

PROGRAM SPECIFIC COURSE DESCRIPTIONS

From the St. Johns River State College Catalog 2021 - 2022

All courses are identified by prefixes and numbers that were assigned by Florida's Statewide Course Numbering System (SCNS). For more information on SCNS and the transferability of courses see the SJR State Catalog. Unless indicated otherwise, registration in the courses listed below is limited to those students who have been admitted to the Florida School of the Arts. For a complete listing of Florida School of the Arts courses see pages 239-248 in the SJR State College Catalog.

- + Open to any SJR State student
- ◆ Meets A.A. degree requirements

VISUAL ART (0152)

A.S. Degree

Specialization: Animation

DIG 2300C

Principles of 2D Animation ◆

(3 Credits—6 Hours)

Prerequisite: ART 1300C Drawing I. Studio/lecture based course applies methods for traditional animation using digital tools. Students will examine hand-drawn animation techniques and principles.

DIG 2437C

Storytelling ◆

(3 Credits – 6 Hours)

Prerequisite: ART 1300C Drawing I. This course is for students majoring in animation and game art. It introduces the conceptual structure and design of visual storytelling. Students will learn principles of animation, mechanics, cinematics, character development, structure of story and adapting movement for the animation medium.

ART 2370C

Drawing for Animation ◆

(3 Credits—6 Hours)

Prerequisite: DIG 2300C Principles of 2D Animation. This course is designed to develop the drawing skills that are most essential for effective animation. Life drawings accompanied by a study of structural anatomy in both humans and animals will be the emphasis of the course curriculum. Additional topics will include sequential drawing, the role of exaggeration and simplification in character development, composition of scenic elements as related to the development of mood and context, and the development of a smooth animated sequence.

DIG 2341C

Introduction to Motion Graphics and Compositing ◆

(3 Credits—6 Hours)

Prerequisite: DIG 2300C.Principles of 2D Animation. This course focuses on digital post-production used for film animation, video, digital media and the web. It identifies production methods, compositing and sophisticated motion control for high-quality, two-dimensional animation. Focus is placed on digital media components, video tape and screen outputs for special and specialty projects while exploring foundations for computer-aided digital production. The topics of work flow issues and the variety of design and production vehicles will be addressed.

DIG 1000

Introduction To Digital Media ◆

(3 Credits - 3 Hours)

A digital foundation course that explores the principles of creative design. Basic concepts of visual communication are examined as well as the practical application of design principles. Introduction of Apple OSX platform, digital lab equipment as well as the study of Adobe Creative Suite software will be addressed. An exit grade of "C" or higher is required.

DIG 1115C

Digital Imaging ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 1000. An overview of raster based imaging materials and processing methods. Visual communication will be explored through the application of design principles and formal research. This course offers students a foundation for incorporating digital tools into their creative process as well as exploring the dynamics of visual communication. Students will prepare images by taking advantage of various output options including print, web, and multimedia presentation.

GRA 1206C

Typography: Expressive and Experimental ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 1000. Basic concepts and vocabulary of typography with an emphasis on the expressive potential of the letter form. Students will explore various typographic constructs and principles in a study of how the organization, stress and shape of letter forms can affect the ideas they are meant to communicate. An exit grade of "C" or higher is required.

DIG 2282C

Time Based Media ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 1000. An introduction to the four-dimensional fundamentals of time based media. Aspects and elements of time will be emphasized along with basic production techniques and project planning. Aesthetic, historical, and conceptual issues will also be addressed as students explore time based media as an expressive and communicative art form. An exit grade of "C" or higher is required.

GRA 2190C

Traditional and Digital Illustration ♦

(3 Credits - 6 Hours)

This studio/critique based course surveys the broad field of illustration through projects that explore areas such as advertising/promotional design, editorial art and narrative illustration. Students will examine current aesthetics, using both traditional and digital means in order to communicate ideas through visual imagery. An exit grade of "C" or higher is required.

GRA 2195C

Advertising Design ♦

(3 Credits - 3 Hours)

Prerequisites: DIG 1115C, GRA 1206C. An overview of design for advertising including historical perspectives, business of ad design, and the design processes used to create such things as magazine ads, package design, editorial pages and various other commercial media. Students investigate marketing design and branding strategies through process oriented experiments and client interaction. An exit grade of "C" or higher is required.

DIG 2580

Digital Portfolio: Portfolio Seminar ♦

(1 Credit - 1 Hour)

Through lecture research and demonstration this course will address strategies for exploring and creating dynamic digital portfolios. Students will study contemporary practices used to effectively present both digital and analog works. Students will research and produce a showcase portfolio of current works as well as preparing a developmental portfolio presentation. An exit grade of "C" or higher is required.

GRA 1413

Professional Development: Portfolio Seminar ♦

(1 Credit - 1 Hour)

Development of career exploration skills as well as preparation of a resume and cover letter, job interviewing exercises and presentation of portfolio. An exit grade of "C" or higher is required.

ART 2955

Portfolio Presentation: Capstone Seminar ♦

(1 Credit - 1 Hour)

Prerequisites: DIG 2580, GRA 1413. A focused development of presentation skills through a cohesive and professional print and digital portfolio that meets requirements for graduation. Also includes completion of self-directed studio work and preparation for a graduating exhibition that completes the Florida School of the Arts Visual Arts curriculum.

DIG 2100

Web Design ♦

(3 Credits - 3 Hours)

Introduces the fundamentals of interactive design for electronic publishing. Students practice critical organizational methods as well as basic design and coding skills to create standard compliant web projects. An exit grade of "C" or higher is required.

DIG 2284C

Imagery in Motion ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 2282C. Concentration on experimental video and digital imaging methods. Using non-linear editing techniques and contemporary presentation concepts, students expand on previous studies of process development as they work toward incorporating various digital media into the production of technically accomplished and conceptually rich moving image projects. An exit grade of "C" or higher is required.

DIG 2930C

Special Topics in New Media Design ♦

(1 - 3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in his area of specialization. The direction of the study will be formulated with the instructor. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of "C" or higher is required.

PGY 1800

Photographic Techniques +♦

(3 Credits - 3 Hours)

An introduction to observational seeing through an exploration of two dimensional design issues particular to photography. The class focuses on composition of images within the camera, then selecting photographs that most effectively convey the objectives of the experiment. Successful students learn the value of light to photography while distinguishing the contrast between a photograph that is about subject rather than simply of it. Fundamental functions of the camera, creative exposure techniques, effective composition and critique strategies will be emphasized.

PGY 1201C

Media Lighting Techniques ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800. Effective quality of light is at the heart of every effective photographic image. Using the five characteristics of light as a foundation, this course examines artificial and natural sources in and out of the studio. Successful students learn to effectively design lighting solutions through placement, modification and balance of light for a variety of imaging objectives.

PGY 1446C

Experimental Photography ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800. This course explores non-traditional methods in photographic image making. Digital and chemical photography techniques are explored with an emphasis on creative approaches. Students will use the processes addressed in this course as the formal elements of conceptual visual communication. While experience in photography is not required, it is preferred. An exit grade of "C" or higher is required.

PGY 2107C

Large Format Photography ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800 and permission of instructor. Development of photographic vision and technical craft through the introduction and use of large format materials. Discussion and coursework will focus on the aesthetic possibilities and technical strategies of large format photography in relationship to various contemporary genres, as well as the role of scale, presentation and installation of the photographic print will be addressed. An exit grade of "C" or higher is required.

PGY 2220C

Commercial Photography ♦

(3 Credits - 6 Hours)

Overview of studio practices and location photography with an emphasis on the commercial context of image making. This will include both creative and technical assignments that challenge the student to sync vision with technique, beauty with function and content with craft. A exit grade of "C" or higher is required.

PGY 2905C

Special Topics in Photography ♦

(1 - 3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in the area of specialization. The direction of the study will be formulated with the instructor. Application to do work in the special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of "C" or higher is required.

ART 1300C

Drawing I + ♦

(3 Credits - 6 Hours)

Structured to develop basic drawing techniques by concentration on the elements of descriptive drawing – line, proportion, composition and full value – using a wide range of media. An exit grade of "C" or higher is required.

ART 1301C

Drawing II ♦

(3 Credits - 6 Hours)

Prerequisites: ART 1201C and ART 1300C or permission of the instructor. Drawing primarily with the live model in a variety of media. Develop and refine your eye for drawing and composition by exploring contour, gesture, mass, proportion, light and shade. The elements of shape, form, space, line, texture, unity, harmony, repetition, proportion, balance and movement will also be emphasized. An exit grade of "C" or higher is required.

ART 1201C

Two-Dimensional Design + ♦

(3 Credits - 6 Hours)

A studio investigation of basic visual phenomena in a two-dimensional design. Emphasis on the formal elements (line, shape, value, color, and texture) and the principles of design in the organization of the picture plane. An exit grade of "C" or higher is required.

ART 2203C

Three-Dimensional Design ♦

(3 Credits - 6 Hours)

Prerequisites: ART 1201C and ART 1300C or permission of the instructor. A focus on the structural and spatial exploration of the three-dimensional form through a variety of media with an emphasis on design and construction. Students will develop presentation skills and craftsmanship, while formulating problem-solving skills and concept generation. An exit grade of "C" or higher is required.

ARH 1006

Visual Ideas: Portfolio Seminar ♦

(1 Credit – 1 Hour)

A comprehensive study of aesthetics and the historical development of art intended to jump-start the visual arts student's awareness of the art world, focusing on the development of the modernist aesthetic and its evolution into postmodern and contemporary art. An exit grade of "C" or higher is required.

ART 1400C

Printmaking I + ♦

(3 Credits - 6 Hours)

An introduction to the medium of printmaking, concentrating on the technical production of various print media including: Intaglio, relief, monoprint and serigraphy (screen printing). Emphasis on drawing, design, and understanding the technical procedures and the investigation of the positive/negative concepts, as well as color printing. An exit grade of "C" or higher is required.

ART 2401C

Printmaking II ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1400C. Techniques in a selected printing area or mixed media. Personal expression through printing methods. Emphasis on edition printing. An exit grade of "C" or higher required.

ART 2164C

Mixed Media ♦

(3 Credits - 6 Hours)

Prerequisite: ART 2203C. An exploration of the boundaries between the flat two-dimensional image and three-dimensional space by researching relevant artists from the Modern to present and by creating artwork utilizing a variety of media and formats. Students will develop presentation skills and craftsmanship, while formulating problem-solving skills and concept generation. An exit grade of "C" or higher is required.

ART 2330C

Figure Drawing ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1300C. This course is an introduction to drawing the forms of the human figure. Working in a variety of media, students will learn and develop their understanding of gesture, mass, proportion, light & shade, movement, composition and pictorial space. This is a studio and lecture course. An exit grade of "C" or higher is required.

ART 2500C

Painting I ♦

(3 Credits - 6 Hours)

Fundamentals of basic painting methods emphasizing values, composition, paint handling, and understanding of materials. Students will work from nature to develop eye-hand coordination with the paint medium. An exit grade of "C" or higher is required.

ART 2501C

Painting II ♦

(3 Credits - 6 Hours)

Prerequisite: ART 2500C or permission of the instructor. Further development of the fundamentals of composition developing toward color usage and orchestration. An exit grade of "C" or higher is required.

ART 2502C

Figure Painting ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1300C. Approaches to the rendering of the human figure are explored and developed through the studies, sketches and studio paintings from life models. Oil and/or acrylic mediums, grounds and techniques are developed as well as solvent-free oil processes. Students build on basic painting, focusing on techniques that relate to the painting of the figure such as alla prima, glazing, scumbling and other brushwork. An exit grade of "C" or higher is required.

ART 1540C

Watercolor I + ♦

(3 Credits - 6 Hours)

Techniques in the use of the watercolor medium in wet and dry methods, composition, and matting of paintings. An exit grade of "C" or higher is required.

ART 1541C

Watercolor II ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1540C or permission of the instructor. Advanced techniques of the watercolor medium such as wet in wet, flat and graded washes, plus glazing techniques and advanced composition theories. An exit grade of "C" or higher is required.

ART 2701C

Sculpture I ♦

(3 Credits – 6 Hours)

Prerequisite: ART 2230C. An exploration of traditional and contemporary sculpture utilizing techniques of subtraction, addition, construction and substitution. Emphasis will also be placed on conceptual development. An exit grade of “C” or higher is required.

ART 2702C

Sculpture II ♦

(3 Credit – 6 Hours)

Prerequisite: ART 2701C. Student will refine and expand on their craft in regards to the techniques learned in Sculpture I, and work to develop a personal and contemporary aesthetic. An exit grade of “C” or higher is required.

ART 2750C

Ceramics I +♦

(3 Credits – 6 Hours)

An introduction to the techniques and concepts of traditional and contemporary ceramics. Kiln and glaze technology, hand building, wheel throwing, and glaze technology will be studied in depth. An exit grade of “C” or higher is required.

ART 2751C

Ceramics II ♦

(3 Credits – 6 Hours)

Prerequisite: ART 2750C or permission of the instructor. A continuation in the methods and techniques introduced in Ceramics I. Development of a contemporary expression within the ceramics tradition is encouraged. An exit grade of “C” or higher is required.

ART 2930C

Special Topics in Art ♦

(1 - 3 Credits)

Investigation of topics of current interest to the student or instructor. Application to do work in Special Problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of “C” or higher is required.

ARH 2050

Art History I +♦

(3 Credits - 3 Hours)

A study of the main developments of the visual art forms (architecture, sculpture and painting) from Paleolithic man through the Renaissance. ARH 2050 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.

ARH 2051

Art History II +♦

(3 Credits - 3 Hours)

An integrated study of the main developments of the visual art forms (architecture, sculpture and painting) from the 17th century to the present. ARH 2051 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.

HUM 2020

Introduction to Humanities +♦

(3 Credits - 3 Hours)

Prerequisite: ENC 1101 with a grade of “C” or higher. A basic introduction to Humanities, the course focuses upon central concepts, historical development, and the fundamental nature of the visual arts, literature, music dance, theatre, philosophy, and religion. Major emphasis is upon understanding and appreciation of cultural heritage. HUM 2020 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.