
USC Roski School of Fine Arts



Painting students work in classrooms that resemble professional artist studios, each with large north-facing windows and skylights for natural illumination. With around-the-clock access to labs and studios, art students are free to work on course assignments as well as ambitious, self-directed projects – whenever inspiration hits.

First organized in 1883, the USC Roski School of Fine Arts is the oldest art school in Southern California. A supportive environment for experimentation in visual art, the school encourages interdisciplinary, progressive approaches to studio art, design, curatorial practice and critical studies. With equal emphasis on making and thinking, the USC Roski School prepares artists, designers, curators and writers to impact visual culture in new ways.

Each year the school attracts 275 undergraduate majors, over 1,000 liberal arts students and 50 graduate students. The school's undergraduate programs develop students' visual acuity, technical ability and critical insight. Students pursuing a B.A. have ample opportunity to take advantage of the wide-ranging academic offerings at USC, while B.F.A. students can immerse themselves more fully in the production of studio art. A faculty of distinguished, dedicated artists and designers teach innovative and comprehensive courses in painting, drawing, printmaking, sculpture, ceramics, photography, design, digital media and critical studies. Students have the freedom to work across media in order to push perceived boundaries and discover their individual creative voices.

The school's highly competitive Master of Fine Arts program has quickly risen in prominence, joining the ranks of the nation's finest graduate art schools. With spacious private studios; an extraordinary lineup of visiting artists, critics and curators; an annual student publication; and just 16 enrolled students, the program provides an expansive though individualized experience. The Master of Arts, Art and Curatorial Practices in the Public Sphere program is a platform for scholarship in contemporary art that addresses social questions of public space and the public sphere. Individually, each student produces a thoroughly researched master's thesis; together, they engage in a curatorial practicum, culminating in an exhibition project that explores city-space.

As a place to study art, Southern California is unparalleled. The region boasts major museums such as the Getty Center, the Los Angeles County Museum of Art (LACMA), the Museum of Contemporary Art (MOCA), the Norton Simon Museum and the Hammer Museum, as well as a constellation of other influential art schools. In addition to hundreds of commercial galleries and alternative spaces, Los Angeles is home to a great number of artists and designers, who make the city one of the world's creative capitals. Leading museums, galleries, advertising agencies, design firms, artist studios, and the music and film industries offer emerging artists and designers a wealth of internship and employment opportunities.

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

Administration

Rochelle Steiner, Ph.D.
Dean

Faculty

Professors: Jud Fine, M.F.A.; Robbert Flick, M.F.A.*; Margaret Lazzari, M.F.A.*; Ron Rizk, M.F.A.; Rochelle Steiner, Ph.D.; Ruth Weisberg, M.A.*

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

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

Assistant Professor of Fine Arts Practice:
Shannon Ebner, M.F.A.

Research Assistant Professor: Rhea Anastas, Ph.D.

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

Adjunct Faculty: China Adams, M.F.A.; Chris Barnard, M.F.A.; Tanya Batura, M.F.A.; Jeff Cain, M.F.A.; Kristin Calabrese, M.F.A.; Steve Child, M.F.A.; Molly Corey, M.A.; Lauri Firstenberg, Ph.D.; Eve Fowler, M.F.A.; Xavier Fumat, M.F.A.; Malik Gaines, M.F.A.; Oona Gardner, M.F.A.; Phyllis Green, M.F.A.; LouAnne Greenwald, M.F.A.; Bruce Hainley, M.F.A.; Evan Holloway, M.F.A.; Carmine Iannacone, M.F.A.; Patrick Jackson, M.F.A.; Roman Jaster, B.F.A.; Helen Kim, M.F.A.; Alex Klein, M.F.A.; Lisa Lapinski, M.F.A.; Karen Liebowitz, M.F.A.; Carter Mull, M.F.A.;

Karen Moss Familian, Ph.D.; Thomas Muller, M.F.A.; Brian Olson, B.A.; Richard Parker, M.F.A.; Jennifer Phelps, M.F.A.; Pierre Picot, M.F.A.; Jean Robison, M.F.A.; Britt Salvesen, Ph.D.; Thomas Schorer, M.F.A.; Paul Sietsema, M.F.A.; Bennett Simpson, B.A.; Michael Stinson, B.A.; Gloria Sutton, Ph.D.; Jamie Sweetman, M.F.A.; Caroline Thomas, M.F.A.; Osvaldo Trujillo, M.F.A.; Erika Vogt, M.F.A.; Alexis Weidig, M.F.A.; Jennifer West, M.F.A.; Ewa Wojciak, M.F.A.; Mark Wyse, M.F.A.; Sue Yank, M.P.A.S.

Emeritus Professors: Kenneth Price, M.F.A.; Jay Willis, M.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 in Art is offered in conjunction with the Dornsife 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 Viterbi School of Engineering's Information Technology Program, a communication design minor in conjunction with the Marshall School of Business and the Annenberg School for Communication & Journalism, and a 2-D art for games minor and 3-D art for games minor with the Viterbi School of Engineering and the School of Cinematic Arts.

Degrees offered at the graduate level are: Master of Fine Arts and Master of Arts, Art and Curatorial Practices in the Public Sphere. A dual degree is also available: Master of Arts, Art and Curatorial Practices in the Public Sphere/Master of Planning.

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 Arts.

Undergraduate Admission

Admission to the Roski School of Fine Arts at the undergraduate level is granted through the USC Office of Admission. Freshman applicants applying by December 1 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.

Undergraduate applicants must upload a portfolio of images and an artist statement at the school's Website. Specific requirements and additional information are available at roski.usc.edu/undergrad or email finearts@usc.edu.

Students who have not been admitted to the Roski School of Fine Arts may complete a maximum of 20 units of fine arts course work 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, and three letters of recommendation from instructors or persons able to comment on the applicant's creative work and/or scholarly potential.

Applicants to the M.F.A. degree must upload a portfolio of images and an artist statement at the school's Web site. Specific requirements and additional information are available at roski.usc.edu/mfa.

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 71.

Please contact the USC Overseas Studies Office in CAS 104, (213) 740-3636, or 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.

In addition to the fine arts required courses, B.F.A. students are encouraged to explore in greater depth an area of art in which they have an interest. Students should select electives based on their personal and professional goals and in consultation with academic advisors. Electives are typically clustered in a particular field but may be spread across different areas.

REQUIRED COURSES		UNITS
FACS 150	Visual Culture and Literacy I	4
FACS 250	Visual Culture and Literacy II	4
FACS 350	Art Theory and Criticism	4
FACS 450x	Senior Seminar	4
FADN 102	Design Fundamentals	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FASC 106	Sculpture I	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 any 100-299 studio courses, no "x" classes

Select 40 additional units from any 300-499 studio courses

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 63 and 245 for more information.

Bachelor of Arts, Art

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.

In addition to the fine arts required courses, B.A. students should select electives based on their personal and professional goals and in consultation with academic advisors. Electives are typically clustered in a particular field but may be spread across different areas.

REQUIRED COURSES		UNITS
FACS 150	Visual Culture and Literacy I	4
FACS 250	Visual Culture and Literacy II	4
FACS 350	Art Theory and Criticism	4
FADN 102	Design Fundamentals	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FASC 106	Sculpture I	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 12 additional units from any 100-299 studio courses, no “x” classes

Select 24 additional units from the following: 300-499 studio. At least four units must be from one of the following classes: FACE 412, FADN 402, FADW 401, FAIN 410, FAIN 420, FAPH 409, FAPR 411, FAPT 405, FASC 406

Total units: 64

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 63 and 245 for more information.

General Education Requirements

The university’s general education program provides a coherent, integrated introduction to the breadth of knowledge you will need

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.

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
FADN 102	Design Fundamentals	4

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

FACS 150	Visual Culture and Literacy I	4
FADN 202	Design II (corequisite: FADN 203)	4
FAIN 210	Introduction to Digital Photography	4
FAIN 220	Introduction to Video and Time-based Experimentation	4

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

ACCT 410x	Foundations of Accounting	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
FADN 302	Design III	4
FADN 332ab	Typography	2, 2
FADN 333	New York Design Study Tour	2
FADN 402	Advanced Design Projects	4, max 12
FAIN 310	Digital Photo Studio	4
FAIN 315	Internet Studio: Online Experimentation and Expression	4
FAIN 320	Video Studio	4
FAIN 410	Advanced Digital Photo Studio	4, max 12
FAIN 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		
FACS 150	Visual Culture and Literacy I	4
FAIN 210	Introduction to Digital Photography	4
FAIN 220	Introduction to Video and Time-based Experimentation	4
FAPH 209	Photography	4

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

AHIS 373	History of Photography	4
AHIS 469	Critical Approaches to Photography	4
CTAN 451	History of Animation	2
FACS 350	Art Theory and Criticism	4
FAIN 310	Digital Photo Studio	4
FAIN 315	Internet Studio: Online Experimentation and Expression	4
FAIN 320	Video Studio	4
FAIN 410	Advanced Digital Photo Studio	4, max 12
FAIN 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, games and animation. A total of 20 units are required for this minor.

REQUIRED COURSES (8 UNITS) UNITS

FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FADW 201	Intermediate Drawing	4

Optional extra lower-division course:

FACS 150	Visual Culture and Literacy I	4
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ELECTIVES UNITS

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

FADW 301	Advanced Drawing	4
FADW 331	Studies in Drawing and Painting	4, max 12
FADW 401	Topics in Advanced Drawing	4, max 12
FAPR 311	Printmaking	4
FAPR 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:

FACS 150	Visual Culture and Literacy I	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FAPT 105	Painting I	4
FAPT 205	Painting II	4

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

FACS 350	Art Theory and Criticism	4
FADW 331	Studies in Drawing and Painting	4, max 12
FAPR 311	Printmaking	4
FAPR 411	Topics in Advanced Printmaking	4, max 12
FAPT 305	Advanced Painting	4
FAPT 405	Topics in Advanced Painting	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 (28 UNITS) UNITS

Lower division courses (12 units)		
FACS 150	Visual Culture and Literacy I	4
FAIN 210	Introduction to Digital Photography	4
FAPH 209	Introduction to Photography	4

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

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

Three upper division courses (12 units):

FACS 350	Art Theory and Criticism	4
FAIN 310	Digital Photo Studio	4
FAIN 410	Advanced Digital Photo Studio	4, max 12
FAPH 309ab	Intermediate Photography	4-4
FAPH 409	Topics in Advanced Photography	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, cinematic arts, 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

FACS 150	Visual Culture and Literacy I	4
FASC 106	Sculpture I	4

Eight lower division units chosen from the following:

FACE 112	Ceramics	4
FACE 212	Wheel Throwing	2
FACE 213	Clay and Glazes	2
FACE 214	3-D/Actual and Virtual	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FASC 136	Modeling and Mold Making	2
FASC 206	Sculpture II	4
FASC 236	Metal	2
FASC 246	Construction Techniques	2

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

FACE 312	Advanced Ceramics	4
FACE 412	Topics in Advanced Ceramics	4, max 12
FASC 306	Advanced Sculpture	4
FASC 366	Art and Site	4
FASC 406	Topics in Advanced Sculpture	4, max 12
FASC 436	Art and Technology	4
PAS 371	Art in the Public Realm: Contemporary Issues	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)

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

		UNITS
FACS 150	Visual Culture and Literacy I	4
FADN 102	Design Fundamentals	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FADW 201	Intermediate Drawing	4
FAIN 210	Introduction to Digital Photography	4
FAPT 105	Painting I	4
FAPT 205	Painting II	4

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

FADW 301	Advanced Drawing	4
FADW 331	Studies in Drawing and Painting	4, max 12
FADW 401	Topics in Advanced Drawing	4, max 12
FAIN 310	Digital Photo Studio	4
FAPR 311	Printmaking	4
FAPR 411	Topics in Advanced Printmaking	4, max 12
FAPT 305	Advanced Painting	4
FAPT 405	Topics in Advanced Painting	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
FADN 102	Design Fundamentals	4
FADW 101	Introduction to Drawing: Studio Projects, Methods, Materials	4
FADW 201	Intermediate Drawing	4

REQUIRED UPPER DIVISION COURSES

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

ELECTIVES**(4 UNITS CHOSEN FROM THE FOLLOWING)**

(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
FACS 150	Visual Culture and Literacy I	4
FADN 203	Digital Tools for Design	2
FADW 301	Advanced Drawing	4
FADW 331	Studies in Drawing and Painting	4, max 12
FAIN 210	Introduction to Digital Photography	4
FAPT 105	Painting I	4
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
FACE 214	3-D/Actual and Virtual Sculpture I	4
FASC 106	3D Modeling, Animation and Special Effects	4
ITP 215x		2

REQUIRED UPPER DIVISION COURSES**(11-14 UNITS)**

(11-14 UNITS)		UNITS
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
FASC 436	Art and Technology	4

ELECTIVES**(4 UNITS CHOSEN FROM THE FOLLOWING)**

(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	Introduction to Game Development	4
CTIN 488*	Game Design Workshop	4
CTIN 489	Intermediate Game Design Workshop	2
CTIN 491bL	Advanced Game Project	2
FACS 150	Visual Culture and Literacy I	4
FACS 350	Art Theory and Criticism	4
FAIN 210	Introduction to Digital Photography	4
FAIN 220	Introduction to Video and Time-based Experimentation	4
FAIN 315	Internet Studio: Online Experimentation and Expression	4
FAIN 330	Ideas in Intermedia	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 Viterbi School of Engineering's Information Technology program, page 660, 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 School of Cinematic Arts section, page 221.

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. With an influential and innovative faculty and expansive facilities, the M.F.A. program is one of the most ambitious, energetic and forward-thinking M.F.A. programs in the United States. In addition to close, constant interaction with the permanent faculty, students participate in regular seminars, lectures, discussions, and studio visits with leading artists, critics, curators and theorists from around the world. The school's immersion in the contemporary art community is a critical component of the M.F.A. program.

The opportunity to gain experience as a teaching assistant is available on a competitive basis. All incoming students, regardless of country of citizenship, are considered for departmental funding and teaching assistantships; a separate application is not required.

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 Arts, Art and Curatorial Practices in the Public Sphere

The Master of Arts, Art and Curatorial Practices in the Public Sphere is a two-year master's degree administered by the Roski School of Fine Arts, in collaboration with the Graduate School, preparing students for careers as curators, organizers, critics and scholars. The program is an interdisciplinary research laboratory that focuses on the role of contemporary art and curatorial practices in relation to public space and the public sphere. The course of study encompasses seminars on curatorial practice/organizational methods; social, urban and media theory; critical writing; exhibition histories; and selected topics in art and architectural history. Students examine how artists, curators, organizers, architects and other cultural producers engage public space and analyze the cultural

conditions of the public sphere. The program features a curatorial practicum in which students collaborate on the development and organization of a city-space exhibition project. Students are also responsible for the research and writing of a thesis that develops innovative concepts and new scholarship on the interrelationships between art, public space and the public sphere.

Admission Requirements

Requirements for admission: (1) a Bachelor of Arts or Bachelor of Fine Arts degree, or equivalent, from an accredited school; (2) a minimum 3.0 overall GPA; (3) three letters of recommendation; (4) two writing samples (one academic paper and the admission

essay). The GRE General Test is required. International applicants are required to take the Test of English as a Foreign Language (TOEFL).

Thesis Requirements

A master's thesis committee comprises three members: a primary reader, a secondary reader and the director of the program. The thesis committee is established and contingent upon satisfactory completion of the second semester's course work. Advancement to candidacy is determined by the director of the program, in consultation with other faculty.

Curatorial Practicum Requirement

All students participate in the group curatorial practicum course for three consecutive terms (which complements the thesis requirement).

Program Requirements

A minimum of 33 units is required, taken during a consecutive two-year period, distributed as follows:

FIRST YEAR, FALL		UNITS
PAS 549	Methodologies of Art Writing	3
PAS 561	Curatorial/Organizational Models	2
PAS 571	Histories of Art in the Public Sphere	3
		8

FIRST YEAR, SPRING		UNITS
PAS 555a	Curatorial Practicum	2
PAS 572	Contemporary Art in the Public Sphere	3
PAS 581	Critical Conversations	3
		8

SECOND YEAR, FALL		UNITS
PAS 555b	Curatorial Practicum	2
PAS 585	Theorizing the Public Realm	3
PAS 594a	Master's Thesis	2
Elective		2
		9

SECOND YEAR, SPRING		UNITS
PAS 555c	Curatorial Practicum	2
PAS 591	Field Internship Experience	1
PAS 594b	Master's Thesis	2
Elective		3
		8

Elective Requirement

Candidates for the Master of Arts, Art and Curatorial Practices in the Public Sphere must complete a minimum of 5 units of graduate level electives, chosen from either the Master of Arts, Art and Curatorial Practices in the Public Sphere program, or another relevant area in the university (with departmental approval).

Dual Degree

Master of Arts, Art and Curatorial Practices in the Public Sphere/Master of Planning

The Master of Arts, Art and Curatorial Practices in the Public Sphere/Master of Planning dual degree program offers an unusually rich opportunity for students interested in developing a new knowledge base to become successful professionals working in the arena of organizing art projects in urban public space, 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: 70 units, including 28 units in the Master of Arts, Art and Curatorial Practices in the Public Sphere program, 22 in policy, planning, and development, and 20 in a field of study with no more than 8 units taken from other USC programs.

MASTER OF ARTS, ART AND CURATORIAL PRACTICES IN THE PUBLIC SPHERE (28 UNITS)		UNITS
PAS 549	Methodologies of Art Writing	3
PAS 555abc	Curatorial Practicum	2-2-2
PAS 561	Curatorial/Organizational Models	2
PAS 571	Histories of Art in the Public Sphere	3
PAS 572	Contemporary Art in the Public Sphere	3

PAS 581	Critical Conversations	3
PAS 585	Theorizing the Public Realm	3
PAS 591	Field Internship Experience	1
PAS 594ab	Master's Thesis	2-2

POLICY, PLANNING, AND DEVELOPMENT (22 UNITS)		UNITS
PPD 500	Intersectoral Leadership	2
PPD 501a	Economics for Policy, Planning and Development	2
PPD 524	Planning Theory	2
PPD 525	Statistics and Arguing from Data	2
PPD 526	Comparative International Development	2
PPD 529	Legal Environment of Planning	2
PPD 531L	Planning Studio	4
PPD 533	Planning History and Urban Form	2
PPD 627*	Design Skills for Urban Planners	4

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

*PPD 627 is the methodology course for the Preservation and Design of the Built Environment concentration. Students who choose to do a concentration other than Preservation and Design of the Built Environment need to take the respective methodology course.

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. The M.Pl. program requires students to declare their concentration during the fall semester prior to taking the comprehensive examination in the spring semester. Students are required to complete the gateway course and methodology course related to their concentration as part of their preparation for their comprehensive examination. The student's concentration must contain a 4-unit methodology course, a 4-unit gateway course and 8 other units directly concerned with the subject matter of the concentration.

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

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

FINE ARTS (FA)

FA 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.

FA 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*.

FA 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*.

FA 300 Professional Practices (2, FaSp) Instruction on producing written and visual documentation of art/design work, proposals, statements, and portfolios; applications for art/design employment opportunities, grants, research projects, and graduate school.

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

FA 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.

FA 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.

FA 490x Directed Research (2-8, max 8, FaSpSm) Individual research and readings. Not available for graduate credit.

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

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

FA 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.

FA 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.

FA 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.

FA 555 Seminar in Art Theory and Criticism (4, max 8, 5m) 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.

FA 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.

FA 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.

FA 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.

FA 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.

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

CERAMICS (FACE)

FACE 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. (Duplicates credit in former FA 112.)

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

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

FACE 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. (Duplicates credit in former FA 214.)

FACE 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. (Duplicates credit in former FA 312.) *Prerequisite:* FACE 112.

FACE 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. (Duplicates credit in former FA 412.) *Prerequisite:* FACE 312.

CRITICAL STUDIES (FACS)

FACS 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. (Duplicates credit in former FA 150.)

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

FACS 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 350.)

FACS 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. (Duplicates credit in former FA 450x.)

DESIGN (FADN)

FADN 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. (Duplicates credit in former FA 102.)

FADN 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. (Duplicates credit in former FA 202.) *Prerequisite:* FADN 102; *corequisite:* FADN 203.

FADN 203 Digital Tools for Design (2, FaSp) Exploration of the processes of germination, ideation and application/execution in design integrated with computer usage. (Duplicates credit in former FA 203.) *Corequisite:* FADN 202.

FADN 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. (Duplicates credit in former FA 302.) *Prerequisite:* FADN 202.

FADN 332ab Typography (2-2) a: The study of visual communication through the use of letterforms from historical tradition to contemporary experimental rebellion. **b:** Continuation of *a*. (Duplicates credit in former FA 332ab.)

FADN 333 New York Design Study Tour (2, Sp) Historical and contemporary aspects of the New York design world, including a one-week trip to New York City to visit design firms, studios and museums. Airfare and accommodations extra. By application only. (Duplicates credit in former FA 333.)

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

FADN 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. (Duplicates credit in former FA 432.) *Prerequisite:* FADN 302.

DRAWING (FADW)

FADW 101 Introduction to Drawing: Studio Projects, Methods, Materials (4, FaSpSm) An introduction to drawing, both skill and perception oriented, as the basic tool for all the visual arts. (Duplicates credit in former FA 101a.)

FADW 201 Intermediate Drawing (4, FaSpSm) Drawing methods and concepts, with emphasis on observing and rendering the human form and anatomy. Continued acquisition of skills, with compositional, gestural, and interpretive elements. (Duplicates credit in the former FA 101b.) *Prerequisite:* FADW 101a.

FADW 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. (Duplicates credit in former FA 301.) *Prerequisite:* FADW 201.

FADW 331 Studies in Drawing and Painting (4, max 12, FaSpSm) A studio examination of rotating topics in drawing/painting, either media-based or content-driven, with individual and collaborative projects; topics change each semester. By invitation or portfolio review only. Open only to sophomores, juniors and seniors. *Recommended preparation:* FADW 201 or FAPT 205.

FADW 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. (Duplicates credit in former FA 401.) *Prerequisite:* FADW 301.

INTERMEDIA (FAIN)

FAIN 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 210.)

FAIN 220 Introduction to Video and Time-based Experimentation (4, FaSp) An introductory course exploring contemporary processes and practices of video experimentation including the camera, desktop production, and editing. Experimentation with multiple modes of execution, presentation, and distribution. (Duplicates credit in former FA 215 and former FA 220.)

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

FAIN 315 Internet Studio: Online Experimentation and Expression (4, FaSp) A technically and conceptually intensive studio exploring contemporary processes and practices of Internet art and online expression.

FAIN 320 Video Studio (4, FaSpSm) An intensive video studio in the understanding and method of time-based, narrative and non-narrative art. (Duplicates credit in former FA 320.) *Prerequisite:* FAIN 220.

FAIN 330 Ideas in Intermedia (4, max 8, FaSp) An examination of the impact of digital media on contemporary culture, with attention to a particular, changing topic each semester. (Duplicates credit in former FA 330.)

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

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

PHOTOGRAPHY (FAPH)

FAPH 209 Introduction to Photography (4, FaSp) Introduction to the practice of photographic image-making within fine arts. Emphasis on developing technical skills in relation to personal vision. Work in black and white. (Duplicates credit in the former FA 209a.)

FAPH 309ab Intermediate Photography (4-4, FaSp) Instruction in photographic image-making within fine art; development of technical skills in relation to personal vision; working with color, medium-format cameras, and studio lighting. *a:* Duplicates credit in the former FA 209*b*; *b:* Duplicates credit in the former FA 309. *Prerequisite:* FAPH 209.

FAPH 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. (Duplicates credit in former FA 409.) *Prerequisite:* FAPH 309*b*.

PRINTMAKING (FAPR)

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

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

PAINTING (FAPT)

FAPT 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. (Duplicates credit in former FA 105.)

FAPT 205 Painting II (4, FaSp) Continuation of practical and theoretical skills introduced in Painting I. Color in personal expression, perception, and content; cultural subjects/objects and symbols signifying a personal language. (Duplicates credit in the former FA 205*a*.) *Prerequisite:* FAPT 105.

FAPT 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. (Duplicates credit in former FA 305.) *Prerequisite:* FAPT 205.

FAPT 331 Studies in Drawing and Painting (4, max 12, FaSpSm) (Enroll in FADW 331)

FAPT 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. (Duplicates credit in former FA 405.) *Prerequisite:* FAPT 305.

SCULPTURE (FASC)

FASC 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. (Duplicates credit in former FA 106.)

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

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

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

FASC 246 Construction Techniques (2) Exploration of art fabrication and the techniques and philosophies of working with a variety of materials. (Duplicates credit in former FA 246.) *Recommended preparation:* FASC 106.

FASC 306 Advanced Sculpture (4, FaSp) Directed examination of three-dimensional aesthetic concepts; development of an individual creative vision. (Duplicates credit in former FA 306.) *Prerequisite:* FASC 206.

FASC 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. (Duplicates credit in former FA 334.)

FASC 335 New Genres: Experimental Practices in Contemporary Art (4) Ideas in New Genres, topic changes each semester. (Duplicates credit in former FA 335.)

FASC 366 Art and Site (4) 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. (Duplicates credit in former FA 366.) *Prerequisite:* FASC 106.

FASC 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. (Duplicates credit in former FA 406.) *Prerequisite:* FASC 306.

FASC 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 436.)

PUBLIC ART STUDIES (PAS)

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.

PAS 400 New Models of Art in City-Space (4) A focused examination of innovative processes utilized by contemporary local, national and international artists working in the public/social spaces of cities.

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

PAS 549 Methodologies of Art Writing (3) Writing methods on art practices in the public sphere and public space, by curators, organizers, critics, scholars and artists.

PAS 550 Social Space, Publics and Counter-Publics (1) Seminar on interconnections between art, social space, media culture, in relation to notions of audience, community, and publics.

PAS 555abc Curatorial Practicum (2-2-2) Students collaborate as a group for three terms to conceptualize and organize an exhibition project in an urban public space.

PAS 561 Curatorial/Organizational Models (2) Overview of strategies utilized by art organizations, curators, museums and non-profit/alternative spaces to conceptualize, develop, and organize art projects in the public realm.

PAS 571 Histories of Art in the Public

Sphere (3) Topics in the history of the avant-garde in relation to public space and the public sphere, focusing on critical moments during the 20th Century.

PAS 572 Contemporary Art in the Public

Sphere (3) Thematic investigation of artists who engage social space/the public realm, emphasizing practices and critical issues in contemporary art from the 1970s to the present.

PAS 581 Critical Conversations (3) A series of conversations with visiting artists, curators, organizers, critics, architects and theorists on seminal issues regarding the public sphere and public space.

PAS 582 Seminar: Contemporary Issues (3)

Thematic seminar on the most recent developments of art in public space, and analysis of debates regarding the theorization of public space/the public sphere. Graded CR/NC.

PAS 585 Theorizing the Public Realm (3)

Interdisciplinary exploration of theories of public space and the public domain, from the 19th century to the present.

PAS 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.

PAS 591 Field Internship Experience (1,

max 2) Supervised internship in an art institution or an art agency, or with an independent curator or artist, on projects and research specific to public space. Graded CR/NC. *Recommended preparation:* completion of first year of courses.

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

PAS 599 Special Topics (2-4, max 8)