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# USC Roski School of Fine Arts



*The \$23 million pledge by longtime Los Angeles arts patrons Gayle Garner Roski ('62) and Edward P. Roski Jr. ('62) to USC's art school is one of the largest single donations to a visual arts school in the United States. At a recent visit to the Graduate Fine Arts Gallery, Dean Ruth Weisberg, left, and Gayle Garner Roski review recent graduate student work.*

The USC Gayle Garner Roski School of Fine Arts provides a well-balanced education in the creative, interpretive and critical processes essential to practicing art. In lectures, seminars, studio work and one-on-one meetings, faculty and students energetically challenge fixed notions of art and culture. The distinguished, dedicated faculty comprises leading artists exhibiting in museums and galleries throughout the world. The school offers B.F.A. and B.A. degrees for undergraduate studies and Master's degrees in Fine Arts and Public Art Studies.

Each year the school attracts approximately 275 undergraduate majors, over 1,000 liberal arts students and 50 graduate students. As the first art school in the region, the USC Roski School of Fine Arts is committed to the frontier of artistic exploration. The school's intermedia area is devoted to the expanding role of technology in the visual arts, while maintaining a strong foundation in traditional artistic practice. This broad-based education imbues students with an appreciation for the variety of artistic expression yet encourages them to discover their individual creative voices.

The school boasts newly expanded facilities, including the Helene V. Galen Intermedia Lab equipped with 15 workstations supporting the most advanced digital software. The recently constructed painting and drawing wing offers classrooms specifically designed for the interaction of traditional media and state-of-the-art technology. Other facilities include two spacious photography studios with all new equipment and superb studios for woodwork, metalwork and ceramics. The Helen Topping Architecture and Fine Arts Library houses more than 75,000 volumes, including a notable collection of rare titles and artists' books, more than 250,000 slides as well as online image sources, and a growing collection of DVD titles. Work by students, faculty and renowned artists is regularly exhibited at the school's Helen Lindhurst Fine Arts Gallery, the Gayle and Ed Roski Master of Fine Arts Gallery and the USC Fisher Gallery.

As a place to study art, Southern California is unparalleled. There are more galleries and museums per capita than anywhere else on the planet including the Getty Center, the Los Angeles County Museum of Art (LACMA), the Museum of Contemporary Art (MOCA), the Norton Simon Museum and the UCLA Hammer Museum. L.A. is also home to hundreds of commercial galleries and alternative spaces, many in close proximity to the campus, which are an integral aspect of the creative environment of the city. The overwhelming number of museums, galleries, advertising agencies, design firms, artist studios, and the music and film industries offer a wealth of internship and employment opportunities.

**Watt Hall of Architecture  
and Fine Arts 104**  
(213) 740-2787  
FAX: (213) 740-8938  
Email: [finearts@usc.edu](mailto:finearts@usc.edu)  
[roski.usc.edu](http://roski.usc.edu)

#### Administration

Ruth Weisberg, M.A., *Dean*

#### Faculty

*Professors:* Jud Fine, M.F.A.; Robbert Flick, M.F.A.\*; Margaret Lazzari, M.F.A.\*; Ron Rizk, M.F.A.; Ruth Weisberg, M.A.\*; Jay S. Willis, M.A.

*Associate Professors:* Bob Alderette, M.F.A.; Sharon Lockhart, M.F.A.; Margit Omar, M.F.A.\*

*Assistant Professors:* Frances Stark, M.F.A.; Charlie White, M.F.A.; Andrea Zittel, M.F.A.

*Full-time Lecturers:* Tad Beck, M.F.A.; Caroline Clerc, M.F.A.; Karen Koblitz, M.F.A.; Haven Lin-Kirk, M.F.A.; Ann Page, B.F.A.; Julia Paull, M.F.A.

*Part-time Lecturers:* Hisako Asano, M.F.A.; Lisa Auerbach, M.F.A.\*; Christopher Barnard, M.F.A.; Tanya Batura, M.F.A.; Cherie Benner-Davis, M.F.A.; Kenny Berger, M.F.A.; Anne Bray, M.F.A.; Justin Bua, M.F.A.; Steve Child, M.F.A.; Craig Clifford, M.F.A.; Jessica Cusick, M.A.; Marc Digeros, M.F.A.; Janet Owen Driggs, M.F.A.; Shannon Ebner, M.F.A.; Bart Exposito, M.F.A.; Dawn Finley, M.A.; Lauri Firstenberg, Ph.D.; David Folender, M.F.A.; Danielle Foushee, M.F.A.; Bia Gayotto, M.F.A.; Susan Gray, M.F.A.; Phyllis Green, M.F.A.; Sherin Guirguis, M.F.A.; Phillip Hayes, M.F.A.; Michael Ned Holte, M.A.; Carmine Iannacone, M.F.A.; Helen Kim, M.F.A.; Cindy Kolodziejski,

M.F.A.; Debbie Kupinsky, M.F.A.; Caryl Levy, M.A.; Ferdinand Lewis, M.A.; Ryan Logan, M.F.A.; Gregory Martin, M.F.A.; Barbara McCarren, M.F.A.; Karen Moss Familian, Ph.D.; Thomas Muller, M.F.A.; Trevor Norris, M.F.A.; Brian Olson, B.A.; Arthur Ou, M.F.A.; Jorge Pardo, M.F.A.; Richard Parker, M.F.A.; Thomas Schorer, M.F.A.; Carole Silverstein, M.F.A.; Francesco Siqueiros, M.F.A.; Michael Sy, M.F.A.; Joel Tauber, M.F.A.; Osvaldo Trujillo, M.F.A.; Linda Venis, Ph.D.; Erika Vogt, M.F.A.; Alexis Weidig, M.F.A.; Sarah Welch, M.A.; Dee Williams, M.F.A.; Ewa Wojciak, M.F.A.

*Emeritus Professors:* Keith A. Crown, B.F.A.; Kenneth Price, M.F.A.

\*Recipient of university-wide or school teaching award.

## General Information

### Degrees Offered

At the undergraduate level, the school offers the Bachelor of Fine Arts. The Bachelor of Arts (fine arts-studio arts) is offered in conjunction with the College of Letters, Arts and Sciences. The Roski School of Fine Arts also offers six minor programs in studio arts and participates in a 3-D animation minor in conjunction with the School of Engineering's Information Technology Program and a communication design minor in conjunction with the Marshall School of Business and the Annenberg School for Communication.

Degrees offered at the graduate level are: Master of Fine Arts and Master of Public Art Studies. Two dual degrees are also available: Master of Public Art Studies/Master of Planning and Master of Public Art Studies/Master of Arts, Jewish Communal Service.

### Minimum Grade Point Average Requirements

A minimum grade of C (2.0) or higher is required in all studio and art history courses for all undergraduate majors and minors in the Roski School of Fine Arts. A grade of C- or lower will not satisfy a major or minor requirement. A minimum grade point average of 3.0 must be maintained by all candidates for the Master of Fine Arts and Master of Public Art Studies.

### Undergraduate Admission

Admission to the Roski School of Fine Arts at the undergraduate level is granted through the USC Office of Admission. A supplementary application form and portfolio information is available to download at [roski.usc.edu](http://roski.usc.edu). Freshman applicants applying by December 10 for the fall semester will receive priority consideration for admission to the university. The deadline for transfer applicants for the fall semester is February 1.

A portfolio consisting of 10 to 15 images in slide form or on a CD, in addition to the supplemental application, is required for all B.F.A. or B.A. (Fine Arts-Studio Arts) studio applicants. Portfolios must be sent directly to the Roski School of Fine Arts. For additional information, see the school's Web site at [roski.usc.edu](http://roski.usc.edu) or email [finearts@usc.edu](mailto:finearts@usc.edu).

Students who have not been admitted to the Roski School of Fine Arts may complete a maximum of 20 units at USC. No further course work may be taken until admitted. Students who complete the maximum number of units without gaining admission to the school will be advised to select another

major. Students are encouraged to contact the school's Student Services Office, Watt Hall 116, (213) 821-1290, for advisement and assistance.

### Graduate Admission

Applications for admission to the graduate programs are evaluated by the USC Office of Graduate Admission before being forwarded to the school. Students must be admitted by both the USC Graduate School and the Roski School of Fine Arts. The Graduate School's general admission requirements include official transcripts of all previous college and university work.

Graduate applicants must submit a supplemental application, available at [roski.usc.edu](http://roski.usc.edu), and three letters of recommendation from instructors or persons able to comment on the applicant's creative work. Please note the additional admission requirements on the supplemental application form.

**Advisement**

Academic advisement is provided to fine arts majors, minors and graduate students through the Student Services Office in Watt Hall 116, (213) 821-1290. The staff advisors provide information regarding academic life at the university, program requirements, policies and procedures to assist students with their degree completion. Majors are required

to meet with the advisor before registering each semester. Appointments may be scheduled at most times during the academic year.

**International Study Options**

Fine arts majors may take advantage of art courses offered through study abroad programs in Canberra, Australia; Cape Town,

South Africa; and Florence or Cortona, Italy. These options are described on page 67. Please contact USC Overseas Studies Office in CAS 104, (213) 740-3636, or [www.usc.edu/schools/college/overseas](http://www.usc.edu/schools/college/overseas) for complete information, program requirements and applications.

## Undergraduate Degrees

### Bachelor of Fine Arts

The B.F.A. is a four-year studio intensive program in preparation for a career in the fine arts, and/or related fields or pursuit of a master of fine arts degree. With few required courses or electives and a wide variety of media from which to choose, the B.F.A. provides ample opportunity to explore and develop a strong personal vision in art.

Introductory courses focus on technique and conceptual context while building a solid grounding in art history and critical theory. Advanced students work on self-generated independent projects under the guidance and mentoring of individual faculty members. Emphasis in the last year is on the production of a professional quality portfolio of work.

**Curriculum Requirements**

The B.F.A. requires a total of 128 units, including 96 units of fine art requirements.

REQUIRED COURSES		UNITS
FA 101a	Drawing	4
FA 102	Design Fundamentals	4
FA 106	Sculpture I	4
FA 150	Visual Culture and Literacy I	4
FA 250	Visual Culture and Literacy II	4
FA 350	Art Theory and Criticism	4
FA 450x	Senior Seminar	4
One course from the following:		
AHIS 363	Race, Gender and Sexuality in Contemporary Art	4
AHIS 370	Modern Art III: 1940 to the Present	4
PAS 371	Art in the Public Realm: Contemporary Issues	4

Fine Arts electives:

Select 24 additional units from the following: FA 100-299 studio, no "x" classes

Select 40 additional units from the following: FA 300-499 studio

Total units: 96

**General Education Requirements**

The university's general education program provides a coherent, integrated introduction to the breadth of knowledge you will need to consider yourself (and to be considered by other people) a generally well-educated person. This program requires six courses in different categories, plus writing and diversity requirements, which together comprise the USC Core. See pages 60 and 231 for more information.

### Bachelor of Arts, Fine Arts (Studio Arts)

The bachelor of arts is a liberal arts degree that provides the student with a combination of studio art and the choice of a minor field of study such as communication, multimedia, education, business, film or computer animation. The B.A. program offers a more flexible and broad academic education than the bachelor of fine arts degree while still providing a meaningful experience in the studio area that can be an asset in preparing for many art-related careers.

**Curriculum Requirements**

The bachelor of arts (B.A.) requires a total of 128 units including 64 units of fine arts requirements.

REQUIRED COURSES		UNITS
FA 101a	Drawing	4
FA 102	Design Fundamentals	4
FA 106	Sculpture I	4
FA 150	Visual Culture and Literacy I	4
FA 250	Visual Culture and Literacy II	4
FA 350	Art Theory and Criticism	4
FA 450x	Senior Seminar	4
One course from the following:		
AHIS 363	Race, Gender and Sexuality in Contemporary Art	4
AHIS 370	Modern Art III: 1940 to the Present	4
PAS 371	Art in the Public Realm: Contemporary Issues	4

Fine Arts electives:

Select 16 additional units from the following: FA 100-299 studio, no "x" classes

Select 16 additional units from the following: FA 300-499 studio

Total units: 64

**General Education Requirements**

The university's general education program provides a coherent, integrated introduction to the breadth of knowledge you will need to consider yourself (and to be considered by other people) a generally well-educated person. This program requires six courses in different categories, plus writing, foreign language and diversity requirements, which together comprise the USC Core. See pages 60 and 231 for more information.

## Minor and Honors Programs

### Minors in Fine Arts

The Roski School of Fine Arts offers minors in fine arts as supplements to major fields of specialization in other departments and schools for students whose academic programs do not permit the opportunity to pursue one of the school's regular degree options. There are six intensive studio minors — in painting, drawing, photography, sculpture, two-dimensional studies, and digital media-based imaging — as well as interdisciplinary minors in communication design, 2-D art for games, 3-D animation and 3-D art for games. There is a separate application for fine arts minors available at [roski.usc.edu/minors](http://roski.usc.edu/minors).

Candidates for the minors in the Roski School of Fine Arts will be counseled by an academic advisor in the Roski School of Fine Arts.

#### *Minor in Communication Design*

The core of this minor is communication design. In addition to courses in design, visual literacy and digital imaging, this minor includes optional courses in business, communication, journalism and marketing, allowing students to translate their design foundation in ways that are directly relevant to their career paths. The total number of units required for the minor is 24.

REQUIRED COURSES (24 UNITS)		UNITS
FA 102	Design Fundamentals	4
One lower division course (4 units) chosen from the following:		
FA 150	Visual Culture and Literacy I	4
FA 202	Design II (corequisite: FA 203)	4
FA 210	Introduction to Digital Photography	4
FA 215	Introduction to Digital Video and Interactivity	4

Four upper division courses (16 units) chosen from the following:

ACCT 410x	Accounting for Non-Business Majors	4
BAEP 423	Management of Small Businesses	4
BAEP 451	The Management of New Enterprises	4
BAEP 454	The Entrepreneurial Business Plan	4
BUAD 307	Marketing Fundamentals	4
COMM 321	Communication in the Virtual Group	4

COMM 339	Communication Technology and Culture	4
COMM 340	The Culture of New Media	4
COMM 375	Business and Professional Communication	4
FA 302	Design III	4
FA 310	Digital Photo Studio	4
FA 315	Multimedia Studio	4
FA 320	Video Studio	4
FA 332	Typography	2
FA 402	Advanced Design Projects	4, max 12
FA 410	Advanced Digital Photo Studio	4, max 12
FA 415	Advanced Multimedia Studio	4, max 12
FA 420	Advanced Video Studio	4, max 12
JOUR 340	Introduction to Advertising	4
JOUR 342	Advertising Media and Analysis	4
JOUR 343	Advertising Design and Production	4
MKT 405	Advertising and Promotion Management	4
MKT 406	Practicum in Advertising and Promotion Design	4
MKT 450	Consumer Behavior and Marketing	4

#### *Minor in Digital Media-based Imaging*

This minor deals with art making using new technologies, including digital photography, digital video and computer imaging. Course work includes choice of classes in history of photography, digital media, visual literacy and computer imaging. The professional aspects of this minor assist students in developing careers in fine arts, communication, engineering, film, journalism and in any area where there is a need for flexible and creative imaging using digital media. The total number of units required for the minor is 28.

REQUIRED COURSES (28 UNITS)		UNITS
Lower division		
FA 150	Visual Culture and Literacy I	4
FA 209a	Photography	4
FA 210	Introduction to Digital Photography	4
FA 215	Introduction to Digital Video and Interactivity	4

Three upper division courses (12 units) chosen from the following:

AHIS 373	History of Photography — Pictorialism to Postmodernism	4
AHIS 469	Critical Approaches to Photography	4
CTAN 451	History of Animation	2
FA 310	Digital Photo Studio	4
FA 315	Multimedia Studio	4
FA 320	Video Studio	4
FA 350	Art Theory and Criticism	4
FA 410	Advanced Digital Photo Studio	4, max 12
FA 415	Advanced Multimedia Studio	4, max 12
FA 420	Advanced Video Studio	4, max 12

#### *Minor in Drawing*

Students enrolled in the minor in drawing will develop their creativity and technical drawing skills, as well as deepen their understanding of contemporary art. Foundation courses provide the fundamentals of spatial rendering, composition, figure drawing and visual expression. Advanced courses require more ambitious projects, personal direction, research and sustained focus. The minor is available to all USC students who wish to develop their abilities to communicate through visual means, or who wish to develop skills for conceptualization and problem solving. The minor in drawing can assist the students in art-related work, as well as creative pursuits such as printed works with images, Web sites, games and animation. A total of 24 units are required for this minor.

REQUIRED COURSES (24 UNITS)		UNITS
FA 101ab	Drawing	4-4
FA 201a	Life Drawing	4

Optional extra lower-division course:

FA 150	Visual Culture and Literacy I	4
FA 201b	Life Drawing	4

Three upper division courses (12 units) chosen from the following:

FA 301	Advanced Drawing	4
FA 311	Printmaking	4
FA 331	The Human Figure in Narrative Drawing	2
FA 350	Art Theory and Criticism	4

FA 401	Topics in Advanced Drawing	4, max 12
FA 411	Topics in Advanced Printmaking	4, max 12

*Minor in Painting*

Within both western and non-western traditions, painting has a long history as a site for aesthetic experience and cultural questioning. This minor allows students to immerse themselves in painting, as well as developing a grasp of the critical issues surrounding it. Foundation courses provide the fundamentals of color, composition, medium and drawing. Advanced courses require more ambitious projects, personal direction, research and sustained focus. Students majoring in many areas of the humanities may pursue this minor to augment their understanding of one of the key media in the arts. The minor is available to all USC students who wish to develop their painting skills. A total of 24 units are required for this minor.

**REQUIRED COURSES (24 UNITS) UNITS**

Three lower division courses (12 units) chosen from the following:

FA 101a	Drawing	4
FA 102	Design Fundamentals	4
FA 105	Painting I	4
FA 150	Visual Culture and Literacy I	4
FA 205ab	Painting II	4-4

Three upper division courses (12 units) chosen from the following:

FA 305	Advanced Painting	4
FA 311	Printmaking	4
FA 350	Art Theory and Criticism	4
FA 405	Topics in Advanced Painting	4, max 12
FA 411	Topics in Advanced Printmaking	4, max 12

*Minor in Photography*

The photography minor provides an in-depth experience in all aspects of photography. The well-equipped darkrooms allow individual hands-on exploration of black and white and color processes, camera types, historical and traditional printing methods, lighting and film technology. It also includes a foundation in photo theory and criticism. This minor is appropriate for students interested in an intense experiential exploration of the medium of photography. The total number of units required for the minor is 28.

**REQUIRED COURSES UNITS**

Lower division courses (16 units)

FA 150	Visual Culture and Literacy I	4
FA 209ab	Photography	4-4
FA 210	Introduction to Digital Photography	4

One upper division course (4 units) chosen from the following:

AHIS 373	History of Photography Pictorialism to Postmodernism	4
AHIS 469	Critical Approaches to Photography	4

Two upper division courses (8 units):

FA 309	Advanced Photography	4
FA 310	Digital Photo Studio	4
FA 350	Art Theory and Criticism	4
FA 409	Topics in Advanced Photography	4, max 12
FA 410	Advanced Digital Photo Studio	4, max 12

*Minor in Sculpture*

This minor focuses on making, organizing and manipulating objects and their spatial relationships in a range of materials such as wood, fiberglass, clay, plaster, latex and metal. Course work includes choice of classes in sculpture, ceramics, visual literacy, public art, moldmaking, metal and casting. The three-dimensional skills taught in this minor intersect with many other disciplines including architecture, cinema-television, special effects, engineering design, urban planning and any other areas where skills in maquette and model building are relevant. The total number of units required for the minor is 28.

**REQUIRED COURSES (28 UNITS) UNITS**

FA 106	Sculpture I	4
FA 150	Visual Culture and Literacy I	4

Eight lower division units chosen from the following:

FA 101a	Drawing	4
FA 112	Ceramics	4
FA 136	Modeling and Mold Making	2
FA 206	Sculpture II	4
FA 212	Wheel Throwing	2
FA 213	Clay and Glazes	2
FA 214	3-D/Actual and Virtual	4
FA 236	Metal	2
FA 246	Construction Techniques	2

Three upper division courses (12 units) chosen from the following:

FA 306	Advanced Sculpture	4
FA 312	Advanced Ceramics	4
FA 366	Art and Site	4
FA 406	Topics in Advanced Sculpture	4, max 12
FA 412	Topics in Advanced Ceramics	4, max 12
FA 436	Art and Technology	4
PAS 400	Contemporary Public Art	4

*Minor in Two-Dimensional Studies*

This minor is designed for students who wish to augment their understanding of art in general in two-dimensional areas, rather than complete a minor that focuses on one medium. This minor provides a broad scope of courses in 2-D media and studies. This minor is open to any USC student, especially those interested in animation to sharpen their drawing, color and compositional skills. Students interested in the vast varieties of digital visual communication can develop better color and compositional skills. Total number of units required is 28.

**REQUIRED COURSES (28 UNITS) UNITS**

Four lower division courses (16 units) chosen from the following:

FA 101ab	Drawing	4-4
FA 102	Design Fundamentals	4
FA 105	Painting I	4
FA 150	Visual Culture and Literacy I	4
FA 201ab	Life Drawing	4-4
FA 205ab	Painting II	4-4
FA 207abx	Two-Dimensional Art Workshop	2-2
FA 210	Introduction to Digital Photography	4
FA 215	Introduction to Digital Video and Interactivity	4

Three upper division courses (12 units) chosen from the following:

FA 301	Advanced Drawing	4
FA 305	Advanced Painting	4
FA 310	Digital Photo Studio	4
FA 311	Printmaking	4
FA 315	Multimedia Studio	4
FA 331	The Human Figure in Narrative Drawing	2
FA 350	Art Theory and Criticism	4
FA 401	Topics in Advanced Drawing	4, max 12
FA 405	Topics in Advanced Painting	4, max 12
FA 411	Topics in Advanced Printmaking	4, max 12

*Minor in 2-D Art for Games*

This interdisciplinary minor integrates three major disciplines (fine arts, computer science and interactive media) to develop the 2-D visual skills necessary to conceptualize and illustrate images for games. Skills include figure drawing, perspective, camera angles, point of view, story boarding, character development and illustration techniques. Software programs such as Illustrator, InDesign and Flash will be utilized in basic interface and interactive design assignments. Although game genres include 3-D examples, this minor will focus on the 2-D graphics for 2-D games and 3-D interface design. The minor includes fine arts courses as well as game design, game technology, production pipelines and play testing courses in computer science and interactive media. A minimum of 28 units is required for this minor.

**REQUIRED LOWER DIVISION COURSES**

(12 UNITS)		UNITS
FA 101ab	Drawing	4-4
FA 102	Design Fundamentals	4

**REQUIRED UPPER DIVISION COURSES**

(12-14 UNITS)		UNITS
FA 436	Art and Technology	4
CTIN 488	Game Design Workshop	4
CSCI 491abL*	Final Game Project, or	
CTIN 491abL**	Advanced Game Project	4-2

**ELECTIVES**

(4 UNITS CHOSEN FROM THE FOLLOWING)		UNITS
CSCI 281	Pipelines for Games and Interactives	3
CSCI 486	Serious Games Development	3
CTAN 330	Animation Fundamentals	2
CTAN 451	History of Animation	2
CTAN 452	Introduction to 3-D Computer Animation	2, max 4
CTIN 484L	Intermediate Game Development	2
CTIN 489	Intermediate Game Design Workshop	2
CTIN 491bL	Advanced Game Project	2
FA 105	Painting I	4
FA 150	Visual Culture and Literacy I	4

FA 201a	Life Drawing	4
FA 203	Digital Tools for Design	2
FA 207abx	Two-Dimensional Art Workshop	2-2
FA 210	Introduction to Digital Photography	4
FA 331	The Human Figure in Narrative Drawing	2
ITP 280	Video Game Production	4

\*Both a and b must be taken

\*\*Can take only a, but unless b is also taken, student cannot lead a project.

*Minor in 3-D Art for Games*

The focus of the 3-D art for games minor is a trans-disciplinary approach that incorporates the creative, technological and team-based communication skills necessary to develop 3-D art skills for video games. It includes a choice of courses from fine arts, computer science, information technology, interactive media and animation and digital arts. In preparation for the transition from the theoretical assignment to professional practice, students will present game prototypes to outside professionals at "Demo Days" at the end of each semester. The minimum number of units is 28.

**REQUIRED LOWER DIVISION COURSES**

(13 UNITS)		UNITS
CSCI 281	Pipelines for Games and Interactives	3
FA 106	Sculpture I	4
FA 214	3-D/Actual and Virtual	4
ITP 215x	3-D Modeling, Animation, Compositing and Special Effects	2

**REQUIRED UPPER DIVISION COURSES**

(11-14 UNITS)		UNITS
FA 436	Art and Technology	4
CTIN 488	Game Design Workshop, or	4
CSCI 486	Serious Games Development	3
CTIN 491aL	Advanced Game Project, or	4
CSCI 491abL	Final Game Project	4-2

**ELECTIVES**

(4 UNITS CHOSEN FROM THE FOLLOWING)		UNITS
CSCI 180	Survey of Digital Games and Their Technologies	3
CSCI 486*	Serious Games Development	3
CTAN 330	Animation Fundamentals	2
CTAN 451	History of Animation	2
CTAN 452	Introduction to 3-D Computer Animation	2, max 4
CTIN 483	Programming for Interactivity	4
CTIN 488*	Game Design Workshop	4
CTIN 489	Intermediate Game Design Workshop	2
CTIN 491bL	Advanced Game Project	2
FA 150	Visual Culture and Literacy I	4
FA 210	Introduction to Digital Photography	4
FA 215	Introduction to Digital Video and Interactivity	4
FA 330	Ideas in Intermedia	4
FA 350	Art Theory and Criticism	4
ITP 280	Video Game Production	4

\*Can be taken as elective if not taken as upper-division requirement.

*Minor in 3-D Animation*

The 3-D animation minor merges theoretical concepts and practical skills to prepare students for a career in their major field of work with incorporation of 3-D animation and interactive technologies. Through integration of three major disciplines (cinema, fine arts and information technology), students gain a solid foundation in a wide range of important industry and academic skills. Two concentrations are available depending on professional goals and career or industry objectives. Refer to the School of Engineering's Information Technology program, page 627, for course requirements.

**Honors in Multimedia Scholarship**

This program offers qualified undergraduate students an opportunity to approach their discipline(s) of study through the critical application of multimedia expression and scholarship. The student experience will be characterized by smaller classes taught by leading faculty members and enriched by a program of lecture series, visiting scholars, symposia and conferences. For complete program requirements, see the Interdisciplinary Programs section, page 103.

## Graduate Degrees

### Master of Fine Arts

A two-year program administered in collaboration with the Graduate School, the Master of Fine Arts is a professional degree in the practice of art preparing students to pursue careers as professional artists. The opportunity to gain experience as a teaching assistant is available on a competitive basis. Applicants must hold a Bachelor of Fine Arts, or equivalent, from an accredited school. The intended area of primary interest must be indicated and the applicant must provide 20 images or videos of recent work. Transfer work applicable to the M.F.A. degree must have been completed within five years of the date of application. Supplemental applications are available at [roski.usc.edu](http://roski.usc.edu).

Supplemental applications and related materials should be sent directly to: Graduate Programs, Roski School of Fine Arts, Watt Hall 104, University of Southern California, University Park, Los Angeles, CA 90089-0292. Applicants wishing to have their portfolios returned should include a stamped, self-addressed envelope or mailing container.

#### Program Requirements

At least 48 units are required for the Master of Fine Arts, to be distributed as follows: FA 515 Visiting Artist Forum, 6 units; FA 520 Individual Studies, max 16 units; FA 555 Seminar in Art Theory and Criticism, 8 units; FA 550 Seminar: Contemporary Issues, 4 units; FA 551 Fine Art and Interdisciplinary Studies, 8 units; 400 or 500-level electives outside of Fine Arts, 4 units; 594abz Master's Thesis, 4 units.

Master of Fine Arts students are evaluated by faculty during reviews held near the end of each semester. Before a student is recommended for the Master of Fine Arts, a comprehensive review of past work and professional goals is held. An exhibition of work at the end of the course of study and a written thesis, documented with visual material, complete the Master of Fine Arts program. A minimum grade point average of 3.0 on all graduate work is required for the Master of Fine Arts degree.

Complete details can be found in the *Roski School of Fine Arts Graduate Studio Guidelines*, obtainable upon admission to the program.

### Master of Public Art Studies

The Master of Public Art Studies program is a two-year program administered by the Roski School of Fine Arts and designed to meet the special training needs of individuals whose career goals are oriented toward professional work in public art. The long range objectives of the program are to provide students and professionals with the necessary skills, knowledge and experience to become successful administrators and problem solvers. The program is founded on the principle of using the facilities of the university both as a practical laboratory and as a catalyst for furthering dialogue, collaboration and research. The goal of the program is to build bridges between disciplines, the university and the community.

#### Admission Requirements

Admission to the Public Art Studies program is granted through the USC Office of Graduate Admission, which receives and processes all applications, evaluates credentials and issues notification letters. The Roski School of Fine Arts establishes and monitors the standards under which students are admitted. Admission to the university under the standard of the Roski School of Fine Arts is determined by the Office of Graduate Admission on the recommendation of the Public Arts Studies program. The following are the basic requirements: (1) a Bachelor of Arts or Bachelor of Fine Arts degree or its equivalent from an accredited college or university comparable in standards to that awarded at USC; (2) a 3.0 overall GPA; and (3) three letters of recommendation. Credentials for admission must include a complete record of all previous colleges or universities attended. The GRE is required only if the applicant is applying for financial aid.

#### Thesis Requirements

A master's thesis committee comprises three members: the director of the program, the primary reader and a professional from the student's area of emphasis (administration, history, practice).

The thesis committee shall be established after the student completes the second semester's course work. The committee, after a comprehensive review of the candidate's past work and professional goals, will determine if the student is to be recommended for advancement.

**Program Requirements**

A minimum of 32 units, usually taken during a two-year period, is required, to be distributed as follows:

FIRST YEAR, FALL		UNITS
PAS 549	Public Art Communication Management	2
PAS 561	Administration Survey	3
PAS 571	History Survey	3
		8

FIRST YEAR, SPRING		UNITS
PAS 550a	Public Art in the Community	1
PAS 562	Administration and Program Development	3
PAS 572	History	3
PAS 581	Forum	2
		9

SECOND YEAR, FALL		UNITS
PAS 550b	Public Art in the Community	1
PAS 585	Public Space, the Public Realm and Public Art	3
PAS 594a	Master's Thesis, or	
PAS 593a	Final Thesis Project	2
Elective		2
		8

SECOND YEAR, SPRING		UNITS
PAS 591	Field Internship Experience	1
PAS 594b	Master's Thesis, or	
PAS 593b	Final Thesis Project	2
Elective		4
		7

*Elective Requirement*

Candidates for the Master of Public Art Studies must complete a minimum of 6 units of graduate level electives, chosen from any relevant area in the university, with departmental approval.

## Dual Degrees

### Master of Public Art Studies/Master of Arts, Jewish Communal Service

The Master of Public Arts Studies/Master of Arts in Jewish Communal Service dual degree program is for students who wish to apply their community-based practice to art programming, administration, advocacy and educational outreach within the Jewish community. The paired research facilities at the University of Southern California and Hebrew Union College – Jewish Institute of Religion provide exceptional training for the public art professional looking to specialize in Jewish cultural outreach. Graduates of the dual degree will obtain the skills and valuable experience to pursue careers as change agents within the Jewish community, and as art leaders, cultural planners and community advocates.

MASTER OF PUBLIC ART STUDIES (22 UNITS)		UNITS
PAS 549	Public Art Communication Management	2
PAS 550ab	Public Art in the Community	1-1
PAS 561	Administration Survey	3
PAS 562	Administration and Program Development	3
PAS 571	History Survey	3
PAS 572	History	3
PAS 581	Forum	2
PAS 594abz	Master's Thesis	2-2-0
		22

Students must complete the following requirements in this program: 70 units, including 22 units in the USC Public Art Studies program, 28 units in the HUC-JIR Jewish Communal Service program, 8 units of fieldwork supervised by HUC-JIR and 12 elective units that define a field of study.

For information about Jewish Communal Service courses, contact the Office of Admissions, Hebrew Union College – Jewish Institute of Religion, 3077 University Avenue, Los Angeles, CA 90007-3796.

*Seminar in Israel*

Each student must complete a three-week seminar in Israel (CS 481), supervised by faculty from the HUC-JIR School of Jewish Communal Service.

*Capstone Projects*

Each student must complete a master's thesis (PAS 594abz). At least one member of the faculty from the USC Roski School of Fine Arts and one member of the faculty from the HUC-JIR School of Jewish Communal Service program will sit on the thesis committee. The capstone project serves as an important complementary evaluation of the student's ability to be a successful professional.

*Internship*

Students must complete a 200-hour internship supervised by the USC Public Art Studies program. The internship may be fulfilled in part by current related professional experience upon review and approval of the student's faculty advisors.



## Master of Public Art Studies/Master of Planning

The Master of Public Art Studies/Master of Planning dual degree program offers an unusually rich opportunity for students interested in developing a new knowledge base to become a successful professional working in the arena of public art administration, planning and community development. Los Angeles and the facilities at USC provide a unique learning laboratory to educate a more competitive professional with a better understanding of both the administration of public art and issues of urban planning.

Students must complete the following requirements in this program: 64 units, including 22 units in public art studies, 22 in policy, planning, and development, and 20 in a field of study with no more than 8 units taken from other USC programs.

PUBLIC ART STUDIES (22 UNITS)		UNITS
PAS 561	Administration Survey	3
PAS 562	Administration and Program Development	3
PAS 571	History Survey	3
PAS 572	History	3
PAS 581	Forum	2

PAS 585	Public Space, the Public Realm and Public Art	3
PAS 591	Field Internship Experience	1
PAS 594ab	Master's Thesis, or	
PAS 593ab	Final Thesis Project	2-2

POLICY, PLANNING, AND DEVELOPMENT (22 UNITS)		UNITS
PPD 500	Cross-Sectoral Governance	4
PPD 524	Planning Theory	2
PPD 525	Statistics and Arguing from Data	2
PPD 526	Comparative International Development	2
PPD 528	The Urban Economy	2
PPD 529	Legal Environment of Planning	2
PPD 531L	Core Laboratory Workshop	4
PPD 627	Design Skills for Urban Planners	4

Note: 2-unit courses may be offered in seven-and-a-half week blocks.

Dual degree students, like all other M.Pl. students, must take a comprehensive examination and fulfill the internship requirement.

### Field of Study (20 units)

No more than 8 units from outside the Roski School of Fine Arts and the School of Policy, Planning, and Development.

### Capstone Projects

Students must complete a master's thesis or final thesis project through the Roski School of Fine Arts and the M.Pl. comprehensive examination through the School of Policy, Planning, and Development.

### Internship

All students must complete 400 hours of internship through the School of Policy, Planning, and Development. This internship may be partially or completely fulfilled through prior professional experience.

## Courses of Instruction

### FINE ARTS (FA)

The terms indicated are *expected* but are not *guaranteed*. For the courses offered during any given term, consult the *Schedule of Classes*.

**101ab Drawing (4-4, FaSpSm)** *a*: An introduction to drawing, both skill and perception oriented, as the basic tool for all the visual arts. *b*: Continuation of *a*.

**102 Design Fundamentals (4, FaSp)** Introduction to the basic elements and processes of visual communication and design. Instruction includes studio projects, lectures and readings. Various media used.

**105 Painting I (4, FaSpSm)** Practical introduction to oil and acrylic pigments, painting equipment, processes, and media. Also, primary experience in: color, composition and perception through representational and abstract painting.

**106 Sculpture I (4, FaSp)** Practical and theoretical introduction to sculpture as dimensional manipulation. Primary exploration of form, mass, gravity, surface, structure and associative recognition in three-dimensional art.

**112 Ceramics (4, FaSpSm)** Practical and theoretical exploration of the nature of surface, form, volume and mass as fundamental elements of clay sculpture and the ceramic object.

**136 Modeling and Mold Making (2, FaSp)** Introduction to plaster mold making using clay and wax for both ceramics and sculpture. Exploration of casting materials. (Duplicates credit in FA 208ax.)

**140x A Cultural Guide to Los Angeles (2, FaSp)** An experiential and critical survey of the cultural phenomena that make up Los Angeles: dance, music, theater, film; emphasis on visual arts. Not available for major credit to fine arts majors. Graded CR/NC.

**142x Contemporary Arts and Artists (2)** Visual art in Los Angeles. Introduction to modern and contemporary art through lectures, discussions and guided tours to museums and galleries. Seminars, readings and written papers. Not available for major credit to fine arts majors.

### 150 Visual Culture and Literacy I (4, FaSp)

Introduction to modern and contemporary visual culture with emphasis on the major aesthetic theories and practices of the past 150 years.

**201ab Life Drawing (4-4, FaSp)** An introduction to the representation and depiction of the human form. Emphasis on anatomical, compositional, gestural, environmental and interpretive drawing. *Prerequisite*: FA 101b. *b*: Continuation of *a*.

**202 Design II (4, FaSp)** Exploration of essential elements of traditional and digital design, including color and image-text integration, editing information, typography and sequencing. *Prerequisite*: FA 102; *corequisite*: FA 203.

### 203 Digital Tools for Design (2, FaSp)

Exploration of the processes of germination, ideation and application/execution in design integrated with computer usage.

**205ab Painting II (4-4, FaSpSm)** A continuation of the practical and theoretical skills introduced in Painting I. Color as an issue in personal expression and perception; color as content, cultural and social subjects/objects, symbols and to signify a personal language. *Prerequisite:* FA 105. *b:* Continuation of *a*.

**206 Sculpture II (4, FaSp)** Continued examination of the concepts of three-dimensional art: interrelation of material and image, public, human and intimate scale. *Prerequisite:* FA 106.

**207abx Two-Dimensional Art Workshop (a: 2, max 8, Fa; b: 2, max 8, FaSp)** *a:* Studio practice to develop standards of judgment and appreciation of the visual arts. Not available for credit to studio majors. *b:* Continuation of *a*.

**208abx Three-Dimensional Art Workshop (a: 2, max 8, FaSp; b: 2, max 8, FaSp)** *a:* Studio practice to develop standards of judgment and appreciation of the visual arts. Not available for credit to studio majors. *b:* Continuation of *a*.

**209ab Photography (4-4, FaSp)** Introduction to the practice of photographic image making within a fine arts context. Emphasis on the development of technical skills in relation to personal vision. Work is in black and white. *b:* Continuation of *a*.

**210 Introduction to Digital Photography (4, FaSp)** An introductory course exploring the processes and practices of digital capture, imaging and printing, from web-based image posting to large-scale printing. (Duplicates credit in former FA 210a.)

**212 Wheel Throwing (2, FaSp)** An introductory course using wheel throwing techniques for ceramics to explore a variety of forms through three-dimensional exercises.

**213 Clay and Glazes (2, Sp)** Provides a foundation in clay and glaze materials as they relate to making ceramic art. *Prerequisite:* FA 112.

**214 3-D/Actual and Virtual (4, FaSp)** A conceptually inventive introduction to clay and computer modeling. An investigation of the relationship between actual and virtual objects and how it affects our perception.

**215 Introduction to Digital Video and Interactivity (4, FaSp)** A course in digital imaging, which through studio practice and critical inquiry, explores the implications and potential of digitally-based image making. (Duplicates credit in former FA 210b.)

**236 Metal (2, FaSp)** Introduction to metal in fine art. Emphasis on technical proficiencies and effective solutions working in a variety of metals. *Recommended preparation:* FA 106.

**246 Construction Techniques (2, FaSp)** Exploration of art fabrication and the techniques and philosophies of working with a variety of materials. *Recommended preparation:* FA 106.

**250 Visual Culture and Literacy II (4, FaSp)** Critical examination of the key developments and theoretical discourses of 20th century visual culture. *Recommended preparation:* FA 150.

**301 Advanced Drawing (4, FaSpSm)** Directed examination of personal approaches in drawing; emphasis on making visual and artistic decisions and developing an appropriate attitude towards individual expression. *Prerequisite:* FA 201b.

**302 Design III (4, FaSp)** Advanced exploration of typography and image-text integration, including collaborative projects, pre-press and proofing techniques, narrative concepts and information architecture. *Prerequisite:* FA 202.

**303x Fundamentals of Visual Expression (4)** Experiential and theoretical understanding of the fundamental elements and principles of visual expression; nature, purposes, and vocabulary of visual art in historic and contemporary contexts. Not available for credit to studio majors.

**305 Advanced Painting (4, FaSpSm)** Directed examination of aesthetic concepts; investigation into personal ideas related to the development of a creative visual language in painting. *Prerequisite:* FA 205b.

**306 Advanced Sculpture (4, FaSp)** Directed examination of three-dimensional aesthetic concepts; development of an individual creative vision. *Prerequisite:* FA 206, FA 436, or FA 366.

**309 Advanced Photography (4, FaSp)** Continuation of the practice of photographic image making within a fine arts context, furthering technical and conceptual abilities. Continuation of critical readings. *Prerequisite:* FA 209b.

**310 Digital Photo Studio (4, FaSp)** A technically and conceptually intensive studio in digital 2-D imaging/photography. *Prerequisite:* FA 210.

**311 Printmaking (4, FaSp)** Introductory course in various printmaking techniques; necessary skills and inherent expressive qualities of different printmaking methods are explored.

**312 Advanced Ceramics (4, FaSpSm)** Directed examination of aesthetic concepts and investigation into personal ideas as they relate to the development of a creative visual language in ceramics. *Prerequisite:* FA 112.

**315 Multimedia Studio (4, FaSp)** An intensive multimedia studio in the understanding and method of interactive, web design, and game-based creative work. *Prerequisite:* FA 215.

**320 Video Studio (4, FaSp)** An intensive video studio in the understanding and method of time-based, narrative and non-narrative art. *Prerequisite:* FA 215.

**325 Three-Dimensional Imaging Studio (4, FaSp)** A technical and conceptual 3-D digital media course for students who wish to incorporate computer arts technology and thought in their 3-D work. *Prerequisite:* FA 106, FA 215.

**330 Ideas in Intermedia (4, max 12, FaSp)** An examination of the impact of digital media on contemporary culture, with attention to a particular, changing topic each semester.

**331 The Human Figure in Narrative Drawing (2, Sp)** An introduction to visual storytelling in both its historical and contemporary contexts. Emphasis on aesthetic, conceptual and technical skills for figurative narration. *Prerequisite:* FA 101a.

**332 Typography (2, FaSp)** The study of visual communication through the use of letterforms from historical tradition to contemporary experimental rebellion.

**334 Space/Motion/Site: Investigating Performance and Installation (2)** Exploration of performance and installation art, including historical influences and integration of multimedia and new technologies.

**335 New Genres: Experimental Practices in Contemporary Art (4, FaSp)** Ideas in New Genres, topic changes each semester.

**350 Art Theory and Criticism (4, FaSp)** An intellectual framework for the practice of art making; the historical context for current ideas. (Duplicates credit in former FA 204.)

**366 Art and Site (4, Fa)** Exploration focusing on site as a major component of artwork in both content and form, emphasizing multidimensional work in relation to context, material and intent. *Prerequisite:* FA 106 or PAS 371.

**390 Special Problems (1-4)** Supervised, individual studies. No more than one registration permitted. Enrollment by petition only.

**401 Topics in Advanced Drawing (4, max 12, FaSpSm)** Continued directed examination of personal approaches in drawing, emphasis on making visual and artistic decisions and developing an appropriate attitude toward visual expression. *Prerequisite:* FA 301.

**402 Advanced Design Projects (4, max 12, FaSp)** Advanced information design within a flexible curriculum. Emphasis on team-oriented projects. *Prerequisite:* FA 302.

**405 Topics in Advanced Painting (4, max 12, FaSpSm)** Directed painting with continued emphasis on personal choices regarding appropriation of conceptual images and arrangement, material processes, scale, number of paintings. Ongoing critical response to painting. *Prerequisite:* FA 101*ab*, FA 102, FA 305.

**406 Topics in Advanced Sculpture (4, max 12, FaSp)** Individual direction of the study of aesthetic issues in sculpture; investigation of an individual creative vision. *Prerequisite:* FA 306.

**409 Topics in Advanced Photography (4, max 12, FaSp)** In-depth exploration of photographic and artistic concepts as they apply to the articulation of personal work. *Prerequisite:* FA 309.

**410 Advanced Digital Photo Studio (4, max 12, FaSp)** Intensive open studio environment for individually-directed student art projects in the digital media, with an emphasis on 2-D photography. *Prerequisite:* FA 310.

**411 Topics in Advanced Printmaking (4, max 12, FaSp)** Directed examination of specific printmaking media in relation to personal aesthetic goals and expressive concepts. *Prerequisite:* FA 311.

**412 Topics in Advanced Ceramics (4, max 12, FaSpSm)** Continued directed examination of aesthetic concepts and investigation into personal ideas as they relate to the development of a creative visual language in ceramics. *Prerequisite:* FA 312.

**415 Advanced Multimedia Studio (4, max 12, FaSp)** An intensive open studio environment for individually-directed interactive- and web-based student art projects. *Prerequisite:* FA 315.

**418 Independent Studies in Studio Arts (1-4, max 10, FaSpSm)** Independent research of specific topics under the direction of a faculty member. Administrative and faculty approval required. *Recommended preparation:* appropriate 300-level course work.

**419 Professional Internship in the Arts (2, max 4, FaSpSm)** An experiential/academic opportunity in a museum, gallery, community cultural center, or related facility. Lectures, seminars, written analysis, and working internship. Open to upper division fine arts majors.

**420 Advanced Video Studio (4, max 12, FaSp)** An intensive open studio environment for individually-directed student art projects in the digital media, with an emphasis on video. *Prerequisite:* FA 320.

**432 Special Projects in Design (2, max 6, FaSp)** Students work on projects for outside clients, and receive instruction in professional practices, advanced design techniques, and sophisticated technology. By invitation or portfolio review only. Only open to upper division students. *Prerequisite:* FA 302.

**436 Art and Technology (4, FaSp)** An interdisciplinary course between art and engineering that addresses creative thinking in the manipulation of media and the communication of ideas. (Duplicates credit in former FA 336).

**450x Senior Seminar (4, FaSp)** Contemporary professional issues facing the studio artist; current directions in the visual arts; forces and attitudes affecting the practicing artist in our society. Available for credit to Fine Arts majors only.

**499 Special Topics (2-4, max 8, FaSpSm)** Comprehensive exploration of particular aspects of visual art.

**515 Visiting Artist Forum (1, max 6, FaSpSm)** Lecture and discussion course in the professional practice of art featuring formal presentations by visiting artists.

**520 Individual Studies (1-5, max 16, FaSpSm)** Investigation of creative problems through various media. Course may be repeated; maximum number of units to be determined by advisor.

**550 Seminar: Contemporary Issues (1, max 4, FaSp)** Study of issues relative to current directions in the visual arts; analysis and implications of forces contributing to conceptual development.

**551 Fine Art and Interdisciplinary Studies (4, max 12, Fa)** Issues and theories of contemporary art in relation to philosophy, history, literature, music, theatre, film, culture, politics, science, psychology and other disciplines.

**555 Seminar in Art Theory and Criticism (4, max 8, Sm)** An intensive seminar taught by well-known visiting critics, writers and artists addressing the deconstruction of a variety of theories in the humanities, including art, film, literature, and philosophy.

**560 Studies in Two-Dimensional Media (1-8, max 22)** Investigation of creative problems through two-dimensional media. Course may be repeated; maximum number of units to be determined by advisor.

**570 Studies in Three-Dimensional Media (1-8, max 22)** Investigation of creative problems through three-dimensional media. Course may be repeated; maximum number of units to be determined by advisor.

**580 Studies in Intermedia (1-8, max 22)** Investigation of creative problems through intermedia. Course may be repeated; maximum number of units to be determined by advisor.

**590 Directed Research (1-12, FaSpSm)** Research leading to the graduate degree. Maximum units which may be applied to the degree to be determined by the department. Graded CR/NC. *Prerequisite:* departmental approval, approval by Dean of School of Fine Arts or formal contract for research project.

**594abz Master's Thesis (2-2-0, FaSpSm)** Credit on acceptance of thesis. Graded IP/CR/NC.

#### PUBLIC ART STUDIES (PAS)

**371 Art in the Public Realm: Contemporary Issues (4, FaSp)** Critical frameworks and theoretical perspectives of contemporary public art issues explored through case studies and discussions with artists, architects, and designers engaging the public realm.

**400 Contemporary Public Art (4)** A survey of contemporary public art, its historical context and current trends, focusing on significant pieces and artists in Los Angeles and Southern California.

**499 Special Topics (2-4, max 8, FaSp)** Comprehensive exploration of particular aspects of public art.

**549 Public Art Communication Management (2, Fa)** Managing communication activities, communication through intra-firm publications; research methods; report and proposal preparation; communicating institutional policy and grant writing. (Duplicates credit in MPW 950.)

**550ab Public Art in the Community (1-1, Fa, Sp)** An administrative involvement within a community context. The collaborative experience shall involve developing public art solutions for projects specifically unique to the community.

**561 Administration Survey (3, Fa)** Survey of administrative approaches utilized by both private and public art agencies.

**562 Administration and Program Development (3, Sp)** Comparative case studies of the administration of private/public art agencies and their development. Concluding with the development of individual program policy statements. *Prerequisite:* PAS 561.

**571 History Survey (3, Fa)** An introductory survey of the history of public art from pre-historic monuments to the present. Emphasis upon the recent developments.

**572 History (3, Sp)** Continued investigation of contemporary public art projects based upon case studies and the investigation of public art aesthetics and topics. *Prerequisite:* PAS 571.

**575 Practice of Public Art (2-6, max 12, FaSp)** Collaborative experience between artist, designer, and problem solver involved in developing public art solutions. Development of principles, processes, and skills utilized during the preparation of public art proposals.

**581 Forum (2, FaSp)** Study of public art philosophy, programs and practicalities of administration utilizing professionals with diverse backgrounds. Numerous field trips required. *Prerequisite:* PAS 561, PAS 562, PAS 571, PAS 572.

**582 Seminar: Contemporary Issues (3, Sp)** Study of issues relative to current directions in public art; analysis and implications of forces contributing to conceptual development. Graded CR/NC. *Prerequisite:* PAS 561, PAS 562, PAS 571, PAS 572, or departmental approval.

**585 Public Space, the Public Realm and Public Art (3, FaSp)** Exploration of the economic, political and social dimensions of public art from the “public” rather than from the “art” point of view.

**590 Directed Research (1-12, FaSpSm)** Research leading to the master’s degree. Maximum units which may be applied to the degree to be determined by the department. Graded CR/NC.

**591 Field Internship Experience (1, max 2, FaSpSm)** Supervised internship participation within the context of a public/private art agency. Administrative involvement with community, artists, designers, professional agencies, and research. Graded CR/NC. *Recommended preparation:* successful completion of PAS core requirements.

**593abz Final Thesis Project (2-2-0)** Written/visual documentation of final thesis project. Graded IP/CR/NC. Credit on acceptance of final thesis project. *Prerequisite:* successful completion of all other requirements.

**594abz Master’s Thesis (2-2-0, FaSpSm)** Credit on acceptance of thesis. Graded IP/CR/NC.

**599 Special Topics (2-4, max 8, FaSpSm)**