ABOUT THE DEPARTMENT

The Department of Art and Music offers a variety of art studio courses in drawing, painting, photography and ceramics; computer courses in digital imaging, typography, 3-D animation and web design; art history courses; and digital and traditional music courses.

Our A.A.S. degree in Digital Arts degree program prepares students to go on to careers in digital, web and graphic design.

The department also runs the Hall of Fame Art Gallery and regularly presents art and music events on campus.

Office: Bliss Hall, Room 303
Phone: 718.289.5341
Website: http://www.bcc.cuny.edu/Art-Music/

Professor and Chairperson: Dr. Ruth Bass
Professor: L. Amowitz, C. Belshe, T. Cipullo, B. Yarmolinsky
Associate Professors: M. Viola
Assistant Professors: R. Ben-Nun, F. Douglas Blanchard, R. Briggs A. Gatto, J. Kelley-Williams, F. Tanaka-Kuwashima, A. Vuagniaux
Senior CLT: C. Rivera
Approximately 30 adjuncts per semester

DEGREE PROGRAM
Digital Arts, A.A.S.

COURSES OFFERED
Art (ART)
Music (MUS)

DIGITAL ARTS
Associate in Applied Sciences Degree | Career Program
Department of Art and Music

Curriculum Coordinator: Professor Lisa Amowitz

This program seeks to prepare students for the dynamic field of digital art by providing a basic career-oriented education. Through intensive training in visual foundations and state-of-the-art technology, students gain aesthetic awareness, problem-solving skills and the technical proficiency necessary to pursue an entry-level position in the visual communication industry in positions such as graphic design, web design, computer animation, 3D graphic visualization, motion graphics design, and interactive multimedia design.

All students begin in the Graphic Design Option, and once completing the basic digital design courses must choose between the Graphic Design Option or the Web Design Option. The Graphic Design Option focuses on typography, page layout and publication design. The Web Design Option focuses on web, animation, sound and multimedia design.

The Digital Arts program articulates with York College (B.S. in Communications Technology); Lehman College (B.A. Specialization in Studio Art: Computer Imaging); Mercy College (B.F.A. in Computer Arts and Design); and New York City College of Technology (BTech in Communication Design). Students are encouraged to read these articulation agreements on the Transfer Planning web site.

Digital Arts Curriculum
60 Credits required for A.A.S. Degree

Required Core

A. English Composition
   • ENG 10 Fundamentals of Composition and Rhetoric OR
     ENG 11 Composition and Rhetoric I (3 Credits)
   • ENG 12, ENG 14, ENG 15 OR ENG 16 (3 Credits)

B. Mathematical and Quantitative Reasoning
   • MTH 21 Survey of Mathematics I OR
     MTH 23 Probability and Statistics (3 Credits)

C. Life and Physical Science
   • SCIENCE Select one course from Required Core C OR
     Flexible Core E (except BIO 23) (3-4 Credits)


Flexible Core

A. World Cultures and Global Issues
   • HIS 10 History of the Modern World OR
     HIS 11 Introduction to the Modern World (3 Credits)

C. Creative Expression
   • ART 11 Introduction to Art History OR
     ART 12 Intro to Art History: Africa, the Americas, Asia, and the Middle East (3 Credits)

D. Individual and Society
   • COMM 11 Fundamentals of Interpersonal Communication (3 Credits)

A-D - Select one from Flexible Core A, B, C, or D.

   • Select one from ANT, COMM, ECO, ENG, GEO, HIS, MOD LAN, MUS 11, PHI, POL, PSY, OR SOC (3 Credits)

SUBTOTAL 24

Required Areas of Study

• PEA Physical Education activity course OR
   HLT 91 Critical Issues in Health (1-2 Credits)

• FREE ELECTIVE (1-4 Credits)

SUBTOTAL 3-4
Specialization Requirements

- ART 15 Design Basics (2 Credits)
- ART 21 Drawing (2 Credits)
- ART 22 Painting (2 Credits)
- ART 55 Modern Art (3 Credits)
- ART 56 Graphic and Digital Design History (3 Credits)
- ART 72 Digital Photography (2 Credits)
- ART 79 Typographic Design (2 Credits)
- ART 82 Illustration (2 Credits)
- ART 84 Digital Imaging (2 Credits)
- ART 86 Digital Illustration (2 Credits)
- ART 87 Web Design (2 Credits)

SUBTOTAL 24

Student must choose an option to graduate:

Graphic Design Option Requirements

- ART 81 Typography and Layout (2 Credits)
- ART 89 Publication Design (2 Credits)
- ART 90 Graphic Design Project (2 Credits)
- ART 91 Design Portfolio OR ART 32 Printmaking OR ART 41 Ceramics OR ART 95 Intro to 3D Graphics and Animation (2 Credits)

SUBTOTAL 8

Web Design Option Requirements

- ART 88 Web Animation (2 Credits)
- ART 93 Web Design Project (2 Credits)
- MUS 13 Sound for the Web (2 Credits)
- ART 97 Web Portfolio OR ART 32 Printmaking OR ART 41 Ceramics OR ART 95 Intro to 3D Graphics and Animation (2 Credits)

SUBTOTAL 8

1 Students planning to transfer to NYC College of Technology are advised to complete PSY 11.

DIGITAL ARTS (PRE-PATHWAYS)

If you began studying at BCC in or after Fall 2013, Pathways applies. Pathways also applies to students who have returned to CUNY after an absence of more than one semester. If you are a continuing student who entered before Fall 2013, you will be able to choose whether you remain with your existing requirements or change to Pathways. You should consult with an academic advisor.

Curriculum Coordinator: Professor Lisa Amowitz

Digital Arts Curriculum

60 Credits required for A.A.S. Degree

Core Requirements

- ENG 10 Fundamentals of Composition and Rhetoric OR ENG 11 Composition and Rhetoric I (3 Credits)
- ENGLISH Choose any English course (except ENG 23) (3 Credits)
- CMS 11 Fundamentals of Interpersonal Communication (3 Credits)
- HIS 10 History of the Modern World OR HIS 11 Introduction to the Modern World (3 Credits)
- MTH 12* Introduction to Mathematical Thought OR MTH 21 Survey of Mathematics I OR MTH 23 Probability and Statistics (3 Credits)
- PEA Physical Education activity course OR HLT 91 Critical Issues in Health (1-2 Credits)
- SCIENCE** Any laboratory science (4 Credits)

TOTAL 20-21

Required Areas of Study

- ART 11 Introduction to Art (3 Credits)
- HUMANITIES ELECTIVE*** (3-4 Credits)
- FREE ELECTIVE (0-2 Credits)

TOTAL 7-8

Specialization Requirements

(For Both Graphic Design and Web Design Options)

- ART 15# Design Basics (2 Credits)
- ART 21# Drawing (2 Credits)
- ART 22 Painting (2 Credits)
- ART 55 Modern Art (3 Credits)
- ART 56 Graphic and Digital Design History (3 Credits)
- ART 72 Digital Photography and Motion Graphics (2 Credits)
- ART 79 Typographic Design (2 Credits)
- ART 82 Illustration (2 Credits)
- ART 84# Digital Imaging (2 Credits)
- ART 86# Digital Illustration (2 Credits)
- ART 87 Web Design (2 Credits)

SUBTOTAL 24

Students select one of two options:

Specialization Requirements for the Graphic Design Option

- ART 81 Typography and Layout (2 Credits)
- ART 89 Publication Design (2 Credits)
- ART 90 Graphic Design Project (2 Credits)
- ART 91 Design Portfolio OR ART 32 Printmaking OR ART 41 Ceramics OR ART 95 Intro to 3D Graphics and Animation (2 Credits)

SUBTOTAL 8

TOTAL 32

Specialization Requirements for the Web Design Option

- ART 88 Web Animation (2 Credits)
- ART 93 Web Design Project (2 Credits)
- ART 97 Web Portfolio OR ART 32 Printmaking OR ART 41 Ceramics OR ART 95 Intro to 3D Graphics and Animation (2 Credits)
• MUS 13 Sound for the Web (2 Credits)

SUBTOTAL 8

TOTAL 32

NOTE: At least two courses must be taken from a list designated as “Writing Intensive” as published each semester in the Registration Guide and Schedule of Classes.

*MTH 21 or MTH 23 is for students intending to transfer to a senior college.

**Select from AST 11 or 12, BIO 11 or 21, CHM 10, 11 or 17, ENV 11, ESE 11 or 12, PHY 10 or 11.

*** Select from Communication, English, Geography, History, Modern Languages, Music, Philosophy, or Social Science (ANT, ECO, POL, PSY, SOC).

# Should be taken in student’s first semester

COURSES

Art

ART 10 2 rec 1 cr

Art Survey
Survey of art in selected historical periods of Western civilization.

NOTE: Not open to students taking ART 11 or ART 12.
Corequisite: ENG 02 or RDL 02 if required.

ART 11 3 rec 3 cr

Introduction to Art History
This course surveys architecture, painting, and sculpture, from prehistory to the present, with emphasis on the development of Western art. Students learn to analyze artworks from different periods and movements including Ancient Egypt, the Italian Renaissance, Impressionism, and Pop Art and how they relate to the society that produced them. A key component of the course is a formal paper based on students’ experience of viewing artworks at museums, galleries, or monuments in New York City.
Pre or Corequisite: ENG 02 or RDL 02 if required.
Flexible Core - Creative Expression

ART 12 3 rec 3 cr

Introduction to Art History: Africa, the Americas, Asia, and the Middle East
This course covers the art and architecture of these regions from ancient times to the present. It examines a wide range of media from many different cultures, including African masks, Aztec pyramids, Asian ceramics, and Islamic mosaics. Students learn to analyze artworks and how they relate to the culture that produced them. A key component of the course is a formal paper based on students’ experience of viewing artworks at museums, galleries, or monuments in New York City.
Pre or Corequisite: ENG 02 or RDL 02 if required.
Flexible Core - Creative Expression

ART 15 4 studio 2 cr

Design Basics
Studio course introducing the principles of two-dimensional design and color. Experiments in line, value, texture, space, and illusions of volume and their applications to creative and dynamic composition will be applied to conceptual thinking and the development of problem solving skills for graphic design projects of increasing complexity.

ART 21 4 studio 2 cr

Drawing
Studio course to develop basic skills and concepts in drawing. Emphasis on drawing anatomy and portraits. Use of different mediums and techniques. Students draw from professional models.

ART 22 4 studio 2 cr

Painting
Studio course to develop basic skills and concepts in painting in oil and acrylics. Fundamentals of form, color, texture, and composition as applied to still life, landscape, portraits, figure studies, and abstraction. Development of student’s personal style.

ART 32 4 studio 2 cr

Printmaking
Practical studio course in silkscreen printing and intaglio/reel printing. Basic printmaking techniques are covered with an emphasis on proper use and care of equipment. Primary focus is on the use of photo-sensitive methods. Students will be introduced to graphic arts printing techniques concepts including transparency of ink, separations, registration and editioning. Through museum and gallery visits, as well as library resources, students are made familiar with the developments in printmaking of both the past and present. Portfolio presentation is explained including proper mounting and matting methods and the care of fine arts graphics.

ART 41 4 rec 2 cr

Ceramics I

ART 42 4 rec 2 cr

Ceramics II
Building, decorating, and glazing techniques. Emphasis on three-dimensional design and craftsmanship.

ART 55 3 rec 3 cr

Modern Art
This course covers the important movements in Modern Art, including Impressionism, Post-Impressionism, Expressionism, Cubism, Dada, Surrealism, Abstract Expressionism, Pop Art, Minimal Art, Conceptual Art, and Modern Architecture. Coursework includes lectures, films, and visits to museums,
ART and Music

Prerequisite: ART 11 or ART 12 or by departmental permission.
Flexible Core - Creative Expression

ART 56 3 lect 3 cr
Graphic and Digital Design History
This course covers the development of graphic design from the Industrial Revolution to the 21st Century. New digital art forms such as web design, computer animation, motion graphics, interactive multimedia and 3-D graphics are also examined. Coursework will include exams, written reports, online research, and museum visits.
Prerequisite: ART 11 or ART 12 or by departmental permission.
Flexible Core - Creative Expression

ART 71 4 studio 2 cr
Photography
Basic photographic techniques as a creative medium; emphasis on composition and lighting; developing, printing and enlarging. Students provide their own cameras and materials.

ART 72 4 studio 2 cr
Digital Photography and Motion Graphics
This course will emphasize the basics of composition, lighting, color correction and output. Students will study composition and lighting both in the field and in a commercial studio setting. Students will also examine various methods of digital image presentation including the use of graphic and audio elements in time-based media. This course requires students to have access to a digital camera.

ART 79 4 studio 2 cr
Typographic Design
Hands-on typography survey covering history of type, from the stone-age to the electronic age. Coursework will focus on creative exercises that will reinforce the understanding of type; its style, structure, measurement; and its design applications. Students will use current page layout software as applied to typographic studies.
Pre/Corequisite: ART 15 or by departmental permission.
ART 81 4 studio 2 cr
Typography and Layout
Employing typographic and imaging skills, students will strive to create effective page layouts for print design. Conceptual and professional production skills will be emphasized utilizing current layout software.
Pre/Corequisite: ART 79 or by departmental permission.

ART 82 4 studio 2 cr
Illustration
Problems of making illustrations and the direct relationship between technique, concept and execution. Practical aesthetic problems involved in illustrating work done in class can be used in a portfolio. Students will prepare comps and finished art work ready for reproduction. Assignments teach the student to solve problems of interpretation for children’s books, fiction and non-fiction, newspapers and magazines. Students are helped to develop their own styles. Exploration of these concepts on the computer.
Prerequisite: ART 21 or by departmental permission.

ART 83 4 studio 2 cr
Graphic Design Principles
The application of 2D design and typography skills applied to problem-solving in visual communications scenarios. From symbol-making, logo design, print ads and posters, and signage systems, students will produce hand and computer generated professional quality work. Emphasis will be placed on the creative process. Studio skills as well as presentation skills will be explored.

ART 84 4 studio 2 cr
Digital Imaging
A course concerned with Digital Imaging for Print, the World Wide Web and Multimedia. Students will experiment with scanned and self-generated images using industry-standard (currently Photoshop) imaging software. Integration with other applications will be a goal. The software programs’ prodigious versatility will be applied to the merging and transformation of photographic images in creative and unexpected ways. Professional level skills in this area, vital to a graphic design professional, will be emphasized.

ART 86 4 studio 2 cr
Digital Illustration
Computer-based instruction exploring advanced topics in illustration using current industry standard drawing programs. Emphasis on conceptualization through finish and technical excellence. Finished class assignments will provide portfolio samples.

ART 87 4 studio 2 cr
Web Design
Building upon skills acquired in previous computer graphics courses, this hands-on computer laboratory workshop focuses upon advanced software and design proficiency. Students will learn professional Web Design and Web Multimedia software. Projects will include various graphics for the web as well as the creation of an interactive website.
Prerequisite: ART 84 or by departmental permission.

ART 88 4 studio 2 cr
Web Animation
This course introduces the principles of digital animation for the web. It focuses on developing a basic understanding
ART 89  4 studio 2 cr
Publication Design
This course explores the application of typographic design to a multiple page format. The challenges presented by designing for an extended publication will foster the development of greater typographic and conceptual skills. Working with narrative, students will create a book that combines personal artistic expression and hands on skills with advanced digital layout techniques, thereby strengthening their ability to analyze and interpret raw information and place it into a meaningful context.
Prerequisite: ART 81 or by departmental permission.

ART 90  4 studio 2 cr
Graphic Design Project
This course encompasses both the development of a multifaceted graphic design project and the production procedures necessary for projects to be printed professionally. Design projects will explore the creation of identity programs that will include multiple components. The interaction of design and production will be emphasized. Topics will include project management, understanding font utility programs and file preparation. How to produce reliable digital color proofs, create color separations and understanding color calibration will be covered.
Pre/Corequisite: ART 86 or by departmental permission.

ART 91  4 studio 2 cr
Design Portfolio
A project based seminar wherein the development of professional portfolios, print and/or multimedia is the goal, along with job-seeking skills.
Prerequisite: ART 81 or by departmental permission.
Pre/Corequisites: ART 86, ART 90 or by departmental permission.

ART 93  4 studio 2 cr
Web Design Project
This course explores the creative and technical process involved in the development of a web design project, including information architecture, interactivity, and menu design. It is conceptual in nature and employs a disciplined and systematic approach to the development of web sites and other Internet related projects. The course takes a comprehensive look at how web sites are developed and deployed and looks into common technologies used for web design. Students will develop fully functional web sites from the ground up.
Prerequisite: ART 87 and ART 88 or by departmental permission.

ART 95  4 studio 2 cr
Introduction to 3D Graphics and Animation
This course provides introductory studio experience in 3D computer graphics and animation. Topics include 3D modeling, texture mapping, virtual lighting, virtual lens, virtual camera, and 3D animation. Through lectures, viewings, tutorials, and projects, students develop a multi-purpose skill set that can be used for innovative content creation, product visualization, space planning, virtual object animation, and multimedia integration.
Prerequisite: ART 86 or by departmental permission.

ART 97  4 studio 2 cr
Web Portfolio
This is an advanced class in interactive web design, offering supervised career planning, and a chance for students to explore different web design approaches. Aesthetic input and training in appropriate technical skills will be provided to help individual students improve their existing artworks and construct an effective, artistic web portfolio.
Prerequisite: ART 87 and ART 88 or by departmental permission.

Music

MUS 10  2 rec 1 cr
Music Survey
Introduction to the vast symphonic and chamber music literature; opera from Baroque to the contemporary period. Audio laboratory listening assignments. Attendance at live concerts required.
Not open to students taking MUS 11 or MUS 12
Corequisite: ENG 02 or RDL 02 if required.

MUS 11  3 rec 3 cr
Introduction to Music
Nature of music expression; elements of music, including tempo, meter, rhythm, melodic and harmonic material and structure, tone color and texture examined in instrumental and vocal forms. History of development of musical styles and forms. Audio laboratory listening assignments. Attendance at live concerts required.
Corequisite: ENG 02 or RDL 02 if required.

MUS 12  3 rec 3 cr
Introduction to Music: A Multi-Cultural Survey of World Music
In-depth study and analysis of music (style, form, and tradition) and its relation to world cultures. Emphasis on ethnic and artistic characteristics. Audio laboratory listening assignments. Attendance at live concerts required.
Corequisite: ENG 02 or RDL 02 if required.

MUS 13  3 Studio 2 cr
Sound for the Web
This course will introduce students to the techniques and procedures of creating digital sound for the web. The focus will be on various audio techniques, including voice recordings, digital signal processing, video scoring, and the creation of sonic backgrounds. Students will work on individual projects creating original music or audio tracks for web delivery. The class will cover the use of sound in various web-based media, the creation of sound for Flash animation, and the conversion of various sound formats for use with video.

MUS 14 2 rec 2 lab 3 cr
Creative Computer Music
Lecture-demonstrations and lab settings to familiarize students with capabilities of MIDI (Musical Instrument Digital Interface) technologies. Students master MIDI applications of the personal computer with regard to sequencing, sound editing, storage and retrieval. Emphasis on use of MIDI and ability to set up a MIDI workstation.

MUS 18 2 rec 2 cr
History of Jazz
Survey of development of jazz music from time of slavery to the present. Audio laboratory listening assignments. Attendance at live concerts required. Corequisite: RDL 02 if required.

MUS 21, 22, 23, 24 3 rec 1 cr each
Choral Performance
The study and presentation of standard and contemporary choral literature for mixed voices. Choral training and performances at concerts, college ceremonies and functions. No audition required; open to all members of the college community.

MUS 37 1 rec 1 cr
Instrumental Class
Instruction in the Recorder
Basic instruction in playing a musical instrument, the recorder, for both solo and group use. No previous musical training necessary.

MUS 40 3 rec 2 cr
Fundamentals of Music
Basic reading skills including treble and bass clefs, key signatures, major and minor scales, some elementary sight-reading techniques, rhythms, simple harmony.

MUS 50 2 rec 1 cr
Basic Musicianship
Development of basic aural perceptions of pitch, duration, intensity, timbre, melody and rhythm through listening exercises, singing, and the playing of simple musical instruments.

MUS 65 2 rec 1 cr
Beginning Guitar Class
Introduction to basic guitar techniques, harmonization and transposition of folk songs.

MUS 66 2 rec 1 cr
Guitar Class II
Continuation of MUS 65. Prerequisite: MUS 65 or departmental permission.

MUS 70 2 rec 1 cr
Piano Class for Beginners
Introduction to basic piano techniques, harmonization and transposition of simple accompanying techniques for folk songs, easy piano literature from all stylistic eras. Practice facilities available.

MUS 71 2 rec 1 cr
Secondary Piano I

MUS 72 2 rec 1 cr
Secondary Piano II
Class instruction to attain an elementary facility at the piano. Prerequisite: for MUS 71: MUS 70 or departmental permission; for MUS 72: MUS 71 or departmental permission.