

VISUAL AND PERFORMING ARTS

The Major

Visual and Performing Arts offers six different programs of study. Students may choose to major in: Art History (30 credits); Film, Television, and Media Arts (39 credits); Music (30 credits); Studio Art (33 credits); and Theatre (33 credits). We also offer an interdisciplinary minor in Graphic Design.

The Minor

A minor in Visual and Performing Arts can be obtained upon completion of 18 credits in one of the five areas of concentration: Art History; Film, Television, and Media Arts; Studio Art; Music; or Theatre. The minor in Graphic Design is an interdisciplinary 18-credit minor. For further information about the curriculum and areas of concentration, consult the program directors:

Art History: M. Rose

Film, Television, and Media Arts: L. Porter

Graphic Design: L. Porter

Music: B. Torff

Studio Art: M. Rose

Theatre: L. Porter

Department Mission and Goals

The arts are an integral part of human existence, and study of the arts is a hallmark of a liberal education. Students in the Visual and Performing Arts Department acquire knowledge of the history, context, and theory of the interaction of art, society, and the self. They learn to communicate, produce, collaborate, meet deadlines, think critically, creatively problem solve, manage time, and be responsible to others, all while participating in life's ongoing cultural conversation.

University Core Course Requirement

The core curriculum requires that all Fairfield undergraduate students complete two semesters of coursework in Visual and Performing Arts. Our courses are divided between those that cover material from an historical/theoretical point of view, and those that involve the use of applied skills with which you actually make or perform works of art. The core curriculum requires that at least one of your two courses in this department be a history/theory course.

Department Core Learning Outcomes

History

- Students will have a deep understanding of the historical, theoretical, and critical constructs of a specific arts discipline.
- Students will gain factual knowledge about works of art and will be able to identify and analyze them in terms of discipline-specific concepts and language, as well as style, genre, and historical context.
- Students will demonstrate knowledge of discipline-specific artistic traditions, as well as the fundamental principles, generalizations, and theories behind those artistic traditions.
- Students will apply course material by analyzing and evaluating works of art, both in speaking and in writing.

- Students will develop, through the study of art, insights into how art affects and reflects cultures and contexts, providing students with opportunities to access, express, and integrate the meaning of the arts across a variety of disciplines.

Applied

- Students will have a deep understanding of the creative processes involved in making art and develop a portfolio of their own artistic creations.
- Students will create a portfolio of their own work, which captures not only the ongoing process of creation and revision, but also demonstrates students' developing mastery of discipline-specific artistic techniques.
- Students will be able to critically evaluate their own artistic output, as well as that of others, both in speaking and in writing, using the evaluative norms and competencies of their art, as well as using discipline-specific concepts, language, and techniques.
- Students will develop the essential means for expressing ideas, experiences, feelings, and deepest beliefs, both of themselves and of the wider community.

Additional Fees

Studio Art courses require a materials fee. There are also separate charges for private music lessons. Students enrolling in these courses will be billed an additional fee per course on their term bill.

Facilities and Resources

- The Bellarmine Museum of Art stewards a rich collection of paintings, sculptures, and decorative art objects, including the Samuel H. Kress Collection of Italian Paintings, a large selection of historic plaster casts, a range of non-Western art objects, and a loan of twenty objects from the Metropolitan Museum of Art/The Cloisters Museum. The BMA mounts up to five temporary exhibitions each year.
- The Thomas J. Walsh Gallery features temporary exhibitions of modern and contemporary art.
- Experimental art galleries feature student work.
- Our historic plaster cast collection began in 1991 and it is comprised of long-term loans and gifts from the Metropolitan Museum of Art, representing masterpieces from ancient Greece, Rome, and Renaissance Italy. Additional gifts from the Metropolitan Museum of Art, the Acropolis Museum, and individual donors, have expanded the collection to eighty casts. The collection provides students in the Art History and Studio Arts programs, and Classical Studies, additional opportunities for study in the Bellarmine Museum of Art and the casts rooms in Loyola Hall.
- The Mutrux Visual Resources Collection (VRC) is the primary visual teaching resource and laboratory for the Art History Program, with state of the art computer and digital imaging equipment. The VRC has a burgeoning digital image library used by all of the faculty many of whom also access images through the university's subscription to ARTstor, an online repository of over 1,000,000 digital images.
- A computer-music lab with state-of-the-art music-based computer software.
- A recording studio.
- The Aloysius P. Kelley proscenium theatre and the Wien Experimental Black Box theatre in the Regina A. Quick Center for the Arts host frequent student performances presented by the music and theatre programs.

- The Media Center in Xavier Hall contains exceptional equipment and facilities for students in Film, Television, & Media Arts, including an instructional television studio, a production television studio, a satellite uplink truck, and Campus Television Network head-end. Production capabilities are supported by state-of-the-art computer-based digital graphic design and editing technology.
- The PepsiCo Theatre, with its intimate theatre, dance studio, and design studio, is the home of Theatre Fairfield, the production wing of the theatre program.

Internships

Visual and Performing Arts majors are eligible for internship programs in the local and regional art communities. Students may receive credit for gaining valuable practical experience in a variety of activities. Students have interned at Sotheby's, Atlantic Records, Viacom and many other sites in both New York City and Connecticut. There are also internships at the University's Bellarmine Museum of Art, Thomas J. Walsh Art Gallery, local galleries, museums, historical societies, television and radio stations, art studios, professional theatres, and production companies.

Performance Opportunities

In addition to its regular courses, the Music Program sponsors a number of student performing groups including the Fairfield University Orchestra and Jazz Ensemble. Members of these performing groups receive one credit for each semester. Students may apply up to six of these credits toward a major or minor in music; however, these credits do not count towards the 38 three-credit courses required for graduation. The Fairfield University Glee Club, Chamber Singers, and Pep Band are non-credit performing organizations sponsored by Student Affairs.

Theatre Fairfield is the academic production wing of the Theatre Program. The annual season includes professionally directed and designed productions; performances that feature the work of advanced directing, acting and design students; and independent projects created by junior and senior majors. Participation in Theatre Fairfield productions is open to all members of the University community.

Programs

- Art History and Visual Culture Major (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/art-history-visual-culture-major>)
 - Concentration in Visual Arts Administration
- Art History and Visual Culture Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/art-history-visual-culture-minor>)
- Film, Television, and Media Arts Major (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/film-television-media-arts-major>)
- Film, Television, and Media Arts Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/ftm-minor-film-television-media-studies>)
- Graphic Design Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/graphic-design-minor>)
- Music Major (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/music-major>)
- Music Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/music-minor>)
- Studio Art Major (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/studio-art-major>)
- Studio Art Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/studio-art-minor>)
- Theatre Major (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/theatre-major>)
- Theatre Minor (<https://catalog.fairfield.edu/undergraduate/arts-sciences/visual-performing-arts/theatre-minor>)

Courses

Art History

AH 0010 Origins and Transformations in Western Art **3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

From the mysterious depths of Paleolithic cave painting to the soaring heights of Gothic cathedral vaulting, this course surveys the early history of Western art. The course begins with the origins of art-making in prehistoric, Mesopotamian, Egyptian, Greek, and Roman cultures before viewing the transformations of these ancient arts traditions in early Christian and medieval societies. The course offers students a working vocabulary with which to compose visual analyses of works of art and evaluate them in a social and historical context. One class takes place at the Metropolitan Museum of Art in New York City.

AH 0011 Visual Culture Since 1400: Expression and Experimentation **3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

This course surveys the history of painting, sculpture, and architecture from the 15th century to today, in Europe and the United States, including a review of classical and medieval antecedents. A central focus of this class is the study of the original contexts of works of art; most of the art we will study this semester was not made to be looked at in a museum or gallery. By seeking the original context of a work of art, one can begin to understand why, how, by, and for whom art was created and how it fits into the larger picture of human creativity. Students will visit the Metropolitan Museum of Art in New York City.

AH 0013 Art of Africa, the Caribbean, and the Americas **3 Credits**

Attributes: BSCC Black Studies Component Course, GDAH Graphic Design: Art History, LCEL LACS Minor: Elective, VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity

This course is an introduction to art and architecture of Africa, the Caribbean islands, and Central America, South America and North America. Major works of art and architecture will be examined to understand the respective cultures and traditions of these regions. Cultures designated by their geographical locations will provide a frame of study for African visual culture. Art of Caribbean islands and the influence of the African diaspora will be explored. The Americas will be represented by Pre-Columbian and Native American visual arts. Students will be introduced to different art historical approaches and vocabulary used to study art from each of these areas.

AH 0014 Art of Asia**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity

This course introduces major monuments of the arts of Asia, including architecture, painting, sculpture, ceramics, and prints. Following a roughly chronological progression spanning over three millennia, the course emphasizes contact between Asian civilizations, including South, Southeast, Central, and East Asia, as well as artistic exchanges between Asia and the West. Foci include: ancient funerary arts, the development of Buddhist art throughout the continent, and secular arts associated with imperial courts and the rise of cities. The course highlights collections of Asian art at the Bellarmine Museum, Yale University, and in New York City.

AH 0015 History of Architecture**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

This introductory course surveys the major periods and key monuments in the history of architecture - largely in the West - from antiquity to the present. Topics include Greek and Roman temples and civic architecture; Medieval mosques and cathedrals; Renaissance and Baroque cities and their monuments; Early Modern factories and gardens; Machine Age museums and houses; and contemporary architectural developments of all sorts. Students will work with actual buildings in writing assignments, and learn the skills necessary to critique and interpret the built environment of the past and present in the United States and beyond.

AH 0102 Art of East Asia**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity

This course surveys the art and architectural history of China, Korea, and Japan, emphasizing cultural and artistic contact between these cultures. Periods of focus include the Shang, Han, Tang, Song, and Qing dynasties in China; the Jōmon, Nara, Heian, Kamakura, Edo and Meiji periods in Japan; and the Three Kingdoms period, Goryeo, and Joseon dynasties in Korea. The course highlights collections of Asian art at Yale University and in New York City, incorporating special exhibitions of East Asian art relevant to the course.

AH 0109 Jewish Art: Moses to Modernity**3 Credits**

Attributes: GDAH Graphic Design: Art History, JST Judaic Studies Minor, VPCH Visual and Performing Arts Core: History Course

The earliest known written description of the Jewish people is a visual record on an ancient victory monument. Dated from the 13th century B.C.E., a carved stele dedicated to Pharaoh Merneptah presents a hieroglyphic relief inauspiciously boasting: "Israel is laid waste; his seed is no more." Tracing 4,000 years of Jewish art, culture, and ritual, this course is a panoramic overview of visual expression of a people wandering through six continents, innumerable styles and artistic identities. How did the ineffable theophany at Sinai spark the complexity of Judaism's struggle with Greco-Roman pagan idolatry versus attempts at capturing the "spirit of God with wisdom and discernment and the knowledge of workmanship to design designs" [Exodus 35] transforming spirituality into a living art?

AH 0111 Greek Art and Archaeology**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

This survey covers the major developments in architecture, sculpture, and painting from the time of Homer to the collapse of the Hellenistic world. The course considers the formation of the Pan-Hellenic sanctuaries of Olympia and Delphi in the geometric and archaic periods and the rise of democracy under the leadership of Pericles in Athens, culminating in the Parthenon of the high classical period and the creation of an empire under Alexander the Great. Students explore the legacy of Greek achievement in the context of its impact on the Roman world and later art. The course emphasizes objects in area museums and includes field trips.

AH 0112 Etruscan and Roman Art and Archaeology**3 Credits**

Attributes: GDAH Graphic Design: Art History, ISIF Italian Studies: Italy-Focused, VPCH Visual and Performing Arts Core: History Course

In this course we will examine art of the Roman Republic and empire, beginning with an introduction to Etruscan Italy before Roman conquest. The major themes of the course are: society as reflected in portraiture; religion as communicated in temple and domestic architecture and decoration; the organization and architecture of urban spaces; the architecture and decoration of houses. These themes will also be related to the art of other places and times, including that of the ancient Greeks and our own society. The course emphasizes objects in area museums and includes trips to world-class museums in our region.

AH 0113 Art and Archaeology of Ancient Egypt: Images for Eternity**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity

In this course, students will examine the art of ancient Egypt, from the unification of the pre-historic cultures of the Nile Valley to the Roman conquest. We focus on thematic examinations of various aspects of ancient Egyptian culture, as illustrated through the art, monuments, artifacts, and anthropological evidence that remains in the archaeological record today. Throughout the course, students will analyze and discuss the influence of scholarly biases and issues in cultural heritage management, and museum collecting ethics. By examining the life cycles of these works, from first creation to modern reinterpretation, students will understand that these works not only reflect a society as complex as our own but also serve an important role in contemporary culture. Students will visit the Metropolitan Museum of Art.

AH 0120 Medieval Art of Western Europe**3 Credits**

Attributes: CAOT Catholic Studies: Non-Religious Studies, FREN French Course Taught in English, GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

This introduction to medieval art and architecture in Western Europe, from its Roman, Jewish, and Early Christian sources through the Gothic period, explores continuity and change in art and its relationship to society and culture. We will consider the physical and sensory original environments of the artworks, including sound, smell, and touch. Other topics include the relationship of belief and ritual to religious imagery and architecture, the impact of imperial patronage on art, and the influence of Islam on Western medieval art and iconography. The class will use material from the Fairfield University Art Museum's loan collection from the Metropolitan Museum of Art and the Cloisters, and will take a field trip to the Metropolitan Museum of Art.

AH 0121 Celtic and Early Irish Art**3 Credits**

Attributes: CAOT Catholic Studies: Non-Religious Studies, GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

This course traces Celtic art from its sources and history on the European continent (1200 B.C.E. to the first century C.E.) to its migration to the British Isles and its subsequent transformation as it interacts with native cultures there, particularly the Irish culture. It examines native Irish art from the stone circles and passage graves of 3000-2000 B.C.E. to the introduction of the Celtic style and the golden age of Ireland's conversion to Christianity. Rich new art forms such as illustrated bibles, jeweled chalices and reliquaries, high crosses, and the introduction of monastic and ecclesiastical architecture will be discussed. The course also considers the medieval revivals in the 19th and 20th centuries and includes a first-hand examination of Fairfield University's facsimile of the Book of Kells.

AH 0130 Early Renaissance Art in Italy**3 Credits**

Attributes: CAOT Catholic Studies: Non-Religious Studies, GDAH Graphic Design: Art History, ISIF Italian Studies: Italy-Focused, VPCH Visual and Performing Arts Core: History Course

In this panoramic overview of Italian art, culture, and society between 1300 and 1520, we explore the city of Florence as the "cradle of a new world." From its art workshops and urban planning studios, the monumental Duomo of Brunelleschi rises to symbolize a new era for human creativity. Viewing masterpiece artworks, we discover the exciting shift from medieval formalism to a new aristocratic elegance, opulence, and classical humanism. In this interdisciplinary humanities course, we contrast and compare aspects of Florentine culture as symbolized and visualized in the arts. Artworks depict banking, science, engineering, diplomacy, women's traditional roles of domesticity in the court, and a new appreciation for clothing fashions. Course includes visits to world-renowned area museums allowing students to study first-hand prime examples of Florentine art. No prerequisite beyond a curiosity to learn how Renaissance art of the past enriches our lives in the present.

AH 0131 High Renaissance and Mannerism in Italy**3 Credits**

Attributes: CAOT Catholic Studies: Non-Religious Studies, GDAH Graphic Design: Art History, ISIF Italian Studies: Italy-Focused, VPCH Visual and Performing Arts Core: History Course

This course examines the achievements of artists during one of the richest art-historical eras. We trace the rise of artistic giants such as Leonardo da Vinci, Michelangelo, and Raphael and the socio-cultural contexts in which they worked. Innovations of Mannerists such as Pontormo, Bronzino, and Correggio will be considered, as well as the reaction to these artists in the wake of religious reform.

AH 0140 Baroque Art**3 Credits**

Attributes: CAOT Catholic Studies: Non-Religious Studies, GDAH Graphic Design: Art History, ISIF Italian Studies: Italy-Focused, VPCH Visual and Performing Arts Core: History Course

The 17th century in Europe was marked by profound shifts in politics, religion, and culture, which are reflected in the art produced during then. This course surveys painting, sculpture, architecture, and urbanism of the Baroque era, with a focus on Italy, Spain, and France. Among the themes explored are: the impact of religious reform on the visual arts of Catholic lands; the notion of classicism as an artistic ideal; the role of academies and the market in promoting the arts; the popularity of portraiture and self-portraiture; and the shaping of cities as works of art.

AH 0152 Modern Art**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

In this course we explore a diverse range of art works and issues, which were central to the practice of Modern Art in Europe and the United States from the mid-nineteenth century to the mid-twentieth century. This course focuses on the artists who challenged the institution of Western art, re-interpreted its norms, and used Modernism as both subject and context. Class revolutions, industrialization, urbanization, imperialism, and capitalism are addressed through a close study of various artists and artworks. The enormous impact of European Modern Art on the rest of the world is considered with the examination of orientalism, primitivism, and "colonial" modernisms. A variety of sources such as novels, philosophical and political texts, films, newspapers, and music are used to inform our understanding of these -isms and Modern Art.

AH 0164 American Art and Media Culture**3 Credits**

Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

In tracing the themes and artistic statements of American artists, the course takes special notice of unifying national myths such as the Founding Fathers, Manifest Destiny, America as the new Eden, the frontier from the Rockies to the lunar surface, heroes from Davy Crockett to Superman, and America as utopia. Through the masterpieces of Church, Cole, Homer, Eakins, Sloan, Hopper, Pollock, Rothko, Wyeth, Warhol, and the Downtown art scene, the course answers the question: What is uniquely American about American art?

AH 0165 The Black Experience: African-American Art and Criticism in the 20th and 21st Centuries**3 Credits**

Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, BSAH Black Studies: Arts and Humanities, BSFC Black Studies Focus Course, GDAH Graphic Design: Art History, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course

This course explores black art and culture in the twentieth century. We will focus on the artworks themselves and, when possible, the artist's dialogue. Events in United States history such as the emancipation from slavery and the Civil War Era, the Harlem Renaissance, Jazz Age, Great Depression, Civil Rights Movements, AIDS crisis of the 80's, and the Los Angeles race riots of the 90's are used as context to understand black art and culture. While art works created by African-American artists are the primary focus, Cuban and Haitian art and artists are also considered. Throughout the course there is a focus on thinking critically when looking at art as well as how to articulate ideas in writing.

AH 0172 History of Photography**3 Credits**

Attributes: GDAH Graphic Design: Art History, VPCH Visual and Performing Arts Core: History Course

Students will learn the general historical development of photography from the 1830s to the present day. Concentrating primarily on Europe and the United States, this survey examines some of the themes threaded throughout photography's short history: the interrelationships between photography and other arts, the effect of technology on the medium, identity construction by and through photographs, and the tradition of the popular photograph. Social, cultural, and economic issues are considered as well as important photographers and photographic movements. Throughout the course there is a focus on thinking critically when looking at a photograph as well as how to articulate ideas in writing.

AH 0191 Art and Mythologies of Nazi Germany, Fascist Italy, Bolshevik Russia: Comparative Systems & Outcomes 3 Credits

Attributes: GDAH Graphic Design: Art History, GMEL German Major or Minor Course, GMEN German Course Taught in English, ISIC Italian Studies: Italy Component, JST Judaic Studies Minor, VPCH Visual and Performing Arts Core: History Course

This interdisciplinary approach to the visual Zeitgeist of these major political/national crises in Europe between 1917 and 1945 surveys the visual rhetoric of Nazi Germany, Fascist Italy, and Bolshevik Russia through the widest possible definition of the visual arts. The course includes the traditional fine arts of painting, sculpture, and architecture as well as the mass cultural outlets of film, radio, propaganda posters, and the staging of public events. The class eliminates the distinctions between high and utilitarian mediums of expression; all means of persuasion are fair game. This course allows students to better understand the complexities of these political/nationalist issues; the "window" is the lens provided by the visual arts and mass media. In doing so, students recognize how the symbolic languages of mythology were married to political ideologies and shaped public opinion from the national consciousness.

AH 0192 The History, Theory, and Practice of Museums 3 Credits

Attributes: VPCH Visual and Performing Arts Core: History Course
This course focuses on the history and theory of museums, their operations and roles in society and the practical application of museum theory. Students will put the rapidly evolving field of museum studies into a meaningful context while simultaneously gaining a clearer understanding of contemporary industry standards and modes of best professional practice.

AH 0193 Inside Museums and Galleries: Taste, Place, Public Space 3 Credits

Attributes: VPCH Visual and Performing Arts Core: History Course
This course explores the interactive role of the curator and the museum and gallery visitor in the dynamic cultural spaces of museums, galleries, and public historic spaces, parks, monuments, etc. We explore the responsibilities, ethics, and educational goals for the professional staff of not-for-profit museums in terms of serving the common good of the general public. If museums are "temples of culture," then we need to understand the ways these public "faiths" act while open and engaging for all. In contrast, we highlight the similarities and differences when artworks or collectible objects are placed into a commercialized, for-profit-gallery/auction house context. This is an introductory course, welcoming students ready to experience and learn about the rich spectrum of museums, galleries, auction houses, and cultural institutions within the Tri-State area. Field trips include visits with top professionals who share their expertise and experiences.

AH 0209 The Historic Plaster Cast Collection at Fairfield University 3 Credits

Prerequisite: One 100-level or lower art history course.
Students will study the history of plaster cast collections in Europe and the U.S. including Fairfield's growing collection. Emphasis will be given to the Fairfield collection by conducting research on the plaster casts. Students will assist with museum and website information. Students will clean and apply light restoration to plaster casts in preparation for their display in different areas on campus. Class visits to the Slater Museum, the Institute for Classical Architecture, and the Metropolitan Museum of Art will be scheduled. Opportunities to visit the Slater Museum, the Institute for Classical Architecture, and the Metropolitan Museum of Art will be scheduled. Consultation with curators and sculptors will provide additional guidance to students.

AH 0210 Myth in Classical Art 3 Credits

Attributes: VPCH Visual and Performing Arts Core: History Course
Prerequisite: One 100-level or lower art history course or permission of the instructor.

Greek and Roman art serve as a rich depository of Greek mythology with a wide range of representations that evolved across the centuries. As a source of information, classical art sometimes preserves myths that are otherwise unknown in the surviving literature. In some cases visual representations date earlier than an extant literary description or differ in the story details. This course focuses on ancient sources, visual and literary, to study the Olympian gods; the heroes, Perseus, Herakles, Theseus, and Odysseus; the Trojan War; and battles such as the gods and giants, Lapiths and Centaurs, and Amazons and Greeks. Students will analyze the appearance of select myths on monuments in the classical world, emphasizing examples in the Metropolitan Museum of Art, the Yale University Art Gallery, and the Historic Plaster Cast Collection at Fairfield.

AH 0221 The Arts of Ireland and the British Isles, 500-1000 3 Credits

Attributes: CAOT Catholic Studies: Non-Religious Studies, VPCH Visual and Performing Arts Core: History Course

Prerequisite: One 100-level or lower art history course or permission of the instructor.

This course explores the art and architecture produced in Ireland, England, and Scotland during the early medieval period, often called the "Golden Age of Insular Art." It was an era of rich cultural exchange during which Irish and continental monks were instrumental in the spread of Christianity throughout the British Isles; Irish settled in Scotland; the Anglo-Saxon kingdom was established in England; and Vikings invaded Ireland and Britain. Arts in all media combined pre-Christian Celtic and Germanic traditions with new Christian forms. Irish monasteries throughout the British Isles were centers of production for sumptuous manuscripts such as the Book of Kells and liturgical vessels including the Ardagh Chalice. Monastic architecture and high crosses will also be considered, as well as secular objects such as aristocratic jewelry.

AH 0222 Byzantine Art 3 Credits

Attributes: CAOT Catholic Studies: Non-Religious Studies, VPCH Visual and Performing Arts Core: History Course

Prerequisite: One 100-level or lower art history course or permission of the instructor.

This course focuses on the art of the medieval Byzantine Empire, a period of strong imperial patronage that saw the rise of Christianity and its associated new forms of art and architecture. The course is organized chronologically, from Byzantine art's late antique Pagan Roman, Early Christian, and Jewish sources to its relationship to Islamic art and its later impact on the development of the arts of Western Europe and Russia. The major themes of the course are: the relationship of belief and ritual to religious imagery and architecture; cultural exchange and influence on art forms and iconography; and the impact of imperial patronage on art and architecture. These themes will also be related to the art of other places and times, including our own. We will explore continuity and change in the content and style of Byzantine Art over time, while constantly being aware of the relationship between art and society.

AH 0290 Special Topics in Art History 3 Credits

Attributes: VPCH Visual and Performing Arts Core: History Course
Prerequisite: One 100-level or lower art history course or permission of the instructor.

Students conduct an in-depth study of a specific subject in the history of art.

AH 0292 Museums, Art, Ethics, and the Law **3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
Prerequisite: One 100-level or lower art history course or permission of the instructor.

This course examines the complex legal and ethical issues surrounding the conception, creation, communication, display, reproduction, ownership, transfer, and protection of works of art. The first unit is devoted to defining "art" and discussing artists' rights. The legal and ethical constraints affecting museums, collectors and the art market generally will be covered in the second unit, while the third unit will grapple with the problematic area of cultural property (with particular emphasis on looting, plunder, identity, trade, reparation, restitution and restitution). In each of these three segments, we shall read and discuss relevant case law, as well as a number of commentaries authored by leading experts in the field.

AH 0300 Independent Study **1-3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
 This in-depth exploration of a specific topic in art history involves students in independent research and field study. Open to students with approval of a faculty member and the director of the Art History program.

AH 0310 Internship **1-3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
 Internships allow students to gain hands-on experience in fields related to art history through supervised work for galleries, museums, auction houses, and other venues. Internships give students experience in a professional environment, help them to identify possible career paths, and give them skills that they do not acquire in the classroom. Students may apply for on-campus internships at Fairfield's Bellarmine Museum of Art or Thomas J. Walsh Art Gallery, or pursue placement in local or New York City arts institutions. Internships require permission from the Art History program's internship coordinator before registration.

AH 0330 Senior Capstone Seminar **3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
 Required of all art history majors in the spring semester of the senior year, this seminar offers rotating topics that reflect the areas of expertise and research among Fairfield's art history faculty members and culminates in an in-depth research project.

AH 0330A Senior Capstone Seminar **3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
 See AH 0330.

Film, Television, and Media Arts

FTM 0010 Introduction to Film Studies **3 Credits**

Attributes: ENPC Digital Journalism Production Component, VPCH Visual and Performing Arts Core: History Course
Fee: \$60 Materials Fee

This course explores the fundamentals of film form (including narrative modes, visual design, performance styles, editing, and sound design), and the relationship between a film's style and its overall meaning. By learning how to "read" film as a text and utilize sophisticated cinematic language, you will begin to critically understand film as both an art form and a product of culture. Each week's meetings will include lecture, discussion, and a separate, dedicated screening of a feature film.

FTM 0011 Introduction to Film and Video Production **3 Credits**

Attributes: ENPC Digital Journalism Production Component, VPC2 Visual and Performing Arts Core: Applied Course

This course introduces and familiarizes students with all the production tools of the Film, Television, and Media Arts program, including: cameras; lighting instruments and grip equipment packages; audio equipment, including microphones, audio recorders, mixers, windscreens, etc. Each class consists of two parts – an instruction and discussion of the theoretical elements of the class topics, and a hands-on demonstration of the theory just presented. The course features multiple practicum assignments designed to provide a thorough learning experience and to illustrate camera, lighting and audio theory.

FTM 0090 Production Practicum in Film, Television, and Media Arts **1 Credit**

Film, Television, and Media Arts majors must take this course for at least one semester during each of their freshman, sophomore and junior years. They will participate in a variety of film, television or radio productions beyond those assigned within individual courses, including: regular programs on the Ham Channel or WVOF; independent student films; student TV broadcasts of annual campus events; Media Center productions or broadcasts; or senior capstone projects. Enrollment by permission only.

FTM 0101 American Cinema: History and Analysis **3 Credits**

Attributes: ASGW American Studies: Gateway, GDFT Graphic Design: Film and Television, VPCH Visual and Performing Arts Core: History Course
 American cinema has evolved from its origins as a technological novelty at the end of the 19th century to become a key component of a multibillion-dollar industry that profoundly influences popular culture in the United States and around the world. This course examines important American films of the past 100 years and the technological, economic, and cultural developments that have influenced their creation, along with the theoretical concepts necessary for their analysis.

FTM 0102 American Television: History and Analysis **3 Credits**

Attributes: ASGW American Studies: Gateway, GDFT Graphic Design: Film and Television, VPCH Visual and Performing Arts Core: History Course
 An introduction to the study of television in the United States, this course reviews the historical roots of television content and technology and its relationship to radio and film, and its evolution new media platforms. Students examine the evolution of the many program types found in broadcast and cable television, explore their narrative conventions, and define criteria for analyzing story, structure, formats, performance, and production values.

FTM 0103 World Cinema **3 Credits**

Attributes: ENDE Digital Journalism Elective, GDFT Graphic Design: Film and Television, VPCH Visual and Performing Arts Core: History Course
 This course surveys the development of world cinema with a particular emphasis on its canonical texts. We will examine the cinematic medium in its various global, cultural, and social contexts by studying key film movements and styles, including German Expressionism, Soviet Montage, Italian Neo-Realism, various "new wave" cinemas, and certain global film movements. We will also study the development of popular national genres and evaluate the relationship between art, commerce, and taste as it pertains to the distribution and U.S. reception of world cinema. Students will gain factual knowledge and learn to analyze and critically evaluate points of view that may not be their own.

- FTM 0104 Documentary Cinema** **3 Credits**
Attributes: GDFT Graphic Design: Film and Television, VPCH Visual and Performing Arts Core: History Course
 This course surveys the historical, political, social and cultural significance of non-fiction (documentary) storytelling traditions in the U.S. and abroad. Students will study canonical and independently produced documentaries directed by domestic and international filmmakers to deepen their overall understanding of the technological and aesthetic contributions that national cinemas have contributed to nonfiction filmmaking. Major themes to be discussed are tradition vs. modernization, colonialism, religion, cross cultural relationships, class, gender, ethnicity, nationalism, the human condition, hegemony, and displacement. Students will gain factual knowledge and learn to analyze and critically evaluate points of view that may not be their own.
- FTM 0108 Sports Broadcasting and Remote Television Production** **3 Credits**
Attributes: ENPC Digital Journalism Production Component, VPCH Visual and Performing Arts Core: History Course
 This course introduces students to the principles and practice of the world of sports broadcasting. Topics include the history of the industry, its developing techniques, the aesthetic and narrative structure of television sportscasting, its economic impact on the industry, media law and ethics applied to the sports world, and its significant place within the general broadcast world.
- FTM 0120 Beginning Screenwriting for Film and Television** **3 Credits**
Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 This beginning course introduces students to screenwriting by developing their understanding of visual storytelling for short documentary films, fiction films, and the television sitcom. The main goal of the course is to develop creative capacities in storytelling and creative written expression while introducing students to fundamental principles of conventional fiction and non-fiction screenwriting. This course utilizes lecture, discussion, screenings, readings, and reflective essay writing to grapple with issues of narrative structure, characterization, conflict, aesthetics, and the politics and ethics of writing as well as other related topics. Students will participate in regular writing workshops in which fellow classmates will respond to their work.
- FTM 0130 Nonlinear Editing for Film and Television** **3 Credits**
Fee: \$60 Materials Fee
Prerequisites: FTM 0010, FTM 0011.
 This course examines the technical and theoretical conventions of film and video editing that have emerged during more than one hundred years of motion picture and television history. Through readings, discussions and lectures, as well as editing assignments, students will explore how to make meaning through the assembly of images and sound. Students will also gain experience with post-production software, including Adobe Premiere Pro, Adobe Audition, and DaVinci Resolve.
- FTM 0131 Intermediate Film Production** **3 Credits**
Prerequisites: FTM 0010, FTM 0011.
 This course introduces FTM majors to the major elements and principles of film, television and media production, and its three stages of preproduction, production, and post-production. Each student authors and collaboratively produces short narrative, documentary, and experimental pieces on a common theme.
- FTM 0201 Filmmaker Studies (Shell)** **3 Credits**
 Each semester that it is offered, this course takes up the study of one or more individual filmmakers - primarily directors - and surveys that person's (or pairs' or group's) body of work, examining major themes, techniques, motifs, topics, collaborations. In so doing, it seeks to measure and evaluate his or her contribution to the history and craft of film. Filmmakers have included Alfred Hitchcock, Clint Eastwood, Quentin Tarantino, Women Directors, and Ang Lee. May be taken twice.
- FTM 0201A Filmmaker Studies: Women Directors** **3 Credits**
Attributes: ASVP American Studies: Visual and Performing Arts, GDFT Graphic Design: Film and Television, VPCH Visual and Performing Arts Core: History Course, WSGF Women, Gender, and Sexuality Studies: Gender Focused
- FTM 0201B Filmmaker Studies: Italian Cinema** **3 Credits**
Attributes: ASVP American Studies: Visual and Performing Arts, CAOT Catholic Studies: Non-Religious Studies, E_AF English Literature After 1800, GDFT Graphic Design: Film and Television, ISIF Italian Studies: Italy-Focused, ISIT Italian Studies: Italian, VPCH Visual and Performing Arts Core: History Course
 This survey of Italian films as textual, cultural, and historical artifacts analyzes movements such as neorealism, commedia all'italiana, the spaghetti western, and new Italian cinema through the works of selected directors. The course follows a chronology from the silent period to present day, with special emphasis on the "golden ages" of Italian cinema, neo-realism of the postwar period, the 1960s' comedy of manners, and the new Italian cinema of the '80s and '90s. Students analyze the works of Rossellini, De Sica, Fellini, Visconti, Germi, Antonioni, Wertmüller, Leone, Pasolini, Moretti, Benigni, and others.
- FTM 0201C Filmmaker Studies: Hitchcock** **3 Credits**
Attributes: VPCH Visual and Performing Arts Core: History Course
 This course will examine questions of cinematic authorship through one of the medium's most influential figures: Alfred Hitchcock. We will trace Hitchcock's formal and thematic development across major films from the 1940s, 1950s, and 1960s and then place this body of work in dialogue with filmmakers such as Michael Powell, Luis Buñuel, Roman Polanski, Brian De Palma, Chantal Akerman, Bette Gordon, and more. Themes relating to voyeurism, psychosis, perversion, surveillance, paranoia, gender, and sexuality will feature prominently. In addition to gaining insight into authorship and the workings of the cinematic apparatus more generally, students will also develop proficiency with frameworks for critical analysis, including genre, ideology, form, psychoanalysis, feminist critique, and queer theory, among others.
- FTM 0204 African American Cinema** **3 Credits**
Attributes: ASUP American Studies Upper Level, BSAH Black Studies: Arts and Humanities, BSFC Black Studies Focus Course, GDFT Graphic Design: Film and Television, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course
Prerequisite: FTM 0010.
 This course explores the historical, social and cultural significance of African American cinema from the silent era until present-day. Students will grapple with issues concerning the politics of representation of people of African descent in the American film industry and deepen their overall understanding of ways that African American filmmakers have achieved artistry and expression in spite of obstacles posed by race, class, and gender. Through regular screenings, readings, and presentations students will deepen their overall understanding of the impact of historical events and key filmic technological advancements on the establishment of the separate and unequal African American film industry.

FTM 0205 Survey of Film Music: Hearing the Movies 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**Prerequisite:** FTM 0010 or MU 0103 or MU 0104.

This course provides an overview of film music from 1900 to today. Students investigate the defining characteristics of the major historical periods of film music; explore the social and historical events that shaped the industry; learn to actively listen to a score; and discuss salient features of a given score. The object in this course is to develop skills in analyzing the sound track, music's role in the sound track, and the relation of sound track and image track on small-scale and large-scale (narrative) levels. The course develops critical listening and viewing skills as well as a film-music historical survey.

FTM 0206 American Film: Decades (Shell) 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity**Prerequisite:** FTM 0010.

This course examines the use of film form (e.g., cinematography, editing, sound design) in American movies made during a given 10-year period, as well as the social, cultural, historical and ideological contexts of the era in which they were made. Each iteration of the course is organized around particular themes relevant to the decade under discussion, e.g. "1970s - Rebels with Causes." See FTM 0206A, FTM 0206B, FTM 0206C, FTM 0206D, FTM 0206E.

FTM 0206A American Films: Decades: 1950s 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0206B American Films: Decades: 1960s** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course

You Say You Want A Revolution: Radical 60s in American Film. The 1960s began as a reaction to the bland conservatism of the 1950s. Revolution was in the air: political, cultural, sexual. The 60s were shocked and rocked by assassinations, war, and domestic upheaval. The Beatles made art out of pop music, and millions of young people decided to "make love, not war." A bewildering array of new words and phrases entered the national vocabulary: pop art, folk-rock, heavy metal, hippies, "freaks," "pigs," happenings, sit-ins, counter culture, commune, psychedelic, Vietnam, Woodstock, Black Panthers, defoliation, body-bag, mini-skirt, the Pill, LSD, and M.A.D (Mutually Assured Destruction). The Age was Aquarius, the Medium was the Message, and the message was "Turn on, tune in, and drop out." Old Hollywood died in the 1960s, and the MPAA ratings were born. It remained to be seen how American films would respond to the times...

FTM 0206C American Films: Decades: 1970s 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0206D American Films: Decades: 1980s** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0206E American Films: Decades: 1990s** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207 Film Genres (Shell)** 3 Credits**Prerequisite:** FTM 0010.

Genres are categories of film characterized by recognizable conventions that include settings, stock characters, narrative patterns, stylistic devices, historical contexts, and themes. Genres interact with filmmakers' and audiences' shared expectations and evolve over time. Each iteration of this course examines a specific genre (e.g. the Western, Horror, Science Fiction, etc.) and evaluates it in terms of film form and its own evolving set of conventions. See FTM 0207A, FTM 0207B, FTM 0207C, FTM 0207D, FTM 0207E, FTM 0207F, FTM 0207G, FTM 0207H, FTM 0207I.

FTM 0207A Film Genres: Classic Comedy 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207B Film Genres: Cult Cinema** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207C Film Genres: Disaster/Apocalypse** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207D Film Genres: Film Noir** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207E Film Genres: Hollywood Musical** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207F Film Genres: Horror** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207G Film Genres: Independent Film** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207H Film Genres: Science Fiction** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0207I Film Genres: The Western** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0208 Television Genres (Shell)** 3 Credits**Prerequisite:** FTM 0010.

Basic to understanding television as an art form is the concept of genre.

This course introduces students to the defining characteristics and the critical analysis of television genre. On a rotating basis, the course focuses on drama, serial, situation comedy, news and documentary, and reality television, examining distinct conception, writing, production, directing, editing and other conventions of each. Social and historical elements of the genre are also addressed. See FTM 0208A, FTM 0208B, FTM 0208C, FTM 0208D, FTM 0208E.

FTM 0208A TV Genres: Comedy 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0208B TV Genres: Contemporary Drama** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0208C TV Genres: Crime Dramas** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0208D TV Genres: Reality TV** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0208E TV Genres: Sitcoms** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course**FTM 0209 Gender, Sexuality, and Cinema** 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course, WSGF Women, Gender, and Sexuality Studies: Gender Focused**Prerequisite:** FTM 0010.

This course examines how American movies have portrayed gender and queer sexuality (lesbian, gay, bisexual, transgender/transsexual, and questioning) to create a range of stereotypical and multi-dimensional characters. From "coded" sexual references in classical films, to timid New Hollywood-era films, to today's thriving independent cinema, this representational genealogy includes condescending myth and bold truth-telling, works that both mirror and shape their cultural moment.

FTM 0210 Special Topics (Shell) 3 Credits**Attributes:** VPCH Visual and Performing Arts Core: History Course

These courses, offered periodically, focus in depth on a specific theme or issue, and may draw upon films from one or more countries, from among numerous directors, and from various periods in film history from the dawn of cinema to the present. Special applied courses may also be offered in this category. May be taken twice.

FTM 0220 Intermediate Screenwriting 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisite:** FTM 0120.

Writing a feature film script can be one of the most difficult and daunting tasks for a writer/filmmaker, yet it remains the dominant format in filmmaking practice. This class builds upon the foundation of FTM 0120, expanding upon the narrative techniques at play in short films and applying them to the roughly 90 page format. The majority of this class is structured like a writers room/group, where students write, write, write and foster a collaborative environment where they share, critique and develop script ideas.

FTM 0230 Lighting and Cinematography 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisites:** FTM 0010, FTM 0011, FTM 0131.

This advanced motion picture production course focuses on the production of narrative fiction films. Students study and practice advanced techniques of film production- including preproduction, production and postproduction responsibilities of the producer relating to management, financing, contracts, distribution and other business elements of filmmaking. Students in the class collaborate to produce significantly more complex narrative films with more advanced camera, lighting, audio, and editing equipment.

FTM 0231 Documentary and Experimental Film Production 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee**Prerequisite:** FTM 0131.

This course is designed to develop skills and critical perspectives needed to produce documentary work that promote social activism and awareness. Through lectures, discussions, screenings, readings, and hands-on demonstrations, students will learn about pre-production, production, and post-production for documentary work. By the end of the semester students will write, produce, direct, and edit short documentaries focusing on social issues. By periodically presenting their own work, students will engage one another in discussions sharing constructive criticism concerning individual projects.

FTM 0232 Studio Television Production 3 Credits**Attributes:** ENPC Digital Journalism Production Component, VPC2 Visual and Performing Arts Core: Applied Course**Prerequisites:** FTM 0010, FTM 0011, FTM 0131.

This course offers a theoretical and hands-on introduction to the art and technology of television production within a studio context. Students receive instruction on the creative and aesthetic use of the elements and technology of studio television production - cameras, audio, lighting, editing, set design, and program development - and participate in a series of projects completed individually and as part of a team.

FTM 0234 Directing for Film, Television, and Media 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisites:** FTM 0010, FTM 0011, FTM 0131.

This course explores what a film director does, how he/she manipulates and manages the divergent elements of cinema into a coherent whole, and often, into a unique and personal vision. The specific tasks of a director related to her/his role with crew and with actors, and in the development of a film from start to finish, are studied from practical and theoretical perspectives.

FTM 0235 Digital Motion Graphics 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee**Prerequisite:** FTM 0010.

The digital revolution has arrived for production of television and video. This course introduces the theory and basics of digital graphic design and editing, incorporating three-dimensional graphics, music, and sound effects. Students master nonlinear programs and technology such as Final Cut Pro, Avid, Photoshop, Flash, and Dreamweaver.

FTM 0236 Digital Audio Workstation 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisite:** FTM 0011, FTM 0130; or MU 0150 or MU 0156.

This course will provide the student with an in-depth knowledge of the practical application of the Digital Audio Workstation (DAW). This course is primarily designed for students interested in audio editing as it applies to producing recordings, creating sound effects, and soundtrack design for film/TV/radio. Creating samples, recording techniques, waveform manipulation, mixing, and the role of the Digital Audio Workstation in the overall process of sound design will be explored. Students will be proficient at using Logic Pro audio software to manipulate MIDI and audio. Students will learn how to record live sound effects from the environment and manipulate the recordings to create Foley sound effects, and apply them to a film segment. Students will learn to mix and master a segment of multi-track audio.

FTM 0237 Acting for the Camera 3 Credits**Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisite:** TA 0030.

This course is an experiential introduction to the specialized techniques used in successful on-camera acting. On-camera exercises will emphasize the importance of listening, truthful moment-to-moment response, and effective communication skills. Students will practice their skills and apply their training to commercials, current television scripts, and screenplays. Initial classes examine the difference between acting for the stage and acting for the camera. Students will practice a variety of on-camera styles including comedy, crime drama, and commercials. The course builds towards longer scene work from a screenplay. Topics include script analysis, nuance and depth of performance, and relaxation and confidence on-camera.

FTM 0305 Independent Study 1-3 Credits

Usually open only to students majoring or minoring in Film, Television, and Media Arts with a concentration in film, this course allows a student to pursue in depth a topic or project in film or television or media arts history/theory or production, in close consultation with a faculty member of the Film, Television, and Media Arts program. Enrollment by permission of instructor only. May be taken twice.

FTM 0306 Internship in Film, Television, and Media Arts 1-3 Credits

In consultation with a faculty member, upper-level major and minor students arrange a semester-long internship with one of many film production companies located within Connecticut and the New York metropolitan area. The course combines on-site supervision and meetings with faculty advisors with weekly journal submissions and an assigned paper at the end of the internship. Enrollment by permission of instructor only. May be taken twice.

FTM 0310 Capstone Seminar I **3 Credits****Prerequisite:** Completion of all other major requirements.

This course provides an opportunity for Film, Television, and Media Arts majors in their senior year to produce a creative work that pulls together the theoretical concepts and technical skills they have acquired during their years in the Program. This course is required for all Film, Television, and Media Arts majors, who must take it in the fall semester of their senior year. The capstone project is completed in FTM 0311 in the spring semester of a major's senior year.

FTM 0311 Capstone Seminar II **3 Credits****Prerequisites:** FTM 0310.

This course provides an opportunity for Film, Television, and Media Arts majors in their senior year to produce a creative work that pulls together the theoretical concepts and technical skills they have acquired during their years in the Program. This course is required for all Film, Television, and Media Arts majors, who must take it in the spring semester of their senior year.

Graphic Design

GD 0201 Graphic Design I: Making Meaning **3 Credits****Prerequisite:** Completion of four preparatory classes in the Graphic Design minor.

In today's world, we are literally surrounded by graphic design, from billboards to soda cans, from Facebook pages to political ads. The graphic designer develops engaging material that communicates a pointed message and persuades an audience. This class focuses on the basic ingredients of graphic design: typography, image, and color. We further explore the combination of these elements into compositions, utilizing proximity, alignment, contrast and repetition. We engage in the complexity of the creative process, developing a strong designer's process, working both by hand and on the computer. Being critical of design is an essential element of designing. Therefore, we will analyze designs for their efficacy, as we lay the foundation for further study in graphic design. In addition to personal sketchbooks, we will use Adobe Photoshop, Illustrator, InDesign, and AfterEffects software.

GD 0202 Graphic Design II: Clients and Collaboration **3 Credits****Prerequisite:** GD 0201.

This course will address the relationship between the graphic designer and the client. What can a designer do when the client specifies a "cleaner" logo? How can a designer respond when a client says, "I don't know what I want, but it's not that"? We will practice essential research and analysis skills, as well as the questions that designers can ask clients, to help both parties understand the goals of any given design. We will also examine the variety of delivery systems for graphic design, from printed to electronic media, and how they affect both layout and file formats. We will continue to develop expressive skills using text, image and layout. We will also continue to engage in the complexity of the creative process, developing a strong designer's process, working both by hand and on the computer. We will also continue to develop our design sense by critically analyzing designs.

Music

MU 0060 Private Lessons: Bass **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0061 Private Lessons: Bass** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0062 Private Lessons: Bassoon** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0063 Private Lessons: Bassoon** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0064 Private Lessons: Cello** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0065 Private Lessons: Cello** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0066 Private Lessons: Clarinet** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0067 Private Lessons: Clarinet** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0068 Private Lessons: Flute** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0069 Private Lessons: Flute** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0070 Private Lessons: Guitar** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0071 Private Lessons: Guitar** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0072 Private Lessons: Harp** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0073 Private Lessons: Harp** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0074 Private Lessons: Oboe** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0075 Private Lessons: Oboe** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0078 Private Lessons: Percussion** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0079 Private Lessons: Percussion** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0080 Private Lessons: Piano** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0081 Private Lessons: Piano** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0082 Private Lessons: Popular Piano** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0083 Private Lessons: Popular Piano** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0084 Private Lessons: Saxophone** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0085 Private Lessons: Saxophone** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0086 Private Lessons: Trombone** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0087 Private Lessons: Trombone** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0088 Private Lessons: Violin** **1 Credit**
Fee: \$500 Music Lesson Fee**MU 0089 Private Lessons: Violin** **2 Credits**
Fee: \$575 Music Lesson Fee**MU 0090 Private Lessons: Viola** **1 Credit**
Fee: \$500 Music Lesson Fee

MU 0091 Private Lessons: Viola Fee: \$575 Music Lesson Fee	2 Credits	MU 0104 History of Music: 1700-1964 Attributes: MUEM European Music, VPCH Visual and Performing Arts Core: History Course	3 Credits
MU 0092 Private Lessons: Voice Fee: \$500 Music Lesson Fee	1 Credit	This course explores the ways in which composers manipulated musical language to meet the growing demands of the middle class. After learning the basic elements of music, students explore the world of the Enlightenment and Haydn, Mozart, and Beethoven. In the romantic period, the course explores the interaction of all the arts and the influence of politics and economics on compositional style. With the dawn of the 20th century, the course explores what "modern" means, learns about attempts to expand and replace musical language, and studies the impact of American culture on music.	
MU 0093 Private Lessons: Voice Fee: \$575 Music Lesson Fee	2 Credits	MU 0112 Music of Black Americans Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, BSAH Black Studies: Arts and Humanities, BSFC Black Studies Focus Course, EDCG Educational Studies Cognate, EDDV Educational Studies Diversity, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course	3 Credits
MU 0094 Private Lessons: Trumpet Fee: \$500 Music Lesson Fee	1 Credit	This musical and historical survey of African-American music and its important contributions to American culture examines African heritage, slave songs, and the colonial era, followed by the role of African-Americans in the music and culture of the Revolutionary and Civil War periods. Students examine the evolution of spirituals, minstrel songs, and ragtime as they relate to dance forms; the role of African-Americans as performers and composers in classical music and music of the theatre; and the blues as it evolves into jazz, soul, reggae, funk, disco, and rap. This course takes a look at racism and issues of gender in America, and how musicians of diverse backgrounds have collaborated and contributed to the evolution of American music despite prejudice and adversity.	
MU 0095 Private Lessons: Trumpet Fee: \$575 Music Lesson Fee	2 Credits	MU 0120 The History of American Song Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course	3 Credits
MU 0096 Private Lessons: Beginning Piano Fee: \$500 Music Lesson Fee	1 Credit	This course examines the history of our most popular form of American music - the song. It explores the origins of song, the impact of immigrants, war, women, and political agendas on the development of this genre, as well as popular American songwriters, singers, and styles. Through critical analysis, we will see the patterns that shaped the music of today.	
MU 0097 Private Lessons: Beginning Piano Fee: \$575 Music Lesson Fee	2 Credits	MU 0122 World Music History and Ensemble Attributes: BSAH Black Studies: Arts and Humanities, BSCC Black Studies Component Course, EDCG Educational Studies Cognate, EDDV Educational Studies Diversity, LCEL LACS Minor. Elective, VPCH Visual and Performing Arts Core: History Course, WDIV World Diversity	3 Credits
MU 0101 The History of Jazz Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, BSAH Black Studies: Arts and Humanities, BSFC Black Studies Focus Course, EDCG Educational Studies Cognate, EDDV Educational Studies Diversity, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course This course traces the development of American jazz from its origins in African-American musical traditions. Students examine the roots of jazz in ragtime, blues, work songs, and march music and study the development of different jazz styles such as Dixieland in the '20s, swing in the '30s, bop in the '40s, and continuing to the present. The course emphasizes the connection between historical periods and the music of jazz: America's original art music.	3 Credits		
MU 0102 History and Development of Rock Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course This course surveys the musical and social trends that resulted in the emergence of rock and roll as an important musical and cultural force in America. The course traces the roots of rock, blues, and country styles, showing how they merged with popular music. Students examine periods from the 1950s to the present, along with Elvis Presley, Chuck Berry, Little Richard, the Beatles, the British invasion, folk music, Bob Dylan, jazz and art rock, Jimi Hendrix, the west coast movement, and the music industry. Students learn to understand, discuss, and differentiate between stylistic periods and their historical relevance to American culture.	3 Credits		
MU 0103 History of Music: 400-1700 Attributes: VPCH Visual and Performing Arts Core: History Course From the humble beginnings of prayer set to chant, through the golden age of polyphony, to the masters of the baroque, this course surveys the origin of western art music. Students learn the basic elements of music and chart the evolution of these elements through the centuries. Students also learn about the cultural and intellectual environment that gave birth to different music genres and styles.	3 Credits		

MU 0124 Bach and Beethoven**3 Credits**

Attributes: GMEL German Major or Minor Course, GMEN German Course
 Taught in English, VPCH Visual and Performing Arts Core: History Course
 This course examines the lives and music of two masters. The first half of the course explores the great secular and religious music of Johann Sebastian Bach, the last great exponent of baroque style. The second half of the course investigates the life and works of Ludwig von Beethoven, the composer who, more than any other, represents the struggle for artistic truth.

MU 0126 History of Choral Music**3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
 From Palestrina's masses to Verdi's Requiem, this course explores the history of music through choral music. The composers themselves often considered these masterpieces to be the culmination of their compositional development and work. A basic ability to read music is helpful.

MU 0132 Critical Issues in American Popular Music: Blues to Hip Hop**3 Credits**

Attributes: ASVP American Studies: Visual and Performing Arts, BSAH Black Studies: Arts and Humanities, BSCC Black Studies Component Course, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course
 This course provides an in-depth look at the important musical, social, and racial issues in American popular music, from the media exploitation of the blues in the 1920s through current issues in hip hop. Subject areas will include blues and its origins, jazz and modernism, the obstacles of race in music, the death of rhythm and blues, rock's evolution in the '50s, rap and hip hop culture, and issues in both postmodernism and perverse as seen by many music and art critics.

MU 0150 Music Theory and Composition I**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 This course introduces students to the basic concepts of music theory and beginning compositional skills. Starting with the notation of pitch and rhythm, the course investigates the major/minor key system, intervals, chord construction, melody writing, and rudimentary harmonization. No background in music is expected.

MU 0155 Popular Music Theory and Composition**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 This course, designed for majors and minors in jazz performance, gives students a working knowledge of jazz and pop harmony. Students attain keyboard proficiency through an emphasis on ear-training, voicings, tritone substitutions, and improvisation theory; this proficiency can be used on other instruments. Students learn all upper-structure chords in all keys as well as ways to improvise on various chord structures. Students should be able to play through lead sheet material with reasonable proficiency using jazz voicings and voice-leading techniques. Basic knowledge of the keyboard is recommended, but the course is open to all instrumentalists and vocalists. Enrollment by permission of the instructor only.

MU 0156 Introduction to Music Technology: History and Practice**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 This course provides students with an introduction to the use of musical instrument digital interface and its various formats. Participants study principles of MIDI, the use of computers in music, and music software as it applies to composition, arranging, sequencing, and music notation, examining how these formats enhance the performance of music and music production. Students learn the technology used in pop music, soundtracks, and commercial music. This course requires a basic knowledge of music and is open to students with some musical background.

MU 0157 Introduction to the Music Industry**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 This course introduces students to the various aspects of the music industry. Students discuss the history and process behind the creation, manufacture, and distribution of prerecorded music. The course covers the earliest record companies, changes in the technology, and the growing awareness and sophistication of the consumer and the artists, as well as the function of managers, attorneys, musicians, and agents in the music industry.

MU 0200 Special Topics (Shell)**3 Credits**

Prerequisite: One introductory or 100-level music class.
 Students will undertake an in-depth study of a specific problem, period, composer, performer, or style of performing, creating, or responding to music. The course will be conducted by a leading scholar/practitioner in the field. The course may be repeated with permission of the program director.

MU 0200D Special Topics: Audio Post Production: Film, Television, and Radio**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
 The focus of this course is an artistic and technical introduction to Audio Post-Production: the industry, the tools, and the processes that produce high-quality audio mixes for radio and visuals for broadcast, cinema, and internet-based media. The course will teach the technical processes to allow students to use the software and hardware of audio production, but also to provide important background information on the fundamentals of sound and the technology they are utilizing. This includes intensive analysis of these fundamentals as they apply to the industry, the historical and scientific context of sound, and the critical listening skills needed to engage in software use.

MU 0201 Hip-Hop and Its Antecedents**3 Credits**

Attributes: BSFC Black Studies Focus Course, MUAM American Music, MUHI Music History, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course
 This class explores the musical, cultural, political and aesthetic foundations of hip-hop. We will trace the corporeal, visual, spoken word, literary and musical antecedents to and manifestations of hip-hop in American cultural. Students will investigate specific black cultural practices that have given rise to its various idioms. Students create material culture related to each thematic section of the course. Scheduled work in performance studio helps students understand how hip-hop is created and assessed. We will analyze the effects of corporate America and examine the images and ideas presented by an industry driven by profit. Are we really in a post-racial society? How does hip-hop help us understand race, class, gender, power, and oppression? Artists studied will not be those with the highest number of albums sold, but those with significant musical or lyrical content and impact on hip-hop as a whole.

MU 0202 Digital Audio Workstation**3 Credits****Prerequisites:** FTM 0011, FTM 0130; or MU 0150 or MU 0156.

This course will provide the student with an in-depth knowledge of the practical application of the Digital Audio Workstation (DAW). This course is primarily designed for students interested in audio editing as it applies to producing recordings, creating sound effects, and soundtrack design for film/TV/radio. Creating samples, recording techniques, waveform manipulation, mixing, and the role of the Digital Audio Workstation in the overall process of sound design will be explored. Students will be proficient at using Logic Pro audio software to manipulate MIDI and audio. Students will learn how to record live sound effects from the environment and manipulate the recordings to create Foley sound effects, and apply them to a film segment. Students will learn to mix and master a segment of multi-track audio.

MU 0215 American Musical Theatre: History and Practice**3 Credits****Attributes:** UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course**Prerequisite:** One Music or Theatre course.

Musical theatre is a complex genre that has developed in tandem with the developing American nation. It is a serious art form that, in its finest iterations, represents total works of art unique in and of themselves. This course expands students' knowledge of the range and diversity of the genre as codified in the middle 20th century by Rodgers and Hammerstein and their imitators. Embedded in great musical theatre pieces is the essence of what it means to be an American living in the United States at a particular time in history.

MU 0242 Music of the Classical Era**3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course During the classical era (about 1750 to 1830), music shifted from an aristocratic concern to the favorite popular art of the middle class.

The course examines the lives and music of the three most important composers of this period: Haydn, Mozart, and Beethoven.

MU 0243 19th Century Romanticism in Music**3 Credits****Attributes:** ISIF Italian Studies: Italy-Focused, ITEN Italian Course Taught in English, VPCH Visual and Performing Arts Core: History Course

This comprehensive survey of 19th-century romanticism in music considers the music of Beethoven, Chopin, Verdi, and Wagner, among others. The music of the romantic era contains some of the richest masterpieces in music history. The course considers the relationship between music and the other arts.

MU 0244 Music of the 20th Century**3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course

This introduction to the mainstays of music of our time begins with Debussy, Ravel, and the French moderns. After investigating the music of Stravinsky, Bartók, and other European composers, the course concludes with such modern trends as electronic music, film music, jazz, and popular music.

MU 0245 Survey of Film Music: Hearing the Movies**3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course**Prerequisite:** FTM 0010 or MU 0103 or MU 0104.

This course provides an overview of film music from 1900 to today. Students investigate the defining characteristics of the major historical periods of film music; explore the social and historical events that shaped the industry; learn to actively listen to a score; and discuss salient features of a given score. The object in this course is to develop skills in analyzing the sound track, music's role in the sound track, and the relation of sound track and image track on small-scale and large-scale (narrative) levels. The course develops critical listening and viewing skills as well as a film-music historical survey.

MU 0250 Music Theory and Composition II**3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisite:** MU 0150.

In this continuation of MU 0150, students build a theoretical and compositional foundation by studying 7th chords, part-writing, harmonic progressions, and chromatic harmony. In addition, students compose original melodies and learn how to harmonize them, and undertake simple analysis projects to further understand how music is put together.

MU 0255 Instrumental Ensembles**1 Credit****Prerequisite:** Orchestra or symphonic band performance experience.

This ensemble helps instrumental musicians develop their skills further through public concert performances. Students learn ensemble performance ethics and stylistic interpretation, as well as performing pieces from a wide variety of genres and time periods. This course may be taken repeatedly.

MU 0256 Jazz Ensemble**1 Credit****Prerequisites:** Instrumental or vocal performance experience; selection through audition.

Jazz Ensemble is open to musicians who wish to develop their skills in jazz performance. Students rehearse and receive instruction in performing and improvising in different styles of jazz, from swing to fusion. This course may be taken repeatedly.

MU 0300 Independent Study**1-3 Credits****Attributes:** MUHI Music History, VPCH Visual and Performing Arts Core: History Course

By arrangement with music faculty, students work independently on special topics within the field of music. Open to music majors and minors only. Enrollment by permission only.

MU 0301 Independent Study in Music Theory**1-3 Credits****Attributes:** MUAP Applied Music, VPC2 Visual and Performing Arts Core: Applied Course

By arrangement with music faculty, students continue the work of MU 0250 with an advanced study of music theory and composition. This course may be taken more than once. Open to music majors and minors only. Enrollment by permission only.

MU 0305 Internship**1-3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course

Internships are available in a number of organizations. Students receive semester credit in exchange for working a minimum of 10 hours per week. Students may count no more than six credits towards a major, and no more than towards a minor. Open to music majors and minors only. Enrollment by permission only.

MU 0306 Performing Arts Administration Principles and Practices**3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course**Prerequisites:** Two courses in music or theatre.

This course explores the fundamental principles associated with not-for-profit performing arts organizations. This course is for all arts students, as the study of arts administration core principles sets a foundation of essential knowledge vital for employment within a non-profit arts organization. Such training also is for practicing artists and those with for-profit intentions. Students will come away with knowledge and skills, as well as a strong self-awareness of their leadership and management capacities.

MU 0310 Senior Capstone Project I **3 Credits**

Attributes: MUHI Music History, VPCH Visual and Performing Arts Core: History Course

The capstone project provides opportunities for majors to work at a very high level, reflecting their expertise and ongoing research. Enrollment by permission only.

MU 0311 Senior Capstone Project II **3 Credits**

Attributes: MUAP Applied Music, VPC2 Visual and Performing Arts Core: Applied Course

The capstone project provides opportunities for majors to work at a very high level, reflecting their expertise and ongoing research. Enrollment by permission only.

Studio Art

SA 0011 Introduction to Sculpture **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0012 Introduction to Drawing **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0013 Introduction to Figure Drawing **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0014 Introduction to Printmaking **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0015 Introduction to Painting **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0016 Introduction to 2-D Design **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0100 Experiments in Drawing **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0101 Introduction to Digital Tools in Art Making **3 Credits**

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

Fee: \$60 Materials Fee

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

SA 0105 Color Workshop**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0132 Sculpture: Construction and Subtraction**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0133 Alternative Processes Photography**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$110 Materials Fee

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

SA 0134 Digital Photography**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$110 Materials Fee

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

SA 0136 Artist Book Construction**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0137 Motion and Time-Based Art**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0138 From Drawing to Painting**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0139 Watercolor**3 Credits****Attributes:** GDSA Graphic Design: Studio Arts, VPC2 Visual and Performing Arts Core: Applied Course**Fee:** \$60 Materials Fee

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

SA 0199 Special Topics (Shell)**3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course

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

SA 0230 Advanced Painting 3 Credits

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

Fee: \$60 Materials Fee

Prerequisite: SA 0015.

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

SA 0231 Advanced Printmaking 3 Credits

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

Fee: \$60 Materials Fee

Prerequisite: SA 0014 or SA 0136.

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

SA 0232 Advanced Sculpture 3 Credits

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

Fee: \$60 Materials Fee

Prerequisite: SA 0011 or SA 0132.

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

SA 0233 Advanced Photography 3 Credits

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

Fee: \$60 Materials Fee

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

SA 0235 Advanced Drawing 3 Credits

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

Fee: \$60 Materials Fee

Prerequisite: SA 0012 or SA 0013 or SA 0100 or SA 0101 or SA 0138.

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

SA 0299 Advanced Projects Seminar 3 Credits

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

Fee: \$60 Materials Fee

Prerequisites: Three courses in Studio Art.

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

SA 0301 Exhibition Seminar 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course

Fee: \$60 Materials Fee

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

SA 0302 Independent Study 1-3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course

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

SA 0304 Studio Internship 1-3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course

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

Theatre

TA 0011 Introduction to Theatre 3 Credits

Attributes: VPCH Visual and Performing Arts Core: History Course

When we can download any movie we want to our computer and watch it from the comfort of the residence hall, why do live theatre? Why see live theatre? Does live theatre have anything to offer that movies and TV cannot? Is it worth doing or seeing? Actually, the act of witnessing live theatre challenges us to think more deeply, more critically, and more thoughtfully about our society and ourselves. Theatre can change the world. This course is about understanding why we need theatre in our lives, and becoming more active, more engaged, more attentive audience members.

TA 0030 Acting I**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
This class is an intensive introduction to technique and training essential to acting. Manifesting the understanding of key concepts through demonstrating skills is the primary focus of the course. Physical openness and responsiveness are explored and developed in pursuit of performance that is dynamically immediate and wholly engages audience, ensemble, and performer. Students will learn and practice Viewpoints, an approach to performance that allows performers to develop stage presence, play as a member of an ensemble, and make exciting performance choices. The class also introduces vocal technique for stage, the key ingredient to theatrical storytelling.

TA 0094 Theatre Fairfield: Performance Practicum**1 Credit**

Students gain first-hand training in performance under the guidance of theatre professionals. Everyone cast in a Theatre Fairfield production is automatically enrolled in this one-credit practicum. Students may also earn credit by enrolling in weekly Performance Workshops, which focus each semester on introducing a particular performance skill. Some of the topics covered in previous Performance Workshops include: clowning, stage combat, physical performance, and puppetry. This course may be repeated but may not be included in the 120 credits required for graduation.

TA 0095 Theatre Fairfield: Production Practicum**1 Credit**

Students gain first-hand training in theatre production under the guidance of theatre professionals. Everyone working on a crew of a Theatre Fairfield production is automatically enrolled in this one-credit practicum. Students must consult with theatre faculty regarding placement as a crew head in stage management, technical, or front-of-house duties. This course may be repeated but may not be included in the 120 credits required for graduation.

TA 0106 Theatre Management**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
When considering a theatre event, we usually think of actors performing for an audience. Yet, there is a network of factors ensuring a successful actor/audience connection. On the management side, there is the stage manager, making sure that every moment of the performance runs smoothly. On the administration side, there are other issues: Where did the money come from? How did the audience learn about the production? What is the overriding purpose of the theatre company? This course introduces the numerous managerial and administrative matters that are necessary for theatre production.

TA 0110 World Theatre I**3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
Theatre serves as a vehicle to consider the social, political, and economic forces that shaped societies and their entertainments. This course surveys theatre and performance as a mirror of the people and times that shaped them. It begins with a consideration of the human need for mimesis and entertainment, and swiftly moves into the golden age of Greek drama. Other topics include Roman theatre, medieval religious drama, Japanese theatre, Renaissance spectacle and pageantry, censorship, the advent of women on the stage, and popular theatre forms through the 18th century. The course includes theatre trips.

TA 0111 World Theatre II**3 Credits**

Attributes: VPCH Visual and Performing Arts Core: History Course
This course examines 19th- and 20th-century theatre and performance in the context of the people and societies that shaped them. It begins by examining the impact of technology on the theatrical world and continues to the present day with a consideration of the avant-garde and contemporary forms such as performance art. The course includes theatre trips.

TA 0120 American Drama**3 Credits**

Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, E_AF English Literature After 1800, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course
This course examines the development of American theatre from the 18th through the 21st centuries. It includes a study and analysis of the special problems affecting the development and changes in American society as seen through American playwriting and theatre production. Students read over twenty plays that grapple with issues of race, ethnicity, gender, class, and what it means to be an American. The course includes theatre trips.

TA 0123 American Women Playwrights**3 Credits**

Attributes: ASGW American Studies: Gateway, ASVP American Studies: Visual and Performing Arts, ENAM American Literature, E_AF English Literature After 1800, UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course, WSGF Women, Gender, and Sexuality Studies: Gender Focused

This course traces the evolution of plays by women from the Revolutionary War to plays reflecting the 21st-century concerns of African American, Asian, American, and Latina playwrights. Plays are discussed in light of the social, political, and economic climates that produced them. Special emphasis is given to questions of sex, gender, race, ethnicity, and class, as we explore how American women, despite considerable obstacles, have developed their own theatrical voices. Our study is further informed by the work of feminist performance theorists.

TA 0135 Modern and Contemporary Dance**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
This course explores the movement principles of the major dance figures in the 20th century, including Martha Graham, Doris Humphrey, Hanya Holm, Jose Limon, and Merce Cunningham. Students complete research, compositional assignments, and structured improvisations to support the classroom activity. Overall, students gain a historical perspective of modern dance as an art form and improve their own dance technique in terms of strength, alignment, and flexibility.

TA 0138 Folk and Social Dance**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
This course explores dance as social interaction and communal activity. Students discuss and participate in various kinds of folk dances originating from different ethnic cultures and explore their common roots in primitive rituals, religious worship, courtship, recreation, celebration, and therapeutic or healing experiences. The course also explores contemporary forms of ballroom, disco, and club dancing. Students complete research, compositional assignments, and structured improvisations to support classroom activity.

TA 0150 Introduction to Entertainment Technology**3 Credits**

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
This course is an introduction to the technical aspects of theatre production. Students learn basic techniques of set construction, rigging and stage lighting. Lectures serve as foundational information for a series of lab sessions held throughout the semester. In labs, students construct, rig and light a fully realized Theatre Fairfield production. Proper use of hand and power tools is emphasized. Lab schedules are created during the first weeks of class, in consultation between the instructor and students. To compensate students for the lab requirement, students earn one credit through enrollment in TA 0095.

TA 0153 Stage Makeup and Costume Construction 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
This course introduces the basic principles, skills, and techniques of applying theatrical makeup and building costumes. The makeup portion explores two- and three-dimensional makeup techniques including corrective makeup, age makeup, facial hair, and prosthetic makeup. The costume portion focuses on hand and machine sewing techniques, fabrics and fabric modification, and garment construction. Students are required to participate in costume construction for Theatre Fairfield productions. To compensate students for the lab requirement, students earn one credit through enrollment in TA 0095.

TA 0155 Design I 3 Credits

Attributes: GDTA Graphic Design: Theatre, VPC2 Visual and Performing Arts Core: Applied Course
Designing for the theatre involves a series of interrelated actions: play analysis, visual research, ideation, development, drawing/painting, and collaborating with others. In this class, students study and practice all of these areas of the creative process. In addition, students study the underlying theories and principles that affect scenery, costume and lighting design.

TA 0158 Scene Painting 3 Credits

Attributes: GDTA Graphic Design: Theatre, VPC2 Visual and Performing Arts Core: Applied Course
This workshop introduces the basic principles, skills, and techniques of the scenic artist. Through a series of painting projects, students explore common painting techniques. The course gives special attention to matching the paint project to the paint elevation, as well as developing creative thinking skills. Projects emphasize craftsmanship and the ability to work as part of a team in addition to dealing with the time factors of actual production. Students research various techniques, styles, and visual textures in addition to hands-on work in the class. Students serve as members of a paint crew for a Theatre Fairfield production.

TA 0210 Theatre in Production 3 Credits

Students take this course in conjunction with a particular Theatre Fairfield production. This course offers an immersion experience, as students engage in focused theatrical research in the classroom and immediately apply the concepts in the production. The class/production format makes particularly challenging scripts and/or artistic approaches possible. Some of the topics covered in previous semesters include Restoration comedy, performing Shakespeare, and devised theatre.

TA 0215 American Musical Theatre: History and Practice 3 Credits

Attributes: UDIV U.S. Diversity, VPCH Visual and Performing Arts Core: History Course

Prerequisite: One Music or Theatre course.
Musical theatre is a complex genre that has developed in tandem with the developing American nation. It is a serious art form that, in its finest iterations, represents total works of art unique in and of themselves. This course expands students' knowledge of the range and diversity of the genre as codified in the middle 20th century by Rodgers and Hammerstein and their imitators. Embedded in great musical theatre pieces is the essence of what it means to be an American living in the United States at a particular time in history.

TA 0230 Acting II 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
Prerequisite: TA 0030.

This is an intensive acting course that builds upon the basic acting principles taught in Acting I. In this course, students apply what they have learned about the art, analysis, and interpretation of acting to a variety of dramatic styles. Students explore several period acting styles through exercises, scenes and monologues. Students gain a well-rounded and thoughtful understanding of acting as a practical and intellectual art that prepares them for further work in theatre and related performing arts.

TA 0231 Acting for the Camera 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
Prerequisite: TA 0030.

This course is an introduction to the specialized techniques used in successful on-camera acting. On-camera exercises emphasize the importance of listening, truthful moment-to-moment response, and effective communication skills. Initial classes examine the difference between acting for the stage and acting for the camera. Students practice a variety of on-camera styles including comedy, crime drama, and commercials. The course builds towards longer scene work from a screenplay. Topics include script analysis, nuance and depth of performance, relaxation and confidence on-camera.

TA 0240 Directing 3 Credits

Attributes: VPC2 Visual and Performing Arts Core: Applied Course
Prerequisite: TA 0030.

This course for advanced students covers the theory, practice, and history of directing for the theatre. In a workshop format, students explore various ways of bringing a play script from conception to full production. The course includes sessions in text analysis, working with actors and designers, and the role and responsibility of the director to the overall production. Students direct several in-class scenes and a one-act play that is produced in Director's Cut, part of Theatre Fairfield's season.

TA 0253 Costume Design 3 Credits

Attributes: GDTA Graphic Design: Theatre
Prerequisite: TA 0155.

Before a character even speaks, we have a strong sense of who that person is, based on our impression of the costume design. This class focuses on how costume designers engineer strong connections between the world of the play and the audience's experience. Play analysis, historical research, visual research, idea-generation, design development and rendering styles are addressed. Emphasis is placed on a sound creative process, as well as grounding our designs with historical accuracy.

TA 0256 Stage Lighting 3 Credits

Prerequisite: TA 0150 or TA 0155.

With light on stage, we create a vast array of environmental moods. In order to accomplish these effects, students must grasp two separate fields of information. First, there are technical elements: the nature of light, electricity, reflection, refraction, lighting instruments and control systems. Then there is light in the context of the theatrical production. This involves play analysis, visual research, and manipulating light in the theatre space. Both the technical and aesthetic aspects are covered in this class. Safe use of electricity and lighting equipment is emphasized.

TA 0288 Scene Design**3 Credits****Attributes:** GDTA Graphic Design: Theatre**Prerequisite:** TA 0155.

In a play, scenery provides the context, allowing the audience to connect to the characters and their dramatic journey. Not merely locale, scenery is a visual accompaniment to the action of the play. In this course, students develop their drafting, rendering and model-making skills, as these are the designer's principle communication tools. The course includes play reading, analysis and historical research. Emphasis is placed on a sound creative process, as well as grounding designs with historical accuracy.

TA 0300 Special Topics (Shell)**3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course

In this class, students undertake an in-depth study of a specific problem.

This might include period research, dramaturgy, a particular style of acting, a particular style of design, or other aspect of production. The course is conducted by a leading scholar/practitioner in the field. The course is open to invited students only.

TA 0310 Capstone: Theory of Production**3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course

This course is an in-depth exploration of theatre aesthetics and production theory. Students consider what theatre is, can, and should be, while studying varying perspectives on theatrical design, directing, and staging practices. Class sessions focus on analyzing the writings of such major figures as Antonin Artaud, Peter Brook, Edward Gordon Craig, Robert Edmond Jones, and Susan Sontag. This is the capstone class for theatre majors and minors but other interested students with sufficient background are welcome.

TA 0395 Internship**3 Credits****Attributes:** VPC2 Visual and Performing Arts Core: Applied Course

With faculty sponsorship, students work with professional theatre companies and theatre artists. Students develop their skills in real-world situations, while networking and gaining invaluable work experience. Internships are also available on-campus, within Theatre Fairfield.

Students interested in becoming interns must consult with theatre faculty well in advance of the desired internship semester. Internships for summer work are encouraged.

TA 0399 Independent Study**1-3 Credits****Attributes:** VPCH Visual and Performing Arts Core: History Course

This course allows students to intensively explore a particular aspect of stage management, design, acting, directing or dramaturgy under the guidance of a faculty member. Students must have the approval of the theatre faculty before registering for this course.

Faculty

Professors

Eliasoph, P
LoMonaco
Porter
Schwab
Torff
Yarrington

Associate Professors

Chamlin
Nash
Rose, chair

Assistant Professors

Brooks
Calhoun
Malone

Visiting Assistant Professor

O'Connor

Lecturers

Cesiro
Ciavaglia
Cooney, M
Covaci
DiMarzo
Durand
Edwards
Ford
Fumasoli
Fresko
Gorchov
Grauer
Kendall
Leavitt-Learson
Mason
Mendelsohn
Murchie
Ogden
Paqua
Pilotti
Poe
Post
Schwans
Tunney, S.J.
Virdin
Wolk-Simon

Professors Emeriti

Gish
Grossman
Sutherland

Visual Resources Curator

Carey Weber: Bellarmine Museum, x2499