M. Sitten

With the rise of the service economy, our opportunities as designers are shifting: more is being asked of us, and the nature of the challenges we want to help solve is changing. Our work may target individuals in the experiences that they encounter, or businesses in the structures they build to support service delivery, or may have a larger impact beyond the confines of one organization. To succeed as designers today, we need to be equipped with tools and approaches that work best in this service-oriented world. In this course, students will acquire a rich understanding of service design—what it is, when and where it is applicable, how to practice it, and why it is a valuable approach—and will gain experience using service design tools to identify opportunities, define and frame problem spaces, develop innovative directions, and execute and communicate solutions. Students will also become familiar with the roles that they may be asked to take on in various situations or service-related projects beyond the program.

IXG-5280-A

Strategic Innovation in Product/Service Design

Monday 6:00-8:50

Fall semester: 3 credits

Instructors: C. Lappin, R. Mader

The design of interactive products and services differs from other forms of design in important ways. Developing the context for successful user experiences requires designers to think more holistically about the business models for the products they create: how the value proposition to customers and users unfolds over time; what's being “sold” and where the costs of production and management occur; how to engage, complement, and benefit from other services that intersect with what is being offered. This course will help students in becoming more effective at understanding and describing the strategic decisions involved in the creation of interactive products and services, and to equip them with tools and methods for generating innovative options and making smart strategic choices.

IXG-5380-A**Fundamentals of Physical Computing**

Tuesday 2:00-4:50

Fall semester: 3 credits

Materials fee, \$200

Instructor: E. Forman

This course is a practical, hands-on exploration of physically interactive technology for the designer. Students will examine how to interface objects and installations with the viewer's body and ambient stimuli, such as motion, light, sound and intangible data. Starting with the basics using the open-source Arduino platform, the class will move through electrical theory, circuit design, microcontroller programming and sensors, as well as complex output, including motors, video and intercommunication between objects.

IXG-5470-A**Hello World: The Logic of Interaction**

Thursday 2:00-4:50

Fall semester: 3 credits

Instructors: C. Kengle, B. Kruse

Hello World is traditionally the very first program people write when they are new to a programming language. It's used to test programming syntax, implementation and sanity. The goal of this course is to provide students with a primer into understanding the world of computer hardware, software and designing with code. Students grow the tools they need to read and understand source code, critically think about software applications and write their very own programs. They start with a foundation in programming and build applications of increasing complexity as the course progresses. By the end of the semester, students will have the skills to speak the language of (almost) any machine using fundamentals from Python, JavaScript, and C.

IXG-5480-A**Crafting Interactions**

Wednesday 2:00-4:50

Spring semester: 3 credits

Instructor: W. Zhang

Interaction design concepts can be hard to describe. And the best way to both communicate and improve your design is to prototype it quickly and often. This course examines how to integrate lightweight prototyping activities, as well as some basic research and testing techniques, into every stage of the interaction design process. A range of methods will be covered, from paper prototyping to participatory design to bodystorming. Students will learn how to choose the appropriate method to suit different dimensions of a design problem at different stages in the process and the pitfalls of each approach. The course is highly collaborative with hands-on prototyping and testing. Working individually and in teams, students will create rapid exercises, with one prototype developed or iterated each week, with the goal of evolving toward more robust ways of expressing ideas in rich interactive forms.

IXG-5510-A**Smart Objects**

Monday 6:00-8:50 (7 weeks, begins 1/9)

Spring semester: 1.5 credits

Instructor: B. Chamo

The ubiquity of embedded computing has redefined the role of form in material culture, leading to the creation of artifacts that communicate well beyond their static physical presence to create ongoing dialogues with both people and each other. This course will explore the rich relationship among people, objects and information through a combination of physical and digital design methods. Beginning with an examination of case studies, students will gain a sense of the breadth of product design practice as it applies to smart objects. Through a combination of lectures and hands-on studio exercises, students will investigate all aspects of smart object design, including expressive behaviors (light, sound and movement), interaction systems, ergonomics, data networks and contexts of use. The course will culminate in a final project that considers all aspects of smart object design within the context of a larger theme.

IXG-5520-A**Framing User Experiences**

Tuesday 6:00-8:50 (7 weeks, begins 3/7)

Spring semester: 1.5 credits

Instructors: J. Clark, J. Severs

Products are no longer simply products; they live within complex business and technological ecosystems. To fully understand the user experience, designers must be highly flexible communicators, facilitators, mediators and thinkers. Whether designing a dialysis machine, a mobile phone app, or a water filtration system for the developing world, design is as much about framing user experiences as it is about the creation of new artifacts. This course focuses on the relationships between objects and their contexts, how to identify human behaviors and needs, and how those behaviors and needs converge to create user experiences.

IXG-5610-A**Design in Public Spaces**

Tuesday 6:00-8:50 (7 weeks, begins 1/10)

Spring semester: 1.5 credits

Instructor: A. Chen

Interfaces are embedded in nearly every aspect of our daily lives—from grocery shopping to banking to reading books. How can we integrate technology with the physical world to create better interfaces and more useful, playful and meaningful experiences? This course explores how interaction design fundamentals apply to physical spaces by surveying branded environments, retail stores, museums, urban settings and corporate venues with specific user goals and design considerations in mind.

IXG-5630-A**Conversation Design**

Monday 6:00-8:50 (7 weeks, begins 3/20)

Spring semester: 1.5 credits

Instructors: J. Bloom, T. Kraljic

Voice technology is no longer "the next big thing." It's here. As platforms increasingly allow humans to speak to their devices, not just tap or click on them, interaction designers should be prepared to expand their toolbox. This course introduces students to conversation design. Inherently multimodal, this growing field is a synthesis of several disciplines, including voice user interface design, interaction design, audio design and UX writing. We will examine its unique patterns, methods and challenges, and its relationship to machine learning and AI technologies. Practice will be emphasized. Students come away with the tools to apply for an internship or introductory position on a conversation design team.

IXG-5650-A**Entrepreneurial Design**

Thursday 6:00-8:50

Spring semester: 3 credits

Instructors: L. Stern, S. Wander

Building on concepts of methods of interaction design, this studio course focuses on needs analysis, framing, prototyping, iteration and collaboration in an applied context. Each student engages in semester-long projects that bring together business goals, user needs and technology.

IXG-5809-A**Thesis Preparation**

Thursday 2:00-4:50 (5 weeks, begins 3/30)

Spring semester: 1 credit

Instructor: TBA

John Dewey once wrote, "every experience is the result of an interaction between a live creature and some aspect of the world in which he lives." How we interact in the world, then, is not just the context for technology, it is the material. What is known about how we interact? And more, what is assumed and unwritten? What are the rules? This is the investigation to be undertaken as preparation for thesis.

IXG-5812-A**Advanced Fundamentals of UX**

Thursday 10:00-12:50 (5 weeks, begins 1/12)

Spring semester: 1 credit

Instructor: M. Raw

In this course students explore concepts fundamental to the user experience (UX) practice; how to frame design problems through synthesis of research and various project inputs, problem solving through mapping, sketching, and wire-framing, and problem sharing through constructing narratives of our work. Students work to become better practitioners and strategists through seeking to understand and respond to influences, both inside the project and outside of it, that might impact its outcome. Students work to think both broadly and deeply about a problem and communicate its solution via mixed-fidelity artifacts that they evolve through multiple iterations. Finally, students learn to shape artifacts as well as conversations to appeal to varied audiences, including clients, project stakeholders, designers and developers, in order to influence how a project takes shape over time.

IXG-5813-A**Writing Basics**

Thursday 2:00-4:50 (5 weeks, begins 2/16)

Spring semester: 1 credit

Instructor: C. Ellison

Writing is part of every design project—from jotting down notes and questions to summarizing research, instructing users, and presenting work in proposals and marketing pages. In this course students examine the writing process, collaborate on long and short-form pieces, practice editing and use language as a strategic tool in the design process.

IXG-6030-A**Thesis Development**

Monday 2:00-4:50

Fall semester: 6 credits

Instructor: E. Forman

Design problems invariably grow out of real human needs—the needs of a community. Thesis consultation focuses on advising and shaping the thesis project with critiques from the student peers, advisors, and where needed, the community. The students will work directly with a mentor to develop their project into one that is equally rigorous in concept and execution. With the support and guidance of a faculty advisor, and evaluations from a panel of industry experts, students will come away with a market-ready product or service.

IXG-6122-A**Augment Ideas Into Reality (AIIR)**

Monday 6:00-8:50

Fall semester: 3 credits

Instructor: D. Ho

Augmented reality is our future. We see this technology widely portrayed in sci-fi films, like Tony Stark's use of AR to design and build his suit in *Iron Man*. Technology is slowly turning this fantasy into reality. In this course we will design a product that uses AR technology, and then translates this futuristic concept into a concept video. As designers, we are visionaries. Students will develop a concept beyond the boundaries of today while creating an AR concept project that bridges hardware and software UX relationships. We will examine the value and responsibility of AR in interaction design, specifically the impact on behavior, emotional connection and communication. Students will further develop their design-thinking process and craftsmanship.

IXG-6140-A**Foundations of Responsible Design**

Thursday 2:00-4:50

Spring semester: 3 credits

Instructor: TBA

In classic product design the limits are well-defined. The margin for error is clear, apparent in the breaking point of physical material. You test for this. You set the limit and put your product through the ringer to push it two times, five times, ten times further. This sets the margins to ensure something is safe to use by anyone even in the most extreme conditions. Everything eventually breaks, but that moment should live within the limits of responsible design. This course will help students to find the line. It will be a field guide to provide insight on the development of responsible design methods, how digital experiences have

become ubiquitous in our lives and impact our daily lives, the challenges and limits of modern design, and how we find the limits and address the challenges through responsible design practices.

IXG-6160-A**Design Management**

Thursday 2:00-4:50

Fall semester: 3 credits

Instructor: K. McGrane

Once a product or service is designed, it needs to be managed. Whether as an entrepreneur, a design consultant, or an in-house designer, integrating the creative and business sides is rarely easy. This course will illustrate how to mediate between the two, empowering students to merge the design and business aspects effectively. We will examine design in its real-world, contemporary contexts (rather than silos such as product design, web design, or mobile design) to realize its broad potential and reach.

IXG-6181-A**Designing for Digital Accessibility**

Wednesday 6:00-8:50 (7 weeks, begins 9/7)

Fall semester: 1.5 credits

Instructor: E. Voegeli

Creating delightful and user-centered interactions for everyone must start with a foundation in digital accessibility. In this course students will explore the fundamentals of accessible design, from WCAG criteria to readability. Direct experience with assistive technology will be gained and students will participate in group projects to reimagine existing technology through an accessible lens.

IXG-6185-A**Future (Im)perfect**

Tuesday 2:00-4:50 (7 weeks, begins 11/1)

Fall semester: 1.5 credits

Instructor: D. Goddemeyer

The ubiquity of our personal data, facial recognition and AI are impacting our everyday lives in unprecedented ways. Recent national and international situations have highlighted the need for more ethically minded thinking about future implications of the technologies we help to deploy. This course investigates designers' responsibility not only to think about the potentials of these technologies, but also explore their potential social consequences. How might designers create new methods that accelerate our learning of the ethical implications of the technologies we work with? Throughout this course students are introduced to a variety of tools to explore some of these unintended consequences and social frictions of today's emerging technologies to develop a clear point of view about the potentials—and potential downsides—of specific technologies. Students will use their design skills to devise new visual and experiential methods that foster critical thinking about emerging technologies.

IXG-6210-A**Leadership, Ethics and Professional Practices**

Thursday 6:00-8:50

Spring semester: 3 credits

Instructor: A. Valdez Young

Creative business practices, ethical standards and effective networking are the cornerstones of this course. Through studio tours, guest lectures, case studies and small group activities, students will observe and critique examples of successful, flawed and failed practices. Upon completion of this course, students will be equipped to describe and cite examples of creative business practices, ethical standards and effective networking in the business of design management.

IXG-6390-A**Narrative and Interactivity**

Tuesday 6:00-7:50 (7 weeks, begins 1/10)

Spring semester: 1.5 credits

Instructor: L. Lurie

While many of us rely on new tools, methods and processes to design interactions, we often overlook one of the oldest, most effective tools out there—a compelling story. Whether it's for presenting a thesis concept or pitching a new product idea, students need the capacity for telling great stories. In this course students examine the use of storytelling to craft and share stories in written, verbal and visual context so that their ideas resonate with audiences.

IXG-6410-A

Form, Content and Behavior

Tuesday 2:00-3:50 (7 weeks, begins 3/14)

Spring semester: 1.5 credits

Instructor: C. Collette

Content is often an afterthought in the interaction design process. This course, held at the end of a student's time at SVA, seeks to correct for that. We'll look at how design can guide content creation, whether on Twitter or at *The New York Times*, talk through editorial power structures, and look inside existing files and digital content forms to understand why the digital world can be resistant to change. We'll also discuss the discipline of content strategy and how it is applied to improve digital products. Simultaneously we will make, edit, and distribute a class podcast about student thesis projects, and learn as much as we can about creating and syndicating content in the modern world of giant media platforms.

IXG-6900-A

Thesis Presentation

Monday 2:00-4:50

Spring semester: 6 credits

Instructor: E. Forman

Selecting the appropriate format for a fully functional thesis project is critical to the project's success. It must include proof of concept that demonstrates the depth of research and application, and also demonstrate the research, strategy and artifacts that have been gained through second-year coursework. Each student must present a thesis project to be approved by the thesis committee and the department chair.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

INTERACTION DESIGN INTENSIVE SUMMER 2022

Designed for people who are considering graduate school or for those unable to enroll in a two-year program, the Summer Intensive in Interaction Design offers you the opportunity to explore an understanding of the field through a series of summer courses. Bringing together designers and doers through hands-on work and theory-based lectures, the intensive allows the flexibility to focus on one course or all five. The cost is \$1,100 per course and you can register online.

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: Summer courses are subject to cancellation up to two weeks prior to the start of the course.*

IXC-4121-A

Practice of Interaction Design

Monday 6:00-8:50

July 11 – August 8

Summer 2022 semester: 1 CEU

Instructor: TBA

The relationship among people, products and information through the field of interaction design will be explored in this course. Through a series of hands-on, studio-based exercises, students will gain exposure to critical parts of the design process while learning specific methods for human-centered concept exploration and the development of product behaviors. The course will culminate in a final project that incorporates major principles of interaction design and fits within the context of a larger, track-independent theme.

IXC-4127-A

Research Methods in Interaction Design

Tuesday 6:00-8:50

July 5 – August 2

Summer 2022 semester: 1 CEU

Instructor: TBA

The course starts from the premise that research brings fresh thinking and accelerates iteration, and is a key to great product and service design. Over four weeks, students will be introduced to the fundamentals of user research techniques for interaction designers and will prepare to practice research with ease and confidence. Working in teams, students will gain experience in creating facilitator guides and screeners as part of a conducted final research project.

IXC-4133-A

Mobile UX Design

Saturday 10:00-12:50

July 9 – August 6

Summer 2022 semester: 1 CEU

Instructor: TBA

The explosive market of mobile applications and services presents new challenges and considerations for interaction designers. In this course students will expand their UX thinking to portable devices, while working on a mobile app design. Through exercises in wireframing, screen design and lightweight digital prototyping, students will create a portfolio-quality project that exhibits their understanding of mobile UX/UI best practices with an emphasis on designing for the user.

IXC-4138-A**Digital Product Design: Design Sprint**

Thursday 6:00-8:50

July 7 – August 4

Summer 2022 semester: 1 CEU

Instructor: TBA

Design Sprint is a rapid prototyping course focused on bringing your ideas to life as fast as possible. Whether you have an idea for a side project, new initiative at your job, lifestyle business or venture-backed startup, you can use a Design Sprint process to build and test your idea in as little as five days. Design Sprint is like a “greatest hits” of business strategy, innovation, behavior science and design thinking—packaged into a methodology that was recently popularized by Jake Knapp and the design team at Google Ventures. Thousands of teams around the world now use sprints, including startups, agencies, public companies, schools, governments, and more. In this course you’ll have the opportunity to practice running a Design Sprint for your own project. Each week we’ll cover a step of the Design Sprint that will culminate in a realistic prototype that you will test with your intended audience.

IXC-4147-A**Design Futures**

Wednesday 6:00-8:50

July 6 – August 3

Summer 2022 semester: 1 CEU

Instructor: TBA

This course introduces designers to practical methods to integrate long-term thinking into their interaction design practice. Through a combination of lectures, readings, discussions and group projects, participants will experiment with applied futuring techniques, multilayered planning, systems thinking, and other frameworks drawn from the world of transition design, an emerging area of study focused on how design might help enable more sustainable futures.

FACILITIES ACCESS**Visible Futures Lab**

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL’s philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB’s Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

Fine Arts Digital Lab Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the video equipment and facilities in the BFA Fine Arts Digital Lab must register for Fine Arts Digital Lab Access. Students will use facilities independently. *Note: Access is available during hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Digitl-A	fall
FIG-Digitl-B	spring

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

MFA Photography, Video and Related Media

DEGREE REQUIREMENTS TWO-YEAR PROGRAM

- Successful completion of 60 credits, including all required courses, administrative requirements and the thesis project and paper. Documentation of all thesis projects must be on file in the MFA Photography, Video and Related Media Department to be eligible for degree conferral.
- A matriculation of two academic years. Students must complete their degree within four years, unless given an official extension by the provost.
- Students are required to maintain a minimum grade point average of 3.3 (B+) and pass all end-of-year evaluations in order to remain in good academic standing.

Entering students must have basic computer skills and a practical understanding of the Macintosh computer. Prior to the beginning of classes, students must have read all required books on a reading list.

All two-year students are expected to enter the program having completed coursework both in the history of lens-based arts (photo, film, and video) and modern art. Any student without this background must take the appropriate classes their first year. Required coursework in these areas shall be determined by the department chair and academic advisor.

Students must have their own Macintosh laptop with the most recent version of Adobe Creative Cloud installed. Additionally, all students must have, at minimum, two 1TB external hard drives, one portable and one for back-up. Students must also supply their own SD and/or CF cards. The department provides access to a comprehensive array of photography and video equipment including printers, scanners, cameras and presentation tools. Students can contact the department with any purchasing questions.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PHG-5025-B	Studio: Related Media	spring
PHG-5030-5032	Critique	fall
PHG-5035-5038	Critique	spring
PHG-5051-5056	Historical Perspectives	fall or spring
PHG-5073-5078	Criticism and Theory	fall or spring
PHG-5093-5096	Contemporary Issues	spring
PHG-5402	Studio: Imaging I	fall

Note: It is recommended that video specialists register for PHG-5402, Studio: Imaging I, PHG-5610, Studio: Video Projects I, and PHG-5615, Studio: Video Projects II. It is recommended that video specialists also register for PHG-5093, Contemporary Issues: Video Culture.

Professional Series

The Scheimpflug Lecture Series features artists, curators, critics and creatives from the fields of the lens-based arts. A schedule of lectures and screenings will be announced at the start of each semester and attendance is mandatory for all students throughout their matriculation. The lecture series is a required component for graduation from the program.

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PHG-6030	Master Critique	fall
PHG-6050	Thesis Forms I	fall
PHG-6070	Thesis Forms II	spring
PHG-6200	Thesis Project	spring
PHG-6210	Thesis Project: Presentation	spring

Professional Series

The Scheimpflug Lecture Series features artists, curators, critics and creatives from the fields of the lens-based arts. A schedule of lectures and screenings will be announced at the start of each semester and attendance is mandatory for all students throughout their matriculation. The lecture series is a required component for graduation from the program.

DEGREE REQUIREMENTS THREE-YEAR PROGRAM

- Successful completion of 72 credits, including all required courses and administrative requirements.
- A matriculation of three academic years. Students must complete their degree within six years, unless given an official extension by the provost.
- Successful completion of the thesis project and paper. Documentation of all thesis projects must be on file in the MFA Photography, Video and Related Media Department to be eligible for degree conferral.
- Students are required to maintain a minimum grade point average of 3.3 (B+) and pass all end-of-year evaluations in order to remain in good academic standing.

Entering students must have basic computer skills and a practical understanding of the Macintosh computer. Prior to the beginning of classes, students must have read all required books on a reading list.

Students must have their own Macintosh laptop with the most recent version of Adobe Creative Cloud installed. Additionally, all students must have, at minimum, two 1TB external hard drives, one portable and one for back-up. Students must also supply their own SD and/or CF cards. The department provides access to a comprehensive array of photography and video equipment including printers, scanners, cameras and presentation tools. Students can contact the department with any purchasing questions.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PHG-5010	Bases of Critique	fall
PHG-5041	The Social History of Photography	fall
PHG-5042	The Aesthetic History of Photography	spring
PHG-5035-5038	Critique	spring
PHG-5402	Studio: Imaging I	fall
PHG-5406	Studio: Imaging II	spring
PHG-5046	Modern Art I	fall
PHG-5047	Modern Art II	spring
PHG-5413	Studio: Lighting I—Fundamentals and Beyond	fall

Note: Students working in video must contact their department advisor to see which studio courses are best suited to their practice.

Professional Series

The Scheimpflug Lecture Series features artists, curators, critics and creatives from the fields of the lens-based arts. A schedule of lectures and screenings will be announced at the start of each semester and attendance is mandatory for all students throughout their matriculation. The lecture series is a required component for graduation from the program.

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PHG-5025-A	Studio: Related Media	fall
PHG-5030-5032	Critique	fall
PHG-5051-5056	Historical Perspectives	fall or spring
PHG-5073-5078	Criticism and Theory	fall or spring
PHG-5035-5038	Critique	spring
PHG-5093-5096	Contemporary Issues	spring

Note: It is recommended that video specialists register for PHG-5093-A, Contemporary Issues: Video Culture.

Professional Series

The Scheimpflug Lecture Series features artists, curators, critics and creatives from the fields of the lens-based arts. A schedule of lectures and screenings will be announced at the start of each semester and attendance is mandatory for all students throughout their matriculation. The lecture series is a required component for graduation from the program.

THIRD-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PHG-6030	Master Critique	fall
PHG-6050	Thesis Forms I	fall
PHG-6070	Thesis Forms II	spring
PHG-6200	Thesis Project	spring
PHG-6210	Thesis Project: Presentation	spring

Professional Series

The Scheimpflug Lecture Series features artists, curators, critics and creatives from the fields of the lens-based arts. A schedule of lectures and screenings will be announced at the start of each semester and attendance is mandatory for all students throughout their matriculation. The lecture series is a required component for graduation from the program.

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard. *Note: All students for whom English is their second language are required to take a workshop in English and the Visual Arts organized by the department at the beginning of the semester. Students who wish to place out of this requirement must gain the permission for both the department chair and academic advisor.*

The recommended course load is 15 credits per semester.

PHG-5010-A **Bases of Critique**

Tuesday 3:00-5:50
Fall semester: 3 credits
Instructor: TBA

This group critique provides a stimulus for creative exchange and a forum for students to focus their individual growth and activities during the first year. Guided by prominent figures in the visual arts, the structure and content of meetings is determined largely by student needs.

PHG-5025 **Studio: Related Media**

Thursday 10:00-12:50
One semester: 3 credits
Instructors: A. Bell, C. Dols, E. Kilroy

This course will introduce students to a variety of tools and platforms at the forefront of lens-based imaging. The class will explore the following topics: 3D capture and printing, UV and vinyl printing, laser cutting and coding for artists. Students will be encouraged to explore and think critically about new imaging technologies. Hands-on technical assignments will be supplemented with critiques and discussion of technology and its relation to art practice. *Note: Students in the two-year program should register for the fall semester. Students in the three-year program should register for the spring semester.*

Course #	Semester
PHG-5025-A	fall
PHG-5025-B	spring

PHG-5030 through PHG-5038 **Critique**

Two semesters: 3 credits per semester
Critique seminars are a focal point of any given semester. Guided by prominent figures in the visual arts, and assisted by their peers, students will concentrate on producing a coherent body of work that best reflects their individual talents and challenges the current boundaries of their media. The program is designed to expose students to divergent points of view.

Course #	Day	Time	Semester	Instructor(s)
PHG-5030-A	Th	3:00-5:50	fall	E. Carucci
PHG-5031-A	Tu	10:00-12:50	fall	L. Blalock
PHG-5032-A	Tu	10:00-12:50	fall	G. Powell
PHG-5035-A	F	10:00-12:50	spring	S. Attie
PHG-5036-A	F	10:00-12:50	spring	L. Magic Laser
PHG-5037-A	W	10:00-12:50	spring	A. Moore
PHG-5038-A	F	10:00-12:50	spring	L. Deschenes

Note: Students in the two-year program must take one section of Critique each semester. Students in the three-year program must take one semester of Critique in the spring semester. Three-year students cannot repeat the section of Critique taken in their first year.

PHG-5041-A **The Social History of Photography**

Thursday 10:00-12:50
Fall semester: 3 credits
Instructor: J. Avgikos

Photography manifests a distinct desire to capture and represent the entire world. Through a thematic survey of photography from its invention to the mid-20th century, this course examines its early practitioners and uses of photography as it spreads from private to public spheres. The rapidity with which photography spread will be discussed in relation to nascent consumer culture, myriad applications in the sciences and industry, colonial expansion, and snapshots and candid imagery, among other topics. *Note: Open only to students in the three-year program.*

PHG-5042-A **The Aesthetic History of Photography**

Thursday 10:00-12:50
Spring semester: 3 credits
Instructor: J. Avgikos

This course examines the history of photography from the perspective of aesthetic theory and networks of crossovers with fine arts, particularly with respect to avant-garde painting of the 19th century and experimental art practices throughout the 20th century. We also consider the historiography of photography, with an eye toward revisionist texts that valorize women's practices and colonial usages, as well as key exhibitions and collections that facilitate the canonization of photography as bona fide fine art. What criteria apply when photographs function or are designated as fine art? This and other questions that arise will point us to an exploration of present-day issues. *Note: Open only to students in the three-year program.*

PHG-5046-A **Modern Art I**

Monday 3:00-5:50
Fall semester: 3 credits
Instructor: J. Avgikos

The emergence of the avant-garde as it develops in Europe and morphs into international modernism is the focus of this course. We begin with the Academic tradition, and work from neo-classicism to romanticism and realism with an eye to political revolution and tumultuous social change. From impressionism to post-impressionism to Fauve, we take measure of art's engagement with the issues of the day: new urbanism, questions about class, consumerism and mass culture, and the rise of entertainment culture, among others. By the end of the 19th century, emphasis in symbolism on personal experience opens new doors concerning art's narrative and expressive capacity. Assigned museum visits and writings will complement in-class work. *Note: Open only to students in the three-year program.*

PHG-5047-A **Modern Art II**

Monday 3:00-5:50
Spring semester: 3 credits
Instructor: J. Avgikos

This course surveys modern art of the 20th century, beginning with the influences that underwrite the developments of the historical avant-garde and culminate in cubism, Dada, expressionism, surrealism, suprematism and constructivism, De Stijl and the Bauhaus. Throughout these congruent movements we find scattered the seeds of the present in the form of performance art, installation and social sculpture, as well as conceptual practices that include the mobilization of identity as artistic material. We also undertake an examination of art at mid-century, including abstract expressionism, pop, minimalism and conceptual art, which takes us into the 1960s. Assigned museum visits and writings will complement in-class work. *Note: Open only to students in the three-year program.*

PHG-5051-A**Historical Perspectives: Past Tense, Present Tense**

Wednesday 6:00-8:50

Fall semester: 3 credits

Instructor: L. Rexer

An exploration of photography's shifting relationship with several key topics that have played a central role in the history of the medium is the focus of this course. These topics will provide a lens with which we can explore our continued, and often complicated, engagement with the past. Issues to be addressed will include: photographic abstraction, the role of creative communities (e.g., Black Mountain College), the road as subject and metaphor, Africa as photographic subject and creator, the archive and modern consciousness and the artist as curator. In addition to readings and discussions, distinguished guests will help us to consider subjects from their professional perspectives.

PHG-5053-A**Historical Perspectives: Non-Western Practice**

Monday 6:00- 8:50

Fall semester: 3 credits

Instructor: K. Oni

The significance of non-Western perspectives in the history of photography is the focus of this course. Beginning with an overview of Western history we will examine how the non-Western perspective is determined, and its contemporary status within the practice of photography. To this end, a range of discourses will be considered, including historical context, politics and identity, as well as individual artists and their work.

PHG-5054-A**Historical Perspectives: Issues in the Moving Image—A History of Hybrids**

Friday 3:00-5:50

Spring semester: 3 credits

Instructor: A. Taubin

"Cinema is truth 24 frames per second," remarked Jean-Luc Godard, begging the question of whether truth is an attribute of fiction or documentary. Throughout his 45-years-thus-far career, Godard—more rigorously and prolifically than any other filmmaker—blurred the presumed boundaries between so-called "fiction," documentary, ethnographic, pornographic and avant-garde films. His work will be central to this course, as will the films of Andy Warhol. We'll also look at work by Chris Marker, Orson Welles, Harun Farocki, Alan Clarke, Nick Broomfield, Jonas Mekas, Yvonne Rainer, Alain Resnais, Guy Debord, Werner Herzog, Jean-Pierre Gorin, Chantal Akerman, Robert Frank and Craig Baldwin. Weekly screenings and reading assignments will be required. A 1,000-word paper at mid-semester, and a longer paper at the end of the semester, will be required.

PHG-5056-A**Historical Perspectives: The Lens and Visual Arts, 1950s to the 1980s**

Thursday 3:00-5:50

Fall semester: 3 credits

Instructor: S. Stillman

This course will map a history of contemporary art via the medium of photography. Since 1960, photography and photo-based media—including video and film—have been central to the practice and theory of art. We will track the various ways that photographic images have been incorporated into contemporary art, as well as examine the discourse around photographic reproduction that has been integral to postmodernism and poststructuralist theory. Artists to be discussed include: Nam June Paik, Robert Rauschenberg, Yves Klein, Andy Warhol, Ed Ruscha, Sherrie Levine, Mel Bochner, Robert Smithson, Vito Acconci, Martha Rosler, Hans Haacke, Jeff Wall, Cindy Sherman, Richard Prince, Barbara Kruger, Mary Kelly, Annette Messager, Christian Boltanski, Sophie Calle, Adrian Piper, Robert Mapplethorpe, Nan Goldin, Bernd and Hilla Becher. Each session will consist of a lecture and discussion about critical readings that illuminate the work of a specific group of artists. Presentations on topics related to the subject of the course are required.

PHG-5073-A**Criticism and Theory: Critical Reading**

Tuesday 3:00-5:50

Fall semester: 3 credits

Instructor: J. Avgikos

This course will combine a format of reading and classroom discussions aimed at providing critical perspectives on the issues that inform the practice of contemporary art, photography, and other lens-based art around the world. Readings include texts by artists, writers and theorists of the past three decades that bear upon the practice of art-making today. Students will be required to develop a framework from these readings that is relevant to their own objectives. Discussion will be based on interdisciplinary study, screenings and exhibitions.

PHG-5074-A**Criticism and Theory: Aesthetics of The Machine**

Tuesday 10:00-12:50

Spring semester: 3 credits

Instructor: N. Chuk

Though we tend only to think of 'technology' as relating to tools and advancements, the term is defined as a systematic practice or knowledge of an art. This clarification is the basis of this course, in which we will closely examine the range of possibilities that various technical tools afford creativity, as well as their often-overlooked limitations and impediments, to continuously shape and push how we perceive, experience and interpret the world around us through myriad outputs. This course will cover the major historical, theoretical and practical issues of emerging technologies and artistic production that ultimately yield new aesthetics. We will consider the effects of mechanical reproduction, speed and immediacy; conditions of cliché; the influence of database organization and computational thinking; the character of immaterial objects; the promotion of fantasy, subversion, alterity, and so on. Weekly readings will frame our discussions and critical analyses; assignments will be open-ended, allowing for both creative and analytical works and writing that use and/or respond to the techniques and theories studied.

PHG-5078-A**Criticism and Theory: Global Issues and Strategies**

Thursday 3:00-5:50

Spring semester: 3 credits

Instructor: R. Leslie

The course is designed to examine changing currents in a world understood as complex, variant and global, with no specific path or set of standards for the creation of images. We will identify themes, issues and artists from global and comparative perspectives. The issues may derive from art, art history and sources such as cultural and commercial practices, geopolitics, topical events and current intellectual trends. The purpose is to explore contemporary issues, images, contexts and challenges in relation to image-making in any media. Readings will be discussed for context, and to broaden personal orientations and strategies. Students will help select topics and direct reading sessions, and will produce a paper (print, hypertext, or image essay) that explores a theme relevant to their own interests and uses strategies different from their previous orientation to image production.

PHG-5093-A**Contemporary Issues: Video Culture**

Tuesday 3:00-5:50

Spring semester: 3 credits

Instructor: S. Farkhondeh

This course will immerse students in the modalities of video practice that have shaped currents in our contemporary cultures. This includes video's dominant role in documentary and public dialogue, its antecedents in film histories, and its emergence as an art/installation and multimedia performance medium. Drawing on screenings of video works and on artists' writings, we will examine the many issues surrounding the act of contemporary video-making. Questions to be raised include: Why make video? What is at stake in a particular video? Why make it this way? Where is it made to be shown? Where will it, in fact, be shown? What are the expectations of the audience and what then is the strategy of the maker?

PHG-5094-A

Contemporary Issues: Right Here, Right Now

Wednesday 6:00-8:50

Spring semester: 3 credits

Instructor: L. Rexer

This course offers a forum to research, debate and unravel some of the pressing issues that affect contemporary photographers. Each week, we will concentrate on a question or a theme that is crucial to contemporary practitioners. Subjects include: does size matter?; contemporary print aesthetics; the return of black-and-white; the new color: where has editorial gone?; the power of the edit; roles of nostalgia in a digital era. Through lectures and readings, we will connect contemporary photography with historical precedents, and through discussions explore these connections to each student's photographic practice.

PHG-5096-A

Contemporary Issues: Past and Future Looking

Wednesday 6:00-8:50

Spring semester: 3 credits

Instructor: R. Bowen

Marshall McLuhan proposed that the true subject of any medium are the mediums preceding it. More recently, software and the shift to digital have profoundly shaped how we understand the lens-based arts as a medium and what it can do. This course will chart the evolving nature of this art form with an emphasis on contemporary work in computational photography, 3D-CGI, and other new imaging techniques. Our discussions will draw from artists and thinkers as diverse as Cory Arcangel, Paul Chan, Jeff Desom, Mary Ann Doane, Harun Farocki, Ryoji Ikeda, Friedrich Kittler, Takashi Makino, Lev Manovich, Christian Marclay, James Nares, Trevor Paglen, Deb Roy, Thomas Ruff, Joachim Sauter and Dirk Lüsebrink, Jennifer Steinkamp, Hito Steyerl, Jordan Wolfson, Xu Yong and The Yes Men. Additionally, computational workflows will be discussed, demonstrated and workshoped using iPhone apps and Adobe Creative Cloud. There will be short-form studio projects incorporated into the class that will explore a range of representative computational workflows. This low difficulty research will approach emerging optical tech as an art-making activity.

AHG-5302-A

History of Video Art: 1965 to 1985

Monday 9:00-11:50

Fall semester: 3 credits

Instructor: D. Ross

What is referred to as "video art" has become a ubiquitous feature of 21st-century art practice, yet it is an art form whose emergence is still a relatively fresh aspect of contemporary art history. This course will explore the origins of video art, examining its sources in film, photography and performance art. Through screenings of key works; discussion with artists, critics and curators, and in directed readings, students will be exposed to important works and individuals associated with the first two decades of video. Special attention will be paid to an understanding of the cultural and social context that supported the emergence of video art. We will focus upon the evolution of video art from both a technological perspective as well as the development of a video's critical and institutional framework. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeo Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Howard Fried, Terry Fox, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

AHG-5303-A

History of Video Art: 1985 to Present

Monday 9:00-11:50

Spring semester: 3 credits

Instructor: D. Ross

As video art became more widely accepted and the tools became increasingly affordable and available, the medium quickly emerged as a primary site for the global dialogue that characterizes contemporary art practice. Among the topics to be addressed in this screening, lecture and discussion course will be the emergence of Asian, Latin American and European Video Art, the continued development of sculptural video installation work and the emergence of the

market for video art. The blurring of the lines among video art digital art forms, digital cinema and art made for the Internet will also be addressed. Artists whose works will be viewed and discussed include Nam June Paik, Wolf Vostell, Bruce Nauman, Yoko Ono, Peter Campus, Vito Acconci, Frank Gillette, Juan Downey, Joan Jonas, Chris Burden, Lynda Benglis, Ira Schneider, Andy Mann, Martha Rosler, Allan Sekula, Shigeo Kubota, Bill Viola, Gary Hill, Mary Lucier, Woody and Steina Vasulka, Ilene Segalove, William Wegman, Tony Oursler, Antoni Muntadas, Keith Sonnier, Bruce and Norman Yonemoto, Dara Birnbaum, Ant Farm, Videofreex, TVTV, Marcel Odenbach, Dan Graham, Doug Hall, Richard Serra, Terry Fox, Howard Fried, Paul Kos, Paul McCarthy, Mike Kelley and Ernie Kovacs.

PHG-5402

Studio: Imaging I

Fall semester: 3 credits

Instructor: S. Lambert

The theory and practice of digital imaging, production and postproduction will be explored in this course. It will concentrate on specific applications, including Adobe Photoshop, Premiere Pro, SpeedGrade, Audition, After Effects and Lightroom, as well as the use of digital cameras (still and moving), flatbed and film scanners, large-format printers, monitors and displays. The enhancement of imagery for various output options, color and management, video editing and animating will all be addressed as well traditional and web-based distribution strategies. Emphasis will be placed on refining and maximizing existing workflow techniques to create a body of work that is well-executed from concept to presentation.

Course

Day Time

PHG 5402-A M 10:00-12:50

PHG 5402-B M 3:50-5:50

PHG-5406

Studio: Imaging II

Spring semester: 3 credits

Instructor: A. Bell

Building on the material covered in PHG-5402, Studio: Imaging I, this course will explore Adobe Photoshop as an image-editing tool, but delve much deeper. The emphasis will be upon refining and developing the skills you have learned, as well as new techniques. Topics covered include advanced color correction, blend modes, channels and masks, advanced layering techniques, photo restoration and retouching, smart objects, using multiple images, color management, advanced sharpening and output techniques, 3D, and more. Technical assignments will be supplemented with creative assignments. *Note: Midyear entry with instructor's permission.*

Course

Day Time

PHG-5406-A M 10:00-12:50

PHG-5406-B M 3:00-5:50

PHG-5413

Studio: Lighting I—Fundamentals and Beyond

Fall semester: 3 credits

Instructor: A. Yuan

This course is an opportunity for students to acquire a systematic understanding of principles and methods to design and manipulate lighting in the image-making processes. The course begins with an exploration of the physics of light in order to explain its behavior. Sessions and assignments will introduce and discuss a variety of tools and approaches, as well as related historical and artistic examples. Collaborative teamwork, utilization of lighting equipment and digital photographic studio workflow are required and practiced throughout the course. A solid understanding of the principles covered, coupled with hands-on experience, will enable students to effectively shape the visual look of their work.

Course

Day Time

PHG-5413-A W 10:00-12:50

PHG-5413-B W 3:00-5:50

PHG-5414-A**Studio: Lighting II—Exploring Styles**

Tuesday 3:00-5:50

Spring semester: 3 credits

Instructor: A. Yuan

The goal of this advanced lighting course is to help students develop personal styles by challenging them with assignments to analyze, envision, plan and problem-solve a variety of lighting-related situations. Both the instructor and student will bring sample images to deconstruct and emulate in class. These case-specific scenarios will be used to explore advanced lighting techniques in the studio and on location. To follow the fast pace of this course, students need to have knowledge and experience of basic lighting techniques and equipment. Prerequisite: PHG-5413, Studio: Lighting I—Fundamentals and Beyond, or instructor's permission.

PHG-5416-A**Studio: Photo Books—Past, Present and Future**

Wednesday 10:00-12:50

Fall semester: 3 credits

Instructor: K. Bauer

This course aims to expand each student's sense of the possibilities of the photo book, from its 20th-century history to recent ebooks and book apps. Students will produce their own printed books and iBooks. *Note: Please bring a body of work for your book to the first session.*

PHG-5610**Studio: Video Projects I**

Friday 3:00-5:50

One semester: 3 credits

Instructor: M. Patierno

Craft is the combination of picture, movement, sound, sequence and texts that we use to communicate in the moving image. It is also in itself content. This project-driven course will delve into video production and help prepare students for advanced video and multimedia courses. We will examine the foundations of video-making and explore working in a time-based medium. In the fall semester, editing, lighting and sequencing will be focal points. The spring semester will emphasize advanced workflows, equipment and techniques through practical demonstrations, exercises and assignments. *Note: This is the first part of a two-semester course. Students with video experience should register for the fall semester (PHG-5610-A). Students with no video experience should register for the spring semester (PHG-5610-B).*

Course # Semester

PHG-5610-A fall

PHG-5610-B spring

PHG-5615**Video Projects II**

Thursday 3:00-5:50

Spring semester: 3 credits

Instructor: TBA

This course is a continuation of PHG-5610, Studio: Video Projects I. See PHG-5610 for course description. *Note: Midyear entry only with permission of the department and instructor.*

PHG-5618-A**Video and Film Installation**

Wednesday 3:00-5:50

Fall semester: 3 credits

Instructor: B. Hagari

This project-based course explores the conceptualization and production of film and video installations. It will examine ways in which video installation exceeds dominant forms of movie consumption, such as screening environments, multi-channel and projection mapping. These topics will be examined through a range of moving image works: artists' films, cinema, television, documentaries, animations and the Internet. The course will include student presentations, lectures with screenings, workshops and field trips. Each student will be guided through the different stages of production. Workshops for specialized equipment will be offered, including operating and editing RED camera; green screen; sound recorders; media players; monitors, digital and film projectors.

PHG-6030**Master Critique**

Friday 10:00-12:50

Fall semester: 6 credits

Group critique seminars are the focal point of student activity in any given semester. Assisted by their peers, and guided by prominent figures in the visual arts, students will concentrate on producing a coherent body of work that best reflects their individual talents and challenges the current boundaries of their media. *Note: Open to second-year students only.*

Course # Instructor

PHG-6030-A L. Parnes

PHG-6030-B S. Stillman

PHG-6040-A**Contemporary Issues: Photography and Film—A Practical Relationship**

Wednesday 3:00-5:50

Spring semester: 3 credits

Instructors: C. Traub, G. Weinbren

The integral and increasingly fluid relationship between the photograph and the moving image in contemporary arts practice will be explored in this course. Special attention will be paid to the critical and historical discourses that have shaped cinematic and photographic practice and tradition. One stream of discussion will focus around the differences and similarities between pertinent construction and production issues in duration and non-duration based media, e.g., image composition, the significance of editing and the treatment of time. The relevancy of these issues to each student's work and artistic practice will also be addressed.

PHG-6050**Thesis Forms I**

Fall semester: 3 credits

This course is required as a preparation for the second-year thesis. Students will finalize the central ideas for their thesis projects, and consider appropriate strategies for the form, presentation and distribution of these ideas. In a highly practical way, the course considers the history and features of various visual solutions available to photographic artists, depending on their audiences and goals. Books, exhibitions, installations and interactive presentations—the course helps students identify the questions each form raises, and work through them to find appropriate answers for their own projects.

Course # Day Time Instructor

PHG-6050-A Tu 3:00-5:50 N. Chuk

PHG-6050-B Th 3:00-5:50 M. Heiferman

PHG-6070**Thesis Forms II**

Spring semester: 3 credits

A continuation of PHG-6050, Thesis Forms I, this course will provide instruction and critique, enabling students to complete their written thesis proposal and accompanying work.

Course # Day Time Instructor

PHG-6070-A Tu 3:00-5:50 N. Chuk

PHG-6070-B Th 3:00-5:50 M. Heiferman

PHG-6200**Thesis Project**

Wednesday 10:00-12:50

Spring semester: 6 credits

The thesis project represents a unique and original vision that furthers an understanding of creative visual expression. It is the culmination of the student's matriculation, suitable for public viewing, accompanied by written documentation that explains the historical precedents, evolution and generation of the project. Each student works in an integrated set of relationships with the Thesis Forms instructor, fourth-semester critique class and an outside advisor chosen from the community at large.

Course # Instructor

PHG-6200-A P. Umbrico

PHG-6200-B G. Weinbren

PHG-6210-A

Thesis Project: Presentation

Thursday 10:00-12:50

Spring semester: 3 credits

Instructor: C. Traub

The culmination of the thesis year and the final stage of a student's matriculation is the formal presentation of the thesis project to a panel of faculty members. In addition to successfully passing the oral presentation, each student must submit all required written and visual documentation for the thesis project. The department chair will review all evaluations from the panel, the thesis advisor and thesis faculty. The successful completion of all components of the thesis is required for degree conferral. This course will help students move their work out of the classroom and into the world by addressing issues such as documenting your work, applying for grants and residencies, writing artist proposals, and more.

PHG-6211

Thesis Extension

One semester: 3 credits

Instructor: TBA

This course is designed for students whose thesis projects have not met the unanimous approval of the Thesis Committee, or who need an additional semester to complete their projects. Students will have full access to all facilities, participate in an appropriate critique class and continue to work with their thesis advisor.

Course #	Semester
PHG-6211-A	fall
PHG-6211-B	spring

PHG-6428-A

Studio: Moving Image—Postproduction Strategies

Monday 3:00-5:50

Fall semester: 3 credits

Instructor: G. Weinbren

A fundamental issue of time-based works is structure: the temporal shape and flow of a work are major determinants of its impact and meaning. What principles determine a work's shape-in-time, its temporal architecture? What binds image and sound components into a comprehensible unit? This course will examine, in detail, specific topics that emerge during the postproduction phase of a moving-image project. It will focus on the organization of materials and workflow strategies, as well as sound, color, special effects and installation issues. Students will use their current projects as material in a series of exercises and assignments addressing macro- and micro-movie structures, including sound-picture relationships, multi-channel and installation architectures, and image manipulations and compositing. Student presentations will be balanced by examples drawn from movies, documentary, television, online sources and artists' cinema works for the white cube, the black box and public space.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

MFA COMPUTER ARTS COURSE ELECTIVES

The following courses may be taken with the proper prerequisites and permission from both department chairs, space permitting. Photography, Video and Related Media majors will not be charged any lab access fee associated with these courses. Please refer to the MFA Computer Arts Department General Course Listing for descriptions and information.

Course #	Title
HSG-5611	Creative Programming for Artists I
HSG-5612	Creative Programming for Artists II
HSG-5343	Web Programming I
HSG-5344	Web Programming II
SCG-5673	Sound Workshop I
SCG-5674	Sound Workshop II
SCG-5736	New Forms in Media
SCG-5744	Virtual Reality Storytelling
SCG-5759	3D for Fine Artists
SCG-5837	Interface Design: From Ideation to Realization
SCG-5863	Emerging Practices: Nonlinear Storytelling
SCG-6126	Emerging Practices: The Experiential Image
SCG-6127	Emerging Practices: The Computational Image
SDG-5147	Animation Culture
SDG-5163	Video Art and Beyond
SDG-5452	New Media in Contemporary Art
SDG-5534	Theory, Criticism and History of Time-Based Media
SDG-5541	Ecstasy and Apocalypse
SDG-5562	New Media Theory

FACILITIES ACCESS

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

RisoLAB Access

One semester: no credit

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, tools and resources, along with tech support. Students who wish to work in the Lab must have successfully completed RisoLAB's Risograph training or a Risograph course. Please visit risolab.sva.edu for details.

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

SUMMER RESIDENCY IN PHOTOGRAPHY

CVD-4993-A

Video for Photographers: The Still and Moving Image

June 1 – June 30

Summer semester: 4 undergraduate studio credits; \$3,000

The moving image is a ubiquitous language today. The contemporary artist should no longer ignore the power and pervasiveness of video and the moving image. This is especially true of the still photographer. Still and moving imagery may be produced with the same set of tools, yet each requires very different approaches and practices. Real understanding of the moving image language is fostered through the focused study and dedicated production of video works.

This four-week engagement, led by senior faculty members of the MFA Photography, Video and Related Media Department at SVA, will immerse participants in all areas of video. The residency will provide a highly charged atmosphere in which talents participate in productive dialogue and collaborations, culminating in a final project. Initial sessions will alternate practical studio lab and on-location production. Postproduction editing with Adobe Premiere and file management will follow, and we will examine current modes of exhibition and distribution.

Practical workshops will be augmented by seminars exploring the history, theory and conceptual issues that characterize the divergences in the production practices of the still and moving image. Critiques of works-in-progress as well as screenings of films and visits to studios, galleries and museums will complement the coursework. The goal of the program is for residents to develop their own projects and realize a personal vision in this lens-arts hybrid. The residency will culminate in a screening of all the participant's films.

Faculty and distinguished guest lecturers and critics will include Simin Farkondeh, Ben Hagari, Amy Taubin, Charles Traub and Grahame Weinbren. Additional lectures and guest critics have included Alan Berliner, Elizabeth Biondi, Neal Slavin, Anthony Forma, Roger Phenix, and Bob Richman.

Participants have access to shooting studios, installation spaces and video labs. Workshops, some equipment, facilities, critiques, screenings, history/theory seminars, field trips and consultancies are all included.

Prerequisites: Students must have completed a minimum of two years of college and demonstrate fluency in the photographic medium. All students should have a camera (DSLR, Mirrorless, Cine, etc) capable of capturing video at a minimum of full HD (1920x1080) resolution and a frame rate of 24fps. Cameras must be capable of manually adjusting the shutter speed, aperture, and ISO/Gain. All students should have at least one compatible memory card capable of capturing full HD video, preferably 64GBs or above, and a read/write speed of at least 160mb/s. Additional equipment such as sound capture, tripods, lighting, grip and display devices will be provided by the department.

Note: A portfolio is required for review and acceptance to this program. Residents are required to provide proof of insurance with rental endorsement, listing SVA as a co-insured. Participants will be held responsible for payment of any loss, theft or damage incurred to the equipment. SVA provides information on affordable insurance plans.

For more information visit sva.edu/residency or contact the Division of Continuing Education, via email: residency@sva.edu; phone: 212.592.2188.

MFA Products of Design

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses, the thesis project and paper. Documentation of all thesis projects must be on file with the MFA Products of Design Department to be eligible for degree conferral.
- A matriculation of two academic years is required. Students must complete their degree within four years, unless given an official extension by the provost.
- Products of Design grades on a pass/fail system. Students are required to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PDG-5050	UX Beyond Screens	fall
PDG-5080	Making Studio	fall
PDG-5120	Design for Sustainability and Resilience	fall
PDG-5150	Systems, Scale and Consequence	fall
PDG-5190	Studio Intensive: Affirming Artifacts	fall
PDG-5191	Studio Intensive: Deconstruction and Reconstruction	spring
PDG-5192	Studio Intensive: Intervention Interaction	spring
PDG-5193	Three-Dimensional Product Design	fall
PDG-5230	Lecture Series and Studio Visits I	fall
PDG-5235	Lecture Series and Studio Visits II	spring
PDG-5420	Business Structures	spring
PDG-5530	Smart Objects	spring
PDG-5540	Drawing Design	fall
PDG-5632	Imagining Climate Futures	spring
PDG-5641	Catalyzing Transformation	spring
PDG-5672	Studio Intensive: Design Performance	spring
PDG-5730	Design Narratives: Video Storytelling	spring
PDG-5731	Design Narratives: Design Histories	spring
PDG-5732	Design Narratives: Point of View	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
PDG-6070	Seminar: Leadership and Strategic Management	fall
PDG-6160	Product, Brand and Experience	fall
PDG-6240	Thesis I	fall
PDG-6263	Behavioral Psychology	fall
PDG-6271	Thesis Practicum	fall
PDG-6324	Seminar: Designing Justice	fall
PDG-6327	Seminar: Design for Public Policy	fall
PDG-6630	Service Entrepreneurship	spring
PDG-6635	Futuring and Three-Dimensional Product Design	spring
PDG-6640	Business Modeling	spring
PDG-6650	Design Delight	spring
PDG-6670	Interaction Design Practices	spring
PDG-6960	Presentation	spring
PDG-6970	Thesis II	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

PDG-5050-A

UX Beyond Screens

Tuesday 5:00-7:50 (7 weeks, begins 11/1)

Fall semester: 1.5 credits

Instructor: V. Brathwaite

UX Beyond Screens is designed to introduce students to the fundamentals of user experience design methodologies. The course will delve into UX research and synthesis, design sprints, service design, IoT, voice design, AI, diversity in design, cognitive design and storytelling in design. In addition to readings and case studies, students will be given the tools to explore complex opportunities found in existing communities and will complete the course with a solid understanding of how to translate user research into design solutions that incorporate advanced technologies.

PDG-5080-A

Making Studio

Wednesday 10:00-12:50

Fall semester: 3 credits

Instructor: R. Stern

Making is at the heart of product design. Serving as an introduction to the re-emerging fields of making, hacking, modding and do-it-yourself (DIY), this course will delve into techniques, tools and resources for expanding what we can make ourselves. We will combine traditional and novel techniques and materials in electronics, computation, crafts, fabrication, entrepreneurship and more, moving beyond ideation and concepting to create fully functional products of design. Students will have opportunities for online exposure and access to a network of innovators, hackers, hobbyists and crafters producing DIY projects. Hands-on skill workshops in electronics and crafts are complemented with field trips, discussions and critiques.

PDG-5120-A

Design for Sustainability and Resilience

Monday 10:00-12:50

Fall semester: 3 credits

Instructor: S. Reddy

Many product designers feel trapped in siloed roles, supporting the production of wasteful, disposable and toxic materials. Through the theme of food, this course will examine relationships, systems and infrastructures connecting us to local and global sustainability: growing, harvesting, processing, transporting, distributing, selling, preserving, cooking, eating and disposing of the waste related to food—the elements that shape many aspects of our lives and relate directly to our planet's future. Working with sustainability experts and change makers (including scientists, engineers, farmers and other specialists), students create designs that address one of the most fundamental aspects of life. Sessions take place at various locations throughout New York City and its surrounding region, as living laboratories for design projects.

PDG-5150-A

Systems, Scale and Consequence

Monday 5:00-7:50

Fall semester: 3 credits

Instructor: K. Scott

This course will trace the life of designed products and services through the systems that make them possible, valuable and meaningful. It examines some fundamental questions: What obligations must be addressed when conceiving the scale systems of designed objects? What constraints does working at scale put on the designer? How does conceiving these consequences change how we design? This course encourages collaboration to conceive, explore and articulate the implications of designed products and services—the limits, possibilities and opportunities that shape a professional designer's practice and career.

PDG-5190-A

Studio Intensive: Affirming Artifacts

Friday 10:00-12:50 (10 weeks, begins 9/9)

Fall semester: 2 credits

Instructor: A. Chochinov

Affirming Artifacts is a course that quickly immerses the designer into navigating the design criteria of purpose, appropriateness and fit. Too often, design solutions are conceived in isolation or abstraction, with little bearing on the context in which they will ultimately live and thrive. In this course, students will take a rigorous approach to conceiving and executing various products of design—material, experiential, discursive or activist—with an eye toward pushing beyond obvious wants and needs and moving toward preferred behaviors through context-specific persuasive objects.

PDG-5191-A

Studio Intensive: Deconstruction and Reconstruction

Tuesday 5:00-7:50 (7 weeks, begins 3/14)

Spring semester: 1.5 credits

Instructor: A. Birsell

Processes of deconstruction and reconstruction are some of the most powerful tools for the designer. Objects and experiences come to us packaged in coherent wholes and, as creative thinkers, we have the opportunity to tenaciously question these wholes in order to evaluate, understand and reshape them. Deconstruction is a simple and intuitive way to take apart our present reality and to perceive it anew—as a set of abstractions—freeing us to be both critical and appreciative of the way things might otherwise go together. Reconstruction combines the deconstructed parts in new ways to derive innovative, novel solutions. In this course, students create taxonomies of their daily activities and priorities, and re-imagine them as a visual language.

PDG-5192-A

Studio Intensive: Intervention Interaction

Tuesday 5:00-7:50 (5 weeks, begins 1/10)

Spring semester: 1 credit

Instructors: S. Moeslinger, M. Udagawa

Interaction design is not limited to the domain of digital media; it is at the heart of every artifact. Similarly, all artifacts can be construed as “interventions,” soliciting reactions whenever they are encountered. One aspect of designing an artifact is to encourage an intended activity and mediate the relationships between its multiple audiences, making the interaction a key factor of the design. In this course, students will design an intervention into a public space, providing an object/environment/service—either entirely physical or enhanced with electronics; stand-alone, or connected—intended to encourage curiosity, investigation, thought, interaction, socialization and positive change.

PDG-5193-A

Three-Dimensional Product Design

Tuesday 10:00-12:50 (8 weeks, begins 9/6)

Fall semester: 1.5 credits

Instructor: S. Smith

Three-Dimensional Product Design introduces students to product development and the design of basic hand tools. It uses the past as a frame and asks students to research and redesign tools that have been rendered obsolete or forgotten by some technological innovation or cultural shift. The philosophical argument of the course is that humanity's development is inextricably intertwined with the development of its hand tools, and that our survival through an unforeseeable future depends on the sustainability of our handwork.

PDG-5230-A

Lecture Series and Studio Visits I

Thursday 10:00-12:50

Fall semester: no credit

Instructor: K. Lee

Throughout the program, students visit design sites and studios of innovative and ambitious design-makers in the New York City area. Visits will be followed by substantive discussion. Alternating weeks with the studio visits is an ongoing lecture series, hosting some of the most creative minds in the world of design. Lectures are followed by Q&A sessions and informal networking receptions.

PDG-5235-A**Lecture Series and Studio Visits II**

Wednesday 10:00-12:50

Spring semester: no credit

Instructor: K. Lee

This is the second part of a two-semester course. See PDG-5230 for course description.

PDG-5420-A**Business Structures**

Wednesday 5:00-7:50

Spring semester: 3 credits

Instructor: T. Mogi

This course examines the critical aspects of successful organizations, including the development of strategy and business models, business plans and pitches, intellectual property and entrepreneurship. Through an exploration of fundamental business issues at the beginning of the 21st century, students develop either a business plan for a new organization or a new business model and strategic plan for an existing organization. The result is a formal “pitch” presentation given to guest professionals and classmates.

PDG-5530-A**Smart Objects**

Monday 5:00-7:50 (7 weeks, begins 3/20)

Spring semester: 1.5 credits

Instructor: V. Shen

The ubiquity of embedded computing has redefined the role of form in material culture, leading to the creation of artifacts that communicate well beyond their static physical presence to create ongoing dialogues with both people and each other. This course will explore the rich relationship among people, objects and information through a combination of physical and digital design methods. Beginning with an examination of case studies, students will gain a sense of the breadth of product design practice as it applies to smart objects. Through a combination of lectures and hands-on studio exercises, students will investigate all aspects of smart object design, including expressive behaviors (light, sound and movement), interaction systems, ergonomics, data networks and contexts of use. The course will culminate in a final project that considers all aspects of smart object design within the context of a larger theme.

PDG-5540-A**Drawing Design**

Thursday 10:00-12:50 (5 weeks, begins 11/17)

Fall semester: 1 credit

Instructor: TBA

The effective two-dimensional representation of ideas, products, experiences and systems is a foundational skill in design practice. In this course multiple modalities of drawing will be workshopped—from ideation and sketchnoting to perspective drawing and storyboarding. Students will be encouraged to experiment with multiple mark-making tools, both analog and digital, and explore telling stories through a personalized visual language and style.

PDG-5632-A**Imagining Climate Futures**

Tuesday 10:00-12:50 (7 weeks, begins 1/10)

Spring semester: 1.5 credits

Instructor: H. K. Dunston

Design practice will be dominated by issues of climate change. In preparation for a design career spent negotiating these new realities, this course will provide a detailed analysis of the current state—exploring how scientists, activists and social theorists imagine climate change will affect human life. We will explore the kinds of destabilizations and reorderings that these changes will generate, and the different prescriptions people have developed in response. Finally, we will explore the ways in which writers, artists, scientists, philosophers, and others are offering us ideas and methods we can use to act on our own positive future paths. This course will enable students to directly confront the difficult realities we face, while also gathering a set of tools that will help them to intervene in those realities to create positive outcomes.

PDG-5641-A**Catalyzing Transformation**

Monday 5:00-7:50 (7 weeks, begins 1/9)

Spring semester: 1.5 credits

Instructor: L. Srivastava

Leaders who are tackling the world’s most difficult problems—around equity, rights, resilience, health, education, agriculture and ecology—must focus on more than an end-goal; they must also ask critical questions about how to achieve their organization’s or community’s vision through processes that embody their values. Addressing large-scale social problems and combating authoritarian structures requires that leaders understand and value the social fabric and resilient networks that lead to viable, community-led solutions. In this course we will unpack how the process of leadership unfolds, and how it can be nurtured to make transformational change possible in communities. Students will glean insights on how to transform their own communities through the stories of community.

PDG-5672-A**Studio Intensive: Design Performance**

Thursday 10:00-12:50 (10 weeks, begins 2/16)

Spring semester: 2 credits

Instructor: S. Smith

Design Performance will take an improvisational approach to organizing student work and presenting it to the community in an end-of-year exhibition. Products and ideas perform specific roles in our lives, and we perform specific roles in relation to them. A designer manipulates the roles and relationships between products and users. In this light, the designer can be seen as director in the highly malleable and controllable theater of the designed world. Drawing from a long history of storytelling and performance techniques, this course will explore new possibilities for communicating innovative design work. Students will be guided through an evaluation of their product and design ideas and develop the ideal forum for presenting those ideas.

PDG-5730-A**Design Narratives: Video Storytelling**

Thursday 5:00-7:50 (5 weeks, begins 1/12)

Spring semester: 1 credit

Instructor: M. Chung

Visual storytelling has become a critical tool in helping designers sketch, prototype, visualize and communicate their ideas. Increasingly, this storytelling takes place within the medium of video, which provides a powerful, immersive and easily disseminated means of articulating the products of design. From context to scenarios, from use to benefits, as product designers expand their purview into the realm of experience design, video has become a *lingua franca* of both design practice and design commerce. This course will cover the basic principles of visual communication using techniques in contemporary filmmaking. Working in teams on a tangible project, students will get hands-on experience in different stages of the storytelling process, including observation, ideation, script writing, storyboarding, shooting and editing.

PDG-5731-A**Design Narratives: Design Histories**

Thursday 5:00-7:50 (5 weeks, begins 2/16)

Spring semester: 1 credit

Instructor: P. Antonelli

This course will examine the past 20 years of design history, focusing on some of the objects, personalities and forces that have come to define contemporary design practice and discourse. Over the past two decades, we have seen the emergence of design metaphor, design irony, critical design and design interactions. We have grappled with authorship, the design personality, the role of the media, the interdisciplinary expansion of design exhibitions and the emergence of social media. Additionally, the growing popularity of design-for-luxury and design art has provided a provocative dichotomy for humanitarian design and design for social change. DIY design, hacking, modding, rapid prototyping and an explosion of craft have accompanied a revolution in designers empowered by the Internet, and science and technology have become design drivers alongside design thinking, influencing business culture and policy making alike. What do we make of these developments, and what do they portend for the future?

PDG-5732-A**Design Narratives: Point of View**

Thursday 5:00-7:50 (5 weeks, begins 3/30)

Spring semester: 1 credit

Instructor: R. Walker

Point of view is a core building block of any successful design, and any successful design career. It's about what you believe and why you believe it. While it's easy to rationalize almost any design project as "good" from various sets of design criteria, the strongest designers take a proactive role in defining and articulating a clear point of view and carrying it through their work. If designers are going to be more than executors of others' ideas or agents in the service of industry, they must enter the professional world with their own ideas, firmly grounded, passionate and with a personal stake.

PDG-6070-A**Seminar: Leadership and Strategic Management**

Thursday 10:00-12:50 (7 weeks, begins 11/3)

Fall semester: 1.5 credits

Instructor: M. Ford

Contrary to popular belief, business and design do not have to be at odds. In fact, being a creative professional with a strong foundation in business will give you a competitive advantage to think strategically and lead effectively. During this course, students will learn about the current landscape of creative services and explore ways to navigate this ever-evolving industry. We will focus on the models and methodologies that will enable entrepreneurs and innovation-ready designers to thrive in a business environment. Topics covered will include the fundamentals of business, ethical leadership, strategic management, team building and management, leadership in organizations, business strategy, decision models and negotiations.

PDG-6160-A**Product, Brand and Experience**

Tuesday 5:00-7:50 (10 weeks, begins 9/6)

Fall semester: 2 credits

Instructor: H. Atlason

Products are increasingly seen as the embodiments of brands and consumer experiences, with product design playing a critical role in reflecting a brand's personality. In this course, students discover how product design, consumer experience and branding interrelate, and how addressing the needs of both users and markets from different perspectives can provide a more holistic approach to the creation of designed objects. We will work through a complete design process, defining an opportunity within a specified consumer space, performing research, developing insights and strategy, concepting and refining. Throughout the process, students concentrate on creating a cohesive and viable brand campaign, including final design, identity and packaging.

PDG-6240-A**Thesis I**

Monday 10:00-12:50

Fall semester: 6 credits

Instructors: A. Chochinov, A. Cohen, A. Schloss

Thesis I is an opportunity to explore design-thinking, design-making and design-doing that is ambitious in scope, innovative in approach and worthwhile in enterprise. Each student will choose an area of investigation and then begin rapid design-making exercises to create a body of design work, research, ideation and presentation materials. Research and exploration will help to surface the design opportunities that resonate most powerfully with a point of view, the urgencies of design needs, the scale of potential solutions and the richness of design endeavor. Since theses tend to be multilayered, students will execute design work on a continuum of enterprise—from design gestures and discursive design concepts through primary and secondary research to prototypes, as well as systems and business models.

PDG-6263-A**Behavioral Psychology**

Monday 5:00-7:50 (7 weeks, begins 9/12)

Fall semester: 1.5 credits

Instructor: J. O'Brien

Behavior change is difficult to achieve; behavioral science offers concepts and methodologies to help close this action-intention gap. In this course students will explore the theory and practice of behavioral science and learn to apply these concepts to their own design work. The universal drivers of human behavior—including principles such as default bias, anchoring, social norms and emotion regulation—will help students learn to think like behavioral scientists themselves, and methods such as behavior mapping, behavior diagnosis, solution strategy and experimentation will be discussed and practiced throughout the course. Together, we will apply these frameworks to a range of human challenges, including health, financial and environmental behaviors.

PDG-6271-A**Thesis Practicum**

Tuesday 5:00-7:50 (5 weeks, begins on 11/15)

Fall semester: 1 credit

Instructor: M. Dones

How do we successfully collect usable data? How do we index that data to successfully draw conclusions? How do our methods influence the people we're working with? We practice. In thesis practicum, students will work to collect, index and draw supportable conclusions from their design research, interviews, and other forms of structured inquiry. This course will build off of the research methods that students previously examined in their coursework to collect data. Its purpose is to learn through trial and error, practice new research methods and reflect on our experiences. Students will work to take theoretical understandings of data collection and analysis and turn them into practical tools.

PDG-6324-A**Seminar: Designing Justice**

Friday 10:00-12:50 (7 weeks, begins 9/9)

Fall semester: 1.5 credits

Instructor: M. Dones

How do we make a just society? If we know that a system doesn't work how do we go about making a new one? What exactly is "systems transformation" and how does it happen? The aim of this course is to examine how to re-engineer systems in the real world. And, more importantly, we will focus on engineering systems that center equity and work specifically to better the lives of historically marginalized communities. While these communities are often the focus of work and research, it is rare that anything transfers power or disrupts predatory systems. This is, in part, because we continue to operate out of a paternalistic stance that assumes that because we have skills we also have the knowledge to identify what to do with them. This course will challenge that assumption.

PDG-6327-A**Seminar: Design for Public Policy**

Thursday 5:00-7:50 (7 weeks, begins 11/3)

Fall semester: 1.5 credits

Instructors: E. Lindsey, S. Mathew

Culture, values, law, politics, policy and the state—these are the materials of a society, but what do each of these words mean, how do they interact as a system and how do we leverage them to create change? In this course we will seek to answer this question and examine the practicalities of government, including common processes of developing policy and delivering services. Students will be exposed to classic philosophical readings on the nature of the state, as well as current design practitioners working to innovate in government. Together, we will interrogate how we practically—and ethically—negotiate power, values, politics and physicality as we work in the public sector, for the public good. By the end of the course, students will have practiced connecting social theory to professional practice, visualized public systems, identified levers of change and explored policy innovation initiatives around the world.

PDG-6630-A**Service Entrepreneurship**

Thursday 5:00-7:50 (7 weeks, begins 1/12)

Spring semester: 1.5 credits

Instructor: K. Mudd

Designers are increasingly called upon to create complex services that address interconnected problems within and across organizations that impact the everyday lives of people and the environment. We need methods and frameworks to humanize the world, understand constraints, visualize relationships and assess the impact of services. In this course students will learn to identify and frame problems—working to translate them into innovative service concepts. Great services provide opportunities for experiences to occur among people, objects, processes and environments. Service design methods will be used to better understand relationships, behaviors and ecosystems for a holistic approach to innovation. Students will develop models, service moments and language to communicate their strategic decisions and service solutions.

PDG-6635-A**Futuring and Three-Dimensional Product Design**

Tuesday 10:00-12:50

Spring semester: 3 credits

Instructor: S. Smith

Futuring and Three-Dimensional Product Design helps students develop traditional 3D product designs that instantiate the central argument(s) of their thesis. Using the future as a frame of reference, students will be asked to imagine how their research will unfold in the future and to imagine how they can meet those behavioral criteria and demands with three-dimensional product propositions. We will examine how, in an increasingly digital world, three-dimensional artifacts will continue to create value for humanity. The course's approach moves through three phases: deep futuring, near futuring, presenting. As students reel their wild explorations back into the present, they hone a product concept that is ready for an unforeseeable future, but meets the functional, aesthetic and philosophical demands of today.

PDG-6640-A**Business Modeling**

Thursday 10:00-12:50 (7 weeks, begins 3/16)

Spring semester: 1.5 credits

Instructor: W. Cromie

Creating iterative business models aimed at uncovering the assumptions that impact the potential success of any venture is the focus of this course. We will explore how to prioritize risks and apply rapid, low-cost methods to generate earnings and increase confidence. The course is structured to help students strengthen their ability to create more robust business concepts by iterating on the fundamental business cases underlying them. By the end of the course, students will be able to access the primary drivers of success for their concepts, map out the path forward and pitch their business plans to a panel of invited experts.

PDG-6650-A**Design Delight**

Friday 10:00-12:50 (10 weeks, begins 1/13)

Spring semester: 2 credits

Instructor: E. Baltz

This course celebrates the joy of design. While design is traditionally seen as a problem-solving discipline, there are incredible opportunities to introduce products and experiences into the world that find their genesis in other rationales. Through design making, interviews and research, students will play with stimulation, celebration, amplification, choreography, symbolism and emotion as tools that inform a new design ethos. We will challenge traditional needs-based design processes, and delve into celebration, heightened articulation and drama as new expressions of design. Through the lens of the emotional and the experiential, students will explore both the place of design within the world of the senses, and the role of the senses within the world of design.

PDG-6670-A**Interaction Design Practices**

Tuesday 5:00-7:50

Spring semester: 3 credits

Instructor: K. Xenakis

Digital interaction is a ubiquitous form of communication in today's world. Designing for Screens provides students with the framework to understand, discuss and create effective interactive designs on digital displays. Through a series of collaborative studio sessions, open discussions, critiques, site visits and guest lectures, students will be immersed in the current culture of screen design. From mobile apps and tablets to desktops and immerse displays, this course will cover the process of designing products for screens from concept to wire frame to interface design and user testing.

PDG-6960-A**Presentation**

Friday 10:00-12:50 (5 weeks, begins 3/31)

Spring semester: 1 credit

Instructor: A. Chochinov

Whether telling a tale through text, video, audio or other medium, knowing how to engage an audience and make a clear argument is crucially important to making an impact and producing a lasting effect. In this course, each student will be assisted in defining a presentation that effectively communicates the message at the heart of the thesis.

PDG-6970-A**Thesis II**

Monday 10:00-12:50

Spring semester: 3 credits

Instructor: S. Potts

There are many ways to tell a story, many strategies for finding focus and drawing meaning from one's work. The goal of this course will be to guide students in determining how to tell the story of their thesis work: what texts, artifacts, images, and other materials can best convey their growth and discoveries. Students will find a cohesive union of what to say and how to say it. The course represents the culmination of the program and will communicate the knowledge, strategies and practices that students have engaged with during the program. The ultimate product of this course is a published book that defines each student's thesis area and presents their research, thinking and project work.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

MFA Social Documentary Film

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis films must be on file with the MFA Social Documentary Film Department to be eligible for degree conferral.
- Meet all academic and administrative requirements.
- Students are required to maintain a minimum grade point average of 3.0 (B) in order to remain in good academic standing.
- A matriculation of two academic years is required. Students must complete their degree within four years, unless given an official extension by the provost.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
DFG-5010	Cinematography and Sound I	fall
DFG-5015	Cinematography and Sound II	spring
DFG-5020	Camera and Sound Lab I	fall
DFG-5025	Camera and Sound Lab II	spring
DFG-5040	Directing I	fall
DFG-5045	Directing II	spring
DFG-5070	Editing I	fall
DFG-5075	Editing II	spring
DFG-5080	Editing Lab I	fall
DFG-5085	Editing Lab II	spring
DFG-5140	Producing I	fall
DFG-5145	Producing II	spring
DFG-5240	Visionary Journalism I	fall
DFG-5250	Visionary Journalism II	spring
DFG-5520	Process and Style I	fall
DFG-5525	Process and Style II	spring
DFG-5700	Thesis: The Pitch	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
DFG-6120	Process and Style III	fall
DFG-6125	Process and Style IV	spring
DFG-6260	Visiting Artists: Documentary Masters	fall
DFG-6520	Thesis: Directing	fall
DFG-6530	Thesis: Directing Lab	spring
DFG-6570	Thesis: Editing	fall
DFG-6580	Thesis: Editing Lab	spring
DFG-6610	Thesis: Producing	fall
DFG-6900	Thesis: Review and Presentation	spring

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

The required course load is 15 credits per semester.

FIRST YEAR

DFG-5010-A

Cinematography and Sound I

Thursday 9:00-11:50 and 1:00-3:50

Fall semester: 3 credits

Instructors: A. Baumann, T. Hurwitz, M. Mandler, J.T. Takagi

Success in the film industry requires fluency in the cinematic language and an immersion in the world of production techniques. Beginning with the use of images and sound as the tools of storytelling, this course will focus on gaining a comprehensive grasp of the technical demands of filmmaking. Through class and laboratory sessions, a range of equipment—cameras, tripods, lighting instruments, audio recording, microphones—will be explored. Students will also learn how to use camera angles, sound and lighting to convey meaning, thereby furthering their stories. Students will benefit from the aesthetics and vantage points represented by the several faculty members who co-teach this course. *Note: Lab sessions will be held outside of class hours. These sessions are required of all students until technical proficiency is attained.*

DFG-5015-A

Cinematography and Sound II

Thursday 1:00-3:50

Spring semester: 3 credits

Instructors: P. Chelkowski, T. Hurwitz, K. Patterson, M. Mandler, B. Richman, J. Risius, J.T. Takagi

This is the second part of a two-semester course. See DFG-5010 for course description.

DFG-5020

Camera and Sound Lab I

Fall semester: no credit

Instructor: TBA

This lab must be taken in conjunction with DFG-5010, Cinematography and Sound I. It gives students an opportunity for hands-on training with camera and sound equipment that is vital for professional-level filmmaking.

Course #	Day	Time
DFG-5020-A	Tu	10:00-11:50
DFG-5020-B	Tu	1:00-2:50

DFG-5025

Camera and Sound Lab II

Spring semester: no credit

Instructor: TBA

This lab must be taken in conjunction with DFG-5015, Cinematography and Sound II. See DFG-5020 for course description.

Course #	Day	Time
DFG-5025-A	Tu	10:00-11:50
DFG-5025-B	Tu	1:00-2:50

DFG-5040**Directing I**

Fall semester: 3 credits

Instructor: D. Dickson

The potency of a documentary relies on the instincts of the director, whose acuity of mind and eye must be able to translate intellectual content into an aesthetic experience. This course will address topics that include how to most effectively tell a story, how to conduct meaningful and informative interviews, and how to navigate the relationship between subject and filmmaker. With an emphasis on originality as it applies to the documentary, students will explore new mediums and a variety of directing styles, tones and techniques. Included will be an extensive study of documentary film history and theory, which will examine a wide range of texts and films from the early 20th century to the present.

Course #	Day	Time
DFG-5040-A	M	6:00-8:50
DFG-5040-B	W	6:00-8:50

DFG-5045**Directing II**

Spring semester: 3 credits

This is the second part of a two-semester course. See DFG-5040 for course description.

Course #	Day	Time	Instructor
DFG-5045-A	M	6:00-8:50	R. Hankin
DFG-5045-B	W	6:00-8:50	M. Chang

DFG-5070**Editing I**

Fall semester: 3 credits

Instructor: A. Collins

If viewing a film is understood to be an interpretive process, then the organization of image and sound is critical to the endeavor. The editor transforms footage from observation to an engrossing experience. This course will examine the critical role that editing plays in nonfiction filmmaking, and look at how the editing room is often the arena where the structure and narrative arc are created. Documentaries will be screened to provide students with a fundamental understanding of editing styles, aesthetics and techniques. Laboratory sessions will demonstrate editing techniques with industry-standard technology. Topics will cover a wide range of subjects—from continuity of motion to montage, jump-cut, music usage and program structure. Finally, this course will explore voice-over narration, sound design, music and other postproduction techniques to further the story and deepen the experience. *Note: Lab sessions will be held outside of class hours. These sessions are required of all students until technical proficiency is attained.*

Course #	Day	Time
DFG-5070-A	W	6:00-8:50
DFG-5070-B	M	6:00-8:50

DFG-5075**Editing II**

Spring semester: 3 credits

Instructor: A. Collins

This is the second part of a two-semester course. See DFG-5070 for course description.

Course #	Day	Time
DFG-5075-A	W	6:00-8:50
DFG-5075-B	M	6:00-8:50

DFG-5080**Editing Lab I**

Fall semester: no credit

Instructor: C. Majoras

This lab must be taken in conjunction with DFG-5070, Editing I. It is designed to give students an opportunity for hands-on training in Avid and other essential programs and tools for editing.

Course #	Day	Time
DFG-5080-A	Tu	10:00-11:50
DFG-5080-B	Tu	1:00-2:50

DFG-5085**Editing Lab II**

Spring semester: no credit

Instructor: C. Majoras

This lab must be taken in conjunction with DFG-5075, Editing II. See DFG-5080 for course description.

Course #	Day	Time
DFG-5085-A	Tu	10:00-11:50
DFG-5085-B	Tu	1:00-2:50

DFG-5140-A**Producing I**

Tuesday 6:00-8:50

Fall semester: 3 credits

Instructor: B. Levison

Multifunctional and multidimensional in approach, the role of a producer is to initiate, coordinate, supervise and control all matters in the realization of a film project, such as fundraising and hiring key personnel. This course will cover key aspects of documentary production from pitch and budget preparation to production set-up, crew management and postproduction workflow. Students will learn how to analyze a project and apply this analysis in cost and project management, from preproduction rights to editing and film distribution.

DFG-5145-A**Producing II**

Tuesday 6:00-8:50

Spring semester: 3 credits

Instructors: J. Anderson, A. Schewel

This is the second part of a two-semester course. See DFG-5140 for course description. The spring semester will focus on the practical experience of creating a written body of work in preparation of the thesis film. Topics will include archival research, production management, budgeting and story producing.

DFG-5240-A**Visionary Journalism I**

Wednesday 2:00-4:50

Fall semester: 3 credits

Instructor: M. Fink

From finding and researching a story to writing a treatment and a shooting script, understanding the ever-evolving ethics involved in documentary filmmaking and the established journalistic ethics are of primary importance. This course will engender a full understanding of the ethical standards inherent in print and broadcast journalism, and nonfiction writing as they relate to documentary. Working within these structures, we will approach how to successfully tell a story—from origin of concept to finished product.

DFG-5250-A**Visionary Journalism II**

Wednesday 2:00-4:50

Spring semester: 3 credits

Instructor: M. Epstein

Building upon the journalistic industry standards examined in DFG-5240, Visionary Journalism I, this course will delve deeper into ideas of documentary filmmaker vs. journalist and matters of artistry, ethics and journalistic integrity.

DFG-5520-A**Process and Style I**

Thursday 6:00-8:50

Fall semester: no credit

Instructor: R. Vincelli Gustine

In this screening and lecture series, independent voices from the field will share their professional experiences and offer diverse perspectives in documentary film. Lecturers will discuss a range of specialized topics, including: new technologies and new platforms, film festivals and distribution, the relationship between subject and filmmaker, the pitch, international production, rights and clearances, archival research, job opportunities, career advancement. Lectures will highlight documentary filmmakers who will screen their projects and share details and anecdotes about the field. *Note: Topics vary each semester.*

DFG-5525-A**Process and Style II**

Thursday 6:00-8:50

Spring semester: no credit

Instructor: R. Vincelli Gustine

This is the second part of a two-semester course. See DFG-5520 for course description.

DFG-5700-A**Thesis: The Pitch**

Monday 11:00-1:50

Spring semester: no credit

Instructor: M. Chermayeff

Getting an idea off the ground and maintaining the momentum is often one of the most difficult facets of a production, even for talented filmmakers. Yet without the proverbial green light, the best ideas fall to the wayside. Individual meetings with a faculty panel are designed to address one of the most important skills in the film-making process—the pitch. Using their own project ideas, students will articulate their vision clearly and concisely and deliver this vision to a panel of film industry professionals. Students will answer questions and address comments posed by the panel. The course objective is to arrive at the final thesis production topic.

SECOND YEAR**DFG-6120-A****Process and Style III**

Thursday 6:00-8:50

Fall semester: no credit

Instructor: R. Vincelli Gustine

Independent voices from the field will share their professional experiences and offer diverse perspectives in documentary film. Lecturers will discuss a range of specialized topics, including new technologies and new platforms; film festivals and distribution; the relationship between subject and filmmaker; the pitch; international production; rights and clearances; archival research; job opportunities and career advancement. Many sessions will highlight documentary filmmakers who will screen their projects and share details and anecdotes about the field. *Note: Topics vary each semester.*

DFG-6125-A**Process and Style IV**

Thursday 6:00-8:50

Spring semester: no credit

Instructor: R. Vincelli Gustine

This is the second part of a two-semester course. See DFG-6120 for course description.

DFG 6260-A**Visiting Artists: Documentary Masters**

Monday 6:00-8:50

Fall semester: 3 credits

Instructors: L. Cheadle, R. Kauffman, S. Pollard, T. Shimin

To help forge relationships between the masters of the documentary film and MFA SocDoc students, these seminars offer in-depth study and discussion of the craft of documentary storytelling. Seminar topics will vary each year based on student interest, changes in the field and the instructors' expertise.

DFG-6520**Thesis: Directing**

Fall semester: 3 credits

Instructor: A. Gladsjo

This course will guide students through the process of bringing their thesis ideas to fruition after a summer of filming. Of central focus will be the aesthetic and overall style considerations for thesis films. Emphasis will also be placed on the student-director's communication with the producer, cinematographer, sound recordist and other personnel who will assist on the project and help to realize each student's vision.

Course #	Day	Time
DFG-6520-A	Tu	6:00-8:50
DFG-6520-B	W	6:00-8:50

DFG-6530**Thesis: Directing Lab**

Spring semester: 6 credits

Instructor: D. Dickson

Bolstered by critiques of professional film directors and fellow classmates, students will gain additional insights and the technical resources to develop their thesis films. Directors' cuts of thesis films will be screened and analyzed, and students will have the opportunity to incorporate valuable suggestions into their final work.

Course #	Day	Time
DFG-6530-A	Tu	6:00-8:50
DFG-6530-B	W	6:00-8:50

DFG-6570**Thesis: Editing**

Fall semester: 3 credits

Instructor: K. Sim

On average, there are 10 hours of footage shot for every minute of a final film. This course will address the challenge of managing the sheer bulk of media that will have been amassed for the thesis film. While shooting may continue throughout much of this period, students will be required to block out the basic sequence from what has already been filmed, and hew the narrative together into a film trailer and eventually into a rough cut. The goal is to bring projects into readiness for fine-tuning and completion in the spring semester.

Course #	Day	Time
DFG-6570-A	W	6:00-8:50
DFG-6570-B	Tu	6:00-8:50

DFG-6580**Thesis: Editing Lab**

Spring semester: 6 credits

Instructor: B. Eisenhardt

This course will encompass all of the finishing touches for thesis film projects, including opening titles, closing credits, sound editing and film scoring. The lab will be supervised by a professional editor, under whose guidance students will strengthen their editorial acumen while completing their thesis films.

Course #	Day	Time
DFG-6580-A	W	6:00-8:50
DFG-6580-B	Tu	6:00-8:50

DFG-6610-A**Thesis: Producing**

Tuesday 2:00-4:50

Fall semester: 6 credits

Instructors: J. Anderson, T. Powers, A. Schewel

Half of producing is getting the film made; the second half is getting the film seen. This course will focus on film marketing and distribution. It will build upon previous producing classes to strengthen skills for conceiving and pitching ideas, executing projects on budget and finding the most advantageous position in the marketplace. From understanding the rights division for theatrical, television, VOD, streaming and international exhibition to crowd funding and film festivals, the course will round out what students need to know to get their thesis films out into the world.

DFG-6900-A**Thesis: Review and Presentation**

Monday 3:00-5:50

Spring semester: 3 credits

Instructor: M. Chermayeff

During the final semester, students will present their thesis projects to faculty advisors for review, advice and critique, and will introduce their documentaries to the film community at large. Students will begin to research, target and submit their thesis to a required number of film festivals, both domestic and abroad.

DFG-6950-A**Thesis Extension**

One semester: 3 credits

Day/time: TBA

Instructor: M. Chermayeff

This course is designed for students who need an additional semester to complete their projects. Students will have access to all facilities, receive critique from faculty and continue to work with their thesis advisor.

ENGLISH AND THE VISUAL ARTS COURSES FOR GRADUATE STUDENTS

These courses are designed for international graduate students and include study and practice in the English language: grammar, vocabulary, pronunciation and writing, as well as conversations in contemporary art. For course details, please refer to end of the graduate course listing.

EVG-0168	Speak Visually
EVG-0169	Art, Film and Design
EVG-0223	Visual to Verbal: Film, Art, Writing
EVG-0233	Write to Engage
EVG-0279	Critique and Professional Development for Artists
EVG-0321	Public Speaking Across Disciplines
EVG-0342	Integrative Skills Workshop

MFA Visual Narrative

DEGREE REQUIREMENTS

- Successful completion of 60 credits, including all required courses and the thesis project. Documentation of all thesis projects must be on file in the Visual Narrative Department to be eligible for degree conferral.
- A matriculation of three summers on-site and four semesters (fall and spring) of low residency. Students must complete their degree within six years, unless given an official extension by the provost.
- Visual Narrative grades on a pass/fail system. Students are required to remain in good academic standing.

Note: Departmental requirements are subject to change by the department chair if the chair deems that such change is warranted.

Technical Requirements for Online Courses

The School of Visual Arts online courses are hosted in Canvas and synchronous sessions are run via Zoom. For best performance, these web-based applications should be used on the current or first previous major release of Chrome, Firefox, Edge, or Safari. For additional information about system requirements for Canvas and Zoom please visit technology.sva.edu/students/online-courses.

FIRST-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
VNG-5040	Framing the Story	summer
VNG-5080	Analog to Digital	summer
VNG-5130	Writing Studio: Narrative Writing	summer
VNG-5230	Visual Narrative: Graphic Media	summer
VNG-5234	Visual Narrative: Photography	summer
VNG-5256	Storyteller Series I	summer
VNG-5540	Story Visualized	fall
VNG-5580	Writing Studio: Creative Script	fall
VNG-5583	Visual Narrative: Film and the Moving Image	fall
VNG-5640	Narrative Color	spring
VNG-5652	Visual Narrative: Interactive Media	spring
VNG-5657	Writing Studio: Mythology and Folklore	spring

SECOND-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
VNG-6150	Thesis Prep: Shaping Your Story	summer
VNG-6210	Visual Research	summer
VNG-6240	Form, Empathy and Character Play	summer
VNG 6243	Visual Narrative: The Power of Story	summer
VNG-6250	Thesis Prep: Picturing Your Story	summer
VNG-6256	Storyteller Series II	summer
VNG-6320	Identity In A Digital World	fall
VNG-6520	Thesis I	fall
VNG-6532	Seminar I	fall
VNG-6540	Mentor Review I	fall
VNG-6510	Storyteller as Community	spring
VNG-6525	Thesis II	spring
VNG-6533	Seminar II	spring
VNG-6545	Mentor Review II	spring
VNG-6551	Thesis Exhibition: Preproduction	spring

THIRD-YEAR COURSE REQUIREMENTS

Course #	Title	Semester
VNG-6820	Storyteller as Entrepreneur	summer
VNG-6850	Professional Presentation	summer
VNG-6856	Storyteller Series III	summer
VNG-6860	Professional Practices	summer
VNG-6900	Portfolio and Promotion	summer

GENERAL COURSE LISTING

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

Note: Courses are listed by year.

FIRST YEAR

VNG-5040-A

Framing the Story

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 9:00-11:50

Summer 2022 semester: 3 credits

Instructor: N. Fox

This course challenges students to explore, experiment and examine the fundamental principles, visual language and building blocks of how a story is constructed and told through compositional elements. How to identify and employ story imagery with meaning, action and purpose will be addressed. Students will engage their personal experiences and visual storytelling influences to discover where their story voice comes from, and apply these discoveries through workshops and rapid prototyping projects. A series of visual story explorations using collaborative rapid prototyping will be included and are intended to disrupt assumptions and current working methods, going beyond visual problem-solving by asking students to dig deeper. With a “story-first” approach, students will develop a heightened and informed approach to their visual story craft and image-making skills.

VNG-5080-A

Analog to Digital

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 1:00-3:50

Summer 2022 semester: 2 credits

Instructor: TBA

Through technology and project-based workshops, students in this course will gain an understanding of how traditional media and analog production processes can be transformed through the lens of digital video, sound, image-making, print production and self-publishing techniques. Select Adobe applications, digital video, Risograph and smart-device technology will be explored. Students will discover a variety of methods for producing digital images, and how to translate a stationary vision into the more dynamic world of motion. The evolution of storytelling from analog to digitized media will be discussed.

VNG-5130-A

Writing Studio: Narrative Writing

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 9:00-11:50

Summer 2022 semester: 3 credits

Instructor: A. Eveslage

Words are powerful. This course will explore how to use their power to create effective narratives, looking at the function storytelling serves in our lives—from our basic psychology to how we use story to understand ourselves and the world around us. As a class we will develop one common narrative during the semester, through which we will break down the essential elements of story mechanics to discover how story transcends medium using the same core elements. The goal is not merely to communicate, but to connect. How these basic principles are presented in both traditional prose and in radio and podcasts will be examined, and students will have the opportunity to write their own narratives for both mediums. With a focus on how language alone can be used as imagery to achieve these narrative goals, students will explore how the two mediums function differently. Readings of theoretical and narrative works will be included. *Note: There will be one session scheduled outside of the listed class hours. The day/time will be announced at the beginning of the summer semester.*

VNG-5230-A

Visual Narrative: Graphic Media

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 1:00-3:50

Summer 2022 semester: 2 credits

Instructors: B. Kartalopoulos, L. Marcus

The Visual Narrative series offers an overview of various creative fields. This course will examine the evolution of picture books, comics, artists' books and graphic novels as the departure point for different approaches to telling a story with words and pictures. A history of these art forms and their various points of intersection will be given, from children's adventure books to comic strips, web comics and experimental graphic picture books to contemporary independent, direct and book publishing markets. Guest artists and lecturers will address the class and field trips will be included. *Note: There will be one session scheduled outside of the listed class hours. The day/time will be announced at the beginning of the summer semester.*

VNG-5234-A

Visual Narrative: Photography

Tuesday, Friday; June 7 – July 29 (no class July 5)

Hours: Tuesday, 6:00-8:50; Friday, 1:00-3:50

Summer 2022 semester: 2 credits

Instructor: S. Morrison

The Visual Narrative series offers an overview of various creative fields. This course is a survey of the history of photography with special emphasis placed on how narrative is communicated through the medium. Photographs often suggest open-ended, non-linear narratives, and we will examine these ideas by looking at both the individual image and serial work. Studying photographs from the 19th century to contemporary practices, we will embark upon a careful analysis of the bond between photography and narrative will be defined and disassembled. The notion of photographers' intentions versus viewers' perceptions will also be explored. Students will gain a comprehensive understanding of how the practitioners of this medium create stories.

VNG-5256-A

Storyteller Series I

Wednesday, dates TBA (3 sessions)

Hours: 7:00-9:00

Summer 2022: no credit

Instructor: TBA

This lecture series welcomes traditional and nontraditional storytellers. Working professionals and creative story-makers across industries will share their work, background and professional experience.

VNG-5540-OL

Story Visualized

Fall semester: 2 credits

Instructor: J. Rugg

Visual storytelling is a universal language that communicates instantaneously across cultures, art forms and media. Imbuing that language with empathy, meaning and purpose is an invaluable skill that can move and empower audiences. In this course students will investigate the role of information distribution, technology and media in creative content, as well as the significance of editing, design, format and context in narrative. We will consider the impact of business on studio practice through assignments that include methods of adapting and creating fictional and nonfictional visual narratives from original and found texts. Students will deconstruct, reconfigure and critically analyze existing narrative forms such as films, infographics, video games, advertising campaigns, instructional videos, book covers, posters and graphic novels.

VNG-5580-OL**Writing Studio: Creative Script**

Fall semester: 2 credits

Instructor: M. Sable

Concept, character, structure and craft—the fundamentals of creative storytelling and the architecture of a well-defined outline—will be explored in this course. Through a series of exercises, students will develop writing skills in the core components of storytelling, such as an active but flawed protagonist with a concrete goal, a story with a solid structure based on a character arc and a concept with a specified target audience. The similarities and differences among theater, film, television, comics, games, and other visual media will be explored through lectures, and primarily through writing itself.

VNG-5583-OL (previously VNG-5232)**Visual Narrative: Film and the Moving Image**

Fall semester: 2 credits

Instructor: L. Rosen

The Visual Narrative series offers an overview of various creative fields. In this survey of the moving image we will screen a classic film every week—each from a different genre and era—and explore the concepts and visual narrative structures it illustrates. Clips from other influential films that inspired (or were inspired by) our core films will be incorporated, to gain a deeper understanding of the continuum of film history. The course will also examine how film theory, specifically the interplay between montage and *mise-en-scène*, is put into practical use. How the visual vocabulary of film developed along with new innovations (and innovators) will be addressed as we examine how filmic vocabulary informs, and borrows from, other visual media.

VNG-5640-OL**Narrative Color**

Spring semester: 2 credits

Instructor: TBA

From fundamental principles of color theory to the invention of the printing press, color film and the digital exploitation in today's mobile media and entertainment, this studio course will explore the emotive, psychological and symbolic properties of color and the narrative role color plays in visual communication, culture, politics and storytelling across media. Students will create a series of works that convey atmosphere and mood through narrative color.

VNG-5652-OL**Visual Narrative: Interactive Media**

Spring semester: 2 credits

Instructor: TBA

The Visual Narrative series offers an overview of various creative fields. This course will examine the transformative ways that information, stories, games and ideas are presented through creative digital technologies and platforms. The evolution of analog and interactive digital media, web design and mobile technology, game platforms and user interface design will be examined as we undertake a historical survey of these interactive art forms and their various points of intersection. Guest artists and lecturers will address the class.

VNG-5657-OL**Writing Studio: Mythology and Folklore**

Spring semester: 2 credits

Instructor: C. Roussos

This survey course will explore the history, universality and use of mythology and folklore across literature, the arts, entertainment and popular media. We will review a diverse list of stories from around the world, studying the symbolism, archetype, structure and intent, and what these stories reveal about our shared humanity. How these stories influence contemporary storytelling across media will be discussed. In addition to analysis, the course will focus on application of the structures and characters found in mythology and folklore through creative writing and peer response. Students will concept and create new forms and works of myth and fiction.

SECOND YEAR**VNG-6150-A****Thesis Prep: Shaping Your Story**

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 1:00-3:50

Summer 2022 semester: 3 credits

Instructors: A. Eveslage, J. Goldstick

What is the best way to research, develop and produce a personal story from start to finish? How do you identify the point of what that story is about—and the reason that drives you to create it? Why would the audience care? These are the core questions that this course will consider as students begin to develop their thesis concepts. Students will analyze their chosen medium's strengths and weaknesses in the service of their story while taking into consideration the scope, budget and relevant production criteria in pursuit of an ambitious and professional outcome. At the end of the semester, students will pitch their concept development to the Thesis Review Committee for evaluation and approval. *Note: There will be one session scheduled outside of the listed class hours. The day/time will be announced at the beginning of the summer semester.*

VNG-6210-A**Visual Research**

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 9:00-11:50

Summer 2022 semester: 3 credits

Instructor: T. Szetela

This course focuses on the application of mapping and data visualization techniques for use in concept development and world-building. Students will identify locations connected to their existing story ideas and will investigate these locations using documentary media, data collection, and other methods of site-specific research. The materials they gather will be compiled into visual archives and students will create analog and digital maps that describe their content. The work produced in the course will function as a reference for the development of thesis projects and as a means of communicating the spaces that these stories will inhabit.

VNG-6240-A**Form, Empathy and Character Play**

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 1:00-3:50

Summer 2022 semester: 3 credits

Instructor: C. Roussos

Sometimes the only way to find a character's "voice" as a storyteller is to become that character in order to understand it. This course is designed to further develop skills in character creation through examining what makes characters behave in the ways they do. With lectures on archetypes, defining moments, unconscious desire and design, students will examine the elements necessary for creating their own characters. Through improv and role-playing techniques, students will understand their how their characters will behave in fictional settings, better enabling them to write and visualize their creations.

VNG-6243-A**Visual Narrative: The Power of Story**

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 9:00-11:50

Summer semester: 2 credits

Instructor: TBA

This lecture survey takes a critical and bold look at the power and influence storytelling has employed throughout history as a force for both good and evil. Through discussion and research, students will look at historical movements and cultural shifts in major religions, literature, art, digital media, entertainment and politics through a global lens and assess the narrative concepts, messaging and impact of storytelling. As content creators and future gatekeepers of change, students will be challenged to reflect upon the past and consider how the power of their storytelling can affect and shape culture and society. *Note: There will be one session scheduled outside of the listed class hours. The day/time will be announced at the beginning of the summer semester.*

VNG-6250-A**Thesis Prep: Picturing Your Story**

Friday, June 10 – July 29

Hours: 9:00-11:50

Summer 2022 semester: 1 credit

Instructor: S. Morrison

Through research, critical discourse and presentations, students in this course will formulate and articulate the conceptual positions of their visual work. The goal is to identify, analyze and interpret each student's creative interests, creative values, intent, influences, philosophical viewpoints and historical lineage as it relates to the work being pursued. The course is structured around extensive group critiques, presentations and research. It will guide students to write, visualize and speak about the visual projects they are preparing, and will culminate in fully realized pitch presentations.

VNG-6256-A**Storyteller Series II**

Wednesday, dates TBA (3 sessions)

Hours: 7:00-9:00

Summer 2022: no credit

Instructor: TBA

This lecture series welcomes traditional and nontraditional storytellers. Working professionals and creative story-makers across industries will share their work, background and professional experience.

VNG-6320-OL**Identity in a Digital World**

Fall semester: 2 credits

Instructor: M. Rota

Aspiring artists and storytellers will advance the development of their online tool set and studio practice skills to take agency of their personal identity and communications across platforms and marketplaces. A variety of web hosting, social media, blog and portfolio/skill-sharing platforms will be discussed, along with marketing and data collection to effectively share and represent students' digital identity and content. The pros and cons of each tool will be addressed, and specific strategies for finding clients and generating traffic and interest will be discussed.

VNG-6510-OL**Storyteller as Community**

Spring semester: 2 credits

Instructor: N. Delane

As artists, we exist inside of creative communities that consist of potential audiences, supporters, collaborators, clients and customers. To effectively sell stories, it's essential to understand how to distinguish them. Over the semester, students will identify their potential audiences and produce a simple, boutique marketing plan tailored to their thesis project, portfolio and career pursuits. Through this process, students will discover their interests, will connect with new creative communities and identify long-term goals as a creative entrepreneur. There will be individual consulting sessions where students will review their findings and prepare for the execution of their marketing plans in the following summer semester.

VNG-6520 / VNG-6525**Thesis I and II**

Fall and spring semesters: 3 credits per semester

Instructors: A. Garfunkel, C. Roussos

Focusing on thesis story development, this course will address project management, thesis production, and how to achieve audience engagement. Students will establish production schedules and deadlines with instructors and mentors, who will guide and support them through constructive critique, industry feedback and troubleshooting. Participating in discussions and hearing from professionals in various fields, students will build a community of mutual support and accountability for the completion of each thesis, and in preparation for exhibition and public presentation.

Course #	Semester
VNG-6520-OL	fall
VNG-6525-OL	spring

VNG-6532 / VNG-6533**Seminar I and II**

Fall and spring semesters: 1 credit per semester

Instructor: TBA

With multiple areas of focus these seminars will assist students with their individual production techniques in order to achieve a finished thesis product for full-scale development. Presentations on the theory and practice of visual narrative production and fabrication will be given, as they relate to various industries such as print, animation and film production, art law, accounting and studio management. Group discussions and individual consultations with faculty and advisors will help students identify specific formats, processes and techniques to successfully apply their findings into their projects.

Course #	Semester
VNG-6532-OL	fall
VNG-6533-OL	spring

VNG-6540 / VNG-6545**Mentor Review I and II**

Fall and spring semesters: no credit

Instructor: N. Fox

To support thesis development, students will work with a mentor during the fall and spring semesters. Individual meetings with the department chair for review of the thesis and mentorship process will be held throughout both semesters.

Course #	Semester
VNG-6540-OL	fall
VNG-6545-OL	spring

VNG-6551-OL**Thesis Exhibition: Preproduction**

Spring semester: no credit

Instructor: TBA

This exhibition preproduction and schedule management will be addressed in this course. Through meetings and discussions throughout the semester, students will work with faculty to prepare and plan for the fabrication and production of the online and campus gallery exhibitions. Production and installation of all thesis exhibitions will be completed in the third summer semester.

THIRD YEAR**VNG-6820-A****Storyteller as Entrepreneur** (previously VNG-6330)

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 1:00-3:50

Summer 2022 semester: 3 credits

Instructor: N. Delane

In this course students will implement their marketing plans to identify actionable, creative opportunities for strategic brand development. Throughout the semester guest presentations and individual consulting sessions will be given in preparation for the successful launch of creative and entrepreneurship goals. By the end of the course, students will have created a polished visual deck that establishes their personal brand and content across media networks, online platforms and promotional outreach campaigns.

VNG-6850-A**Professional Presentation**

Tuesday, Thursday; June 7 – July 28 (no class July 5)

Hours: 6:00-8:50

Summer 2022 semester: 3 credits

Instructor: R. Thill

Preparing students for their professional life, this course will focus on refining professional presentation skills through exercises and by preparing materials for job and arts opportunities. Critical and practical readings, talks by visiting artists and individual meetings with the instructor will lay the foundation for public speaking engagement and professional initiatives. This practice is a vital and necessary component of any creative's life. At the end of the semester, students will present an artist's talk on their thesis project and creative process.

VNG-6856-A**Storyteller Series III**

Wednesday, dates TBA (3 sessions)

Hours: 7:00-9:00

Summer 2022: no credit

Instructor: TBA

This lecture series welcomes traditional and nontraditional storytellers. Working professionals and creative story-makers across industries will share their work, background and professional experience.

VNG-6860-A**Professional Practices**

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 1:00-3:50

Summer 2022: no credit

Instructor: N. Fox

Designed as both a studio workshop and guest lecture series, this course will assist students in advancing their professional business networking and social media skills as well as developing practical outreach skills. Guest presentations will be held throughout the semester to discuss and share real-world expertise, production pipeline techniques and industry best practices. *Note: Some sessions may be scheduled outside of the listed class hours due to guest availability. These days/times will be announced at the beginning of the semester.*

VNG-6900-A**Portfolio and Promotion**

Monday, Wednesday; June 6 – July 27 (no class June 20 and July 4)

Hours: 9:00-11:50

Summer 2022: 3 credits

Instructor: M. Rota

Serving as a production course for portfolio completion and the launching of promotional materials, students will work on their website presence and on bringing their work to a finished, professional level. In addition, students will develop their exhibition curation skills in advance of the thesis gallery exhibition at the end of the semester. Industry professionals will share their studio practice and portfolio expertise. *Note: There will be one session scheduled outside of the listed class hours. The day/time will be announced at the beginning of the summer semester.*

VNG-6965**Thesis Extension**

One semester: 1.5 credits

This course is designed for students who have not met the unanimous approval of the Thesis Review Committee and who need an additional semester to complete their project. Students will work with a faculty advisor and have limited access to facilities. *Note: Registration for Thesis Extension is contingent upon approval by the department chair.*

**SUMMER 2022
FACILITIES ACCESS****RisoLAB Access for MFA Visual Narrative Students**

Summer semester: June 6 – July 29

No credit; no fee

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, paper, tools and resources, along with tech support. All MFA Visual Narrative students receive training in their first summer semester.

PDG-Access-A**Visible Futures Lab**

Summer semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

FIG-Printg-A**Printmaking Workshop Access**

June 4 – August 15

Summer semester: no credit

Access fee: \$275

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

DIG-Access-A**Digital Imaging Center Access: Graduate Students**

June 4 – August 3

Summer semester: no credit

Access fee: \$300

For graduate students who want access to the Digital Imaging Center. Prerequisites: A working knowledge of the Macintosh operating system and the Adobe Creative Suite. *Note: Access is available during hours that do not conflict with ongoing courses.*

FALL 2022 / SPRING 2023 FACILITIES ACCESS

RisoLAB Access for MFA Visual Narrative Students

One semester: no credit; no fee

Created and managed by the MFA Visual Narrative Department, the RisoLAB is dedicated to the philosophy and practice of independent self-publishing. It provides the opportunity for creative expression, offers an understanding of the print production process, and encourages collaboration in the production and publishing of student projects. RisoLAB access includes use of the Risograph duplicators for self-publishing and printing, as well as small-format bindery tools, paper trimming equipment, inks, paper, tools and resources, along with tech support. All MFA Visual Narrative students receive training in their first summer semester.

Visible Futures Lab

One semester: no credit

The Visible Futures Lab (VFL) offers tools for DIY hacking, crafts, state-of-the-art 3D printing, laser cutting, sewing and CNC routing, as well as traditional tools and shop equipment. Graduate students who have projects that support and/or enhance the VFL's philosophy of purposeful and extensible projects can request access to the lab and employ the facilities toward completion of their project. Lab access is free of charge and provides mentorship, tools and resources. Students who wish to work in the lab may need to demonstrate proficiency on some equipment or be trained to use equipment. For more information, descriptions of optional course offerings, hours and an access request form, please visit vfl.sva.edu.

Course #	Semester
PDG-Access-A	fall
PDG-Access-B	spring

Darkroom Access: Graduate Students

One semester: no credit

Access fee: \$300

Graduate students who want access to the darkroom in the BFA Photography and Video Department must contact the department via email at: bfaphotovideo@sva.edu.

Sculpture Center Access

One semester: no credit

Access fee: \$500

Graduate students who want access to the Sculpture Center must register for Sculpture Center Access. Students will work independently. Prerequisite: Two semesters of sculpture or permission from the Sculpture Center manager. All students must attend a mandatory safety demonstration. *Note: Access is available during Sculpture Center hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Sculpt-A	fall
FIG-Sculpt-B	spring

Printmaking Workshop Access

One semester: no credit

Access fee: \$350

Graduate students not enrolled in a printmaking course and who would like to use the printshop facilities to work independently must register for Printmaking Workshop Access. Prerequisite: Two semesters of printmaking or permission from the printmaking coordinator. *Note: Access is available during printshop hours that do not conflict with ongoing courses.*

Course #	Semester
FIG-Printg-A	fall
FIG-Printg-B	spring

ENGLISH AND THE VISUAL ARTS

Updated course information can be viewed using MyServices Student, which can be accessed from your MyID account (myid.sva.edu) and selecting the MyServices app from your dashboard.

EVG-0168

Speak Visually

Fall semester: no credit (12 weeks)

Instructor: G. Savannah

Using new art, film and design as a springboard for discussion, we practice professional vocabulary critical to students' ability to speak spontaneously in their graduate classes. After some exposure to contemporary theory, students voice their appraisal of art/design/film they admire, followed by crafting elevator pitches for their own work. Thought-provoking class exercises such as curating projects introduce impactful presentation tactics. Students will learn English conversational idioms and correct pronunciation/diction. Individual studio visits are held one to two times in the semester.

Course #	Day	Time	Start date
EVG-0168-A	M	11:00-2:00	9/19
EVG-0168-B	Th	11:00-2:00	9/22

EVG-0169

Art, Film and Design

Spring semester: no credit (12 weeks)

Instructor: G. Savannah

In discussions of new art, film and design, students study how to use visual metaphor to communicate ideas in an impactful way. Combining concepts from their departments with innovation-think, they write on a thought-provoking central question each week. Original thesis inklings emerge simultaneously with improved writing proficiency. The conversation ensuing provides extensive opportunity to refine and practice professional vocabulary, leading to greater confidence, fluency and enhanced graduate class participation. Art Fair and gallery trips further develop cultural literacy and awareness of novel approaches to social and personal issues. Individual studio visits are held one to three times in the semester.

Course #	Day	Time	Start date
EVG-0169-A	M	11:00-2:00	1/23
EVG-0169-B	Th	11:00-2:00	1/26

EVG-0223-A

Visual to Verbal: Film, Art, Writing

Wednesday 11:00-2:00

Fall semester: no credit (12 weeks, begins 9/21)

Instructor: G. Savannah

In this course students assimilate 100-200 professional, visual and emotional terms, enabling them to delineate clearly their own vision in film, art or design. Through discussions analyzing new cinematography and visual metaphor, students practice expressing their opinions. In short written responses to film, they develop cogent passages for thesis proposals, statements and presentations. Further deepening students' perception, NY gallery visits develop cultural literacy and foster sophisticated understanding of visual language. Through a systematic method, pronunciation and diction will be corrected. The first third of this course runs as group meetings. For the remainder of the semester, individual conferences with the instructor will be scheduled.

EVG-0233-A

Write to Engage: Statement, Script and Pre-Thesis Composition

Wednesday 11:00-2:00

Spring semester: no credit (12 weeks, begins 1/25)

Instructor: G. Savannah

This course covers both the mechanics and style of writing. Students learn how to use references, examples and metaphor to attain cogent insight. Through specificity/freshness and conciseness, language rigor is emphasized. Use of a numbered copyediting guide with clear explanations boosts students' knowledge of their weak points. We meet primarily in individual meetings, with occasional group segments to address particular problem areas.

EVG-0279

Critique and Professional Development for Artists

Instructor: S. Koo

One semester: no credit (12 weeks)

In this course students will learn art terms and various strategies and formats of critique utilizing the content of their own work, that of their classmates and the greater art community. Current issues and trends in contemporary art will also be discussed. The confidence to articulate one's opinion and ideas in classroom and professional settings will be emphasized.

Course #	Day	Time	Semester	Start date
EVG-0279-A	Th	1:00-3:00	fall	9/22
EVG-0279-B	Th	4:00-6:00	fall	9/22
EVG-0279-C	Th	1:00-3:00	spring	1/26
EVG-0279-D	Th	4:00-6:00	spring	1/26

EVG-0321-A

Public Speaking Across Disciplines

Friday, 9:00-11:00 (6 weeks, begins 9/23)

Fall semester: no credit

Instructor: H. Rubinstein

In this course students will learn to develop and deliver informative, persuasive and demonstrative talks, sharing their passion and expertise across disciplines. Both unscripted and scripted speeches will be covered. The ability to speak clearly and with confidence will be emphasized.

EVG-0342

Integrative Skills Workshop

Thursday 12:00-2:00

One semester: no credit (12 weeks)

Instructor: M. Guida

This course will refine students' oral and written skills so that they can express themselves clearly, fluently and grammatically. The ability to participate in class discussions and deliver presentations will also be addressed, along with correct pronunciation and vocabulary improvement.

Course #	Semester	Start date
EVG-0342-A	fall	9/22
EVG-0342-B	spring	1/26

