

ART 204 Drawing II 4 Credits

This course expands upon the basic skills developed in ART 104. The student will be provided with advanced drawing problems related to creative and expressive image making. Various approaches to methods, materials, subject and content will be explored as a way to continue to develop the student's conceptual and perceptual abilities. Students are responsible for purchasing their own materials for this course. Two class hours, four studio hours.

Prerequisite: ART 104.

ART 205 Commercial Illustration I 4 Credits

A course which explores a full range of current commercial illustration methods and techniques utilizing the following media: pencil, pen and ink, watercolor, and collage. Two class hours, four studio hours.

Prerequisites: ART 104, ART 109 or permission of instructor.

ART 206 Commercial Illustration II 4 Credits

A continuation of ART 205 emphasizing advanced illustration techniques including those utilizing basic computer skills for completion of assignments. This course focuses on illustration assignments as they are commissioned by art directors of graphic studios, ad agencies, magazines, book and newspaper companies. Two class hours, four studio hours.

Prerequisites: ART 104, ART 109, ART 205 or permission of instructor.

ART 220 Painting II 4 Credits

This course expands upon the foundation established in Painting I. Increased emphasis will be placed on experimentation, the expressive potentials of the medium, and on developing a perspective on the relationship between the formal techniques and the conceptual aspects of painting. Participation in individual and group critiques of work produced during the course is expected. Students are responsible for purchasing their own materials. Two class hours, four laboratory hours.

Prerequisite: ART 120 or permission of instructor.

ART 230 Sculpture II 4 Credits

This course is a continuation of sculpture including figure study of the torso, and personal exploration in any of the three areas studied in ART 130. The student will concentrate on the development of a concept, experimentation, technical drawings and maquettes, leading to the creation of the final sculptural project. Two class hours, four laboratory hours.

Prerequisite: ART 130

ART 231 Art Seminar/Portfolio Development 3 Credits

A course for the student who has completed 20 credits in the visual arts, interior design, or graphic arts courses. The seminar will critically summarize the students' art experiences and provide techniques and methods to sustain, maintain and foster personal and professional

growth in their fields. Topics to be covered are: self-evaluation techniques, preparing, presenting and maintaining a professional portfolio, transfer advisement and career advisement. Guest lectures, visits to arts organizations, art galleries, area colleges, private and commercial studios, will expose the student to a variety of arts organizations and career possibilities. Three class hours.

ART 240 Women, Art and Society 3 Credits

This course examines the role of women in the visual arts as both image maker (artist) and as image (subject) and how these images reflect social constructs/expectations. This course can be used as a Humanities or Social Science elective. Three class hours. (SUNY-H)

ART 270 American Art and Architecture 3 Credits

An introductory study of major paintings, buildings and sculpture in the United States. Beginning with the colonial period, the survey examines the development of American Art through the present with an emphasis on the unique resources and buildings of the Rochester community. Three class hours. (SUNY-H)

ART 271 20th Century Art and Ideas 3 Credits

A survey course in modern and contemporary art from 1870 to the present with an emphasis on innovations and developments in 20th century painting, sculpture, architecture, urban planning, photography, and the decorative arts. Individual artists and movements such as constructivism, art deco, dadaism, cubism, expressionism, international style, and post-modernism will be studied in relationship to the events and works that shape our present cultural environment. This course will fulfill a social science requirement. Three class hours. (SUNY-H)

ART 290 Independent Study Variable Credit

See Department Chairperson.

ASL - American Sign Language/Foreign Language

ASL 101 American Sign Language I 3 Credits

Designed for students with little or no previous experience in the language. Focuses on communicative skills of sign comprehension and production. Includes high frequency vocabulary, basic sentence constructions, common phrases, and cultural aspects of the Deaf community. Also stresses student participation in skills development. Three class hours. (SUNY-FL)

ASL 102 American Sign Language II 3 Credits

A continuation of ASL 101, with emphasis on basic language skills for communication and on cultural aspects to promote understanding and appreciation of Deaf culture. Three class hours. (SUNY-FL)

Prerequisite: ASL 101 or permission of the instructor.

ASL 103 American Sign Language III 3 Credits

A continuation of ASL 102 for those with a basic foundation in American Sign Language communication. Grammar and vocabulary are continued at a higher level. Cultural topics are included in the study of grammar and structure. Three class hours. (SUNY-FL)

Prerequisite: ASL 102 or permission of the instructor.

ASL 104 American Sign Language IV 3 Credits

A continuation of ASL 103 for students with intermediate competency in the language. Special attention is given to application of complex grammatical principles, including non-manual signals and temporal/distributional aspects. Three class hours. (SUNY-FL)

Prerequisites: ASL 103 or permission of the instructor.

ASL 201 American Deaf Culture and Community 3 Credits

This course provides a thorough analysis of the development of Deaf culture in the United States of America. Topics include: education of the D/deaf; Deaf films, theaters and clubs; preservation of American Sign Language; technology and services in the Deaf community; cochlear implantation. The student's acculturation process is facilitated by active participation in the Rochester Deaf community. Three class hours. (SUNY-FL)

Prerequisite: ASL 102; *corequisite:* ASL 103

ATP - Automotive Technology

ATP 100 Automotive Services 3 Credits

This hands-on course is designed for both consumers interested in repairing their own cars and individuals interested in entry level skills that will help them gain employment in the automotive industry. Lectures, demonstrations and hands-on activities provide an overview of automotive systems. Can be substituted for any one of the ATP 171-176 work experience courses. Two class hours, two laboratory hours.

ATP 101 Introduction to Automotive Technology 5 Credits

An introductory course designed for automotive students that provides theory for a foundation in the field of automotive technology. All systems of the automobile are