

UNIVERSITY OF CALIFORNIA SANTA BARBARA

Department of Art

Major Information Packet

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The following information guides students in the ART major at UCSB.

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A) ART UNDERGRADUATE MAJOR REQUIREMENTS

LOWER-DIVISION:

39 units as follows:

Art 1A, 1C (7 units)

Art 7A, 7B, 7C, 7D (non-sequential) (20 units)

3 different courses from Art 10, 12, 14, 18, 19, 22, 32 (12 units)

UPPER-DIVISION:

36 units as follows:

A. 28 units selected from upper-division Art courses (8 units of upper-division CCS art courses may be applied in this area.)

NOTE:

Students who intend to apply to graduate school in fine arts should complete a minimum of 16 units in one area of emphasis.

Courses taken: _____

B. 4 units of upper-division Art History are required

Course taken: _____

C. Art 125, 126, or Art 130 (4 units)

MAJOR REGULATIONS:

P/NP GRADING OPTION

Up to 8 units upper division Art CS courses and Art 192AA-ZZ combined may be taken P/NP. All other major units, including those applied to the major from other departments, must be taken for letter grades.

SUBSTITUTIONS in the major requirements permissible only by petition to the department chair and dean.

RESIDENCE REQUIREMENTS At least 20 UD units in major while in residence at UCSB

G.P.A. REQUIREMENTS At least 2.0 overall average in:

a) all UD major courses; and

b) all major courses (Prep & UD) , including courses in excess of minimum requirements.

DOUBLE MAJORS With the approval of each department chairperson, up to a total of 8 units may be applied simultaneously to both UD majors.

B) NARRATIVE FOR THE MAJOR

The Department of Art offers a B.A. degree in art at the undergraduate level. The undergraduate program is designed to provide the student with a thorough and comprehensive training, and an understanding of art as a humanistic activity. The major is designed to provide students who wish to become practicing artists with a foundation which will prepare them for graduate study or professional schools.

Within the art major, students may choose to emphasize in painting, drawing, print and book arts, sculpture, photography, performance & video, digital media and new genres. Our 140 art majors have many additional opportunities that make our program exceptional: internships, student exhibitions, off-campus projects, field trips, faculty assistantships, courses in the College of Creative Studies, the Art Department Honors Program, and regular visiting artists and speakers. These opportunities offer different ways to succeed in the program. The department's undergraduate advisor helps students in planning the appropriate coursework to meet their goals and objectives.

What is entailed in this particular area of study?

75 units to complete the Department of Art major

List pre-major requirements, policies, and GPA if applicable:

No pre-major, however, if accepted to UCSB as other than an art major, please come by the office to sign the forms to add the art major. Minimum 2.0 GPA.

Lower Division Units

39 lower division units as follows:

Art 1A, 1C (7 units)

Art 7A, 7B, 7C, 7D (Non-sequential) (20 units)

3 DIFFERENT courses from Art 10, 12, 14, 18, 19, 22, 32 (12 units)

Upper Division Major

36 units as follows:

A. 28 units selected from UD Department of Art Courses (28 units)

Up to 8 units of pass/not pass may be taken in the following areas: upper division CCS art courses or Art 192AA-ZZ (internship), and may be applied toward the 28 upper-division studio units.

NOTE: Students who intend to apply to graduate school in the fine arts should complete a minimum of 16 units in one area of emphasis.

B. 4 units of UD Art History courses (4 units)

C. Art 125, Art 130, or Art 126 (4 units)

Most upper division courses may be repeated up to a total of 3 times (16 units total) for credit in the major. Exceptions are Art 125, 126, 130, and Art 192AA-ZZ. See department undergraduate advisor for more information.

Due to frequent changes in Art scheduling (course times, and locations), it is best to check with the office regularly for the most updated version of the upcoming schedule, on our website (www.artsite.arts.ucsb.edu) or on GOLD.

C) ADVICE FOR FRESHMEN AND TRANSFERS

Which courses are recommended by the department for freshmen majors in their first quarter? Or their first year?

Art 1A for their second quarter. Ultimately, it would be good if freshmen could take the following courses in their first two years: 1A, 1C, 7A, 7B, 7C, & 7D (non-sequential).

Are there any courses that freshmen should avoid taking in their first quarter?

Any upper division Art courses.

Describe any freshman seminars offered by the department.

INT 94 GG with Kip Fulbeck

The Exploration of Identity- Personal, Cultural, Familial, Sexual

Describe any departmental honors programs.

The Department of Art Honors program is offered to our most outstanding majors. In order to apply students should have a 3.5 GPA in art, and a competitive portfolio in their junior year.

D) ADDITIONAL INFORMATION FOR TRANSFER STUDENTS

Which courses are recommended by the department for first quarter transfer students in the major?

1A, 1C, and 7B if not previously taken.

Which courses should transfer students avoid in their first quarter?

Only upper division studio classes for which they have no previous experience.

Are there any guidelines from the department to help transfer students in

assessing previous transfer work for UCSB major credit?

All transfer students coming from a community college should check www.assist.org to determine whether their courses articulate. In order for courses from unarticulated community college art departments, out-of-state community colleges, or 4 year institutions to be considered in lieu of major requirements, the following must occur:

- 1) The classes must first be accepted from UCSB as UC transferable, and must appear on the New Student Profile
- 2) The student must furnish the Art Undergraduate Advisor with the course number, course description, and the course syllabus.

E) ADVICE FOR JUNIORS IN THE MAJOR

Each Spring quarter junior majors may apply to the Art Honors program. The students who are selected by the panel of faculty reviewers have at least a 3.5 GPA in the major and are awarded with a year long Honors commitment which begins in their senior year (the following academic year). Each Honors Student must take an Honor's Seminar each quarter. Art Honors students each are awarded with their own studio space, a privilege otherwise only enjoyed by graduate students and faculty. Each Spring quarter the Honors Students' work is featured in a large group exhibition in our student Glass Box Gallery which is open to the public.

Requirements: All applicants must submit a completed application form (which contains an image-project list), a 1-2 page artist's statement, and a portfolio, all submitted via Slideroom, to the specifications outlined in the Honors Application Guidelines, found on our website (www.arts.ucsb.edu). Candidate selection will be made from these materials only, no physical work will be accepted in lieu of a portfolio. Applicants should submit their best and most recent work. The Honors call for entries occurs each Spring quarter, with no exceptions. (Go to Honors Program link for guidelines and online submissions.)

F) QUESTIONS AND TOPICS RELATED TO THE MAJOR

How many students and faculty are in the department?

Approximately 140 undergraduates, 15 graduate students, 10 ladder faculty, and 12 lecturers.

List and describe emphases (if offered):

Any emphasis that a student chooses is unofficial in that we offer a generalized B.A., rather than a B.F.A. Therefore, any area of emphasis investigated will not appear on the student's college diploma. What the student will have, instead, is a body of work within a given medium or within an intermedia or interdisciplinary approach which will allow them to build a portfolio, and thus be a competitive applicant for M.F.A. programs.

Within the art major, students may choose to emphasize painting, drawing, print and book arts, sculpture, photography, performance & video, digital media and new genres.

Students who major in this area are prepared for the following careers or graduate level of study:

Our program offers students a theoretical and conceptual approach to art-making practices. As a result of our aims we produce students who often go on to M.F.A. programs and become working artists, while others pursue graduate study in other disciplines. Many of our students pursue teaching credentials.

List any important courses or sequences that are only offered on a limited basis (e.g. spring quarter only)

7B Art 2D- Fall only

7C Art 3D- Winter only

7A Art 4D- Spring only

7D - Winter only

List important facts/statistics about the department (national ranking, reputation, faculty research, unique in UC system, etc):

Our faculty is a group of active artists who exhibit and work regularly in the professional arts, education and research and development fields and have received numerous awards and grants from private foundations and government programs, both in the U.S. and abroad.

Describe procedure for any placement tests or auditions required for the major or for specific classes.

At this time, there are none.

List any lower division courses that are available only to majors and any courses that are appropriate for non-majors (especially in Music, Art, Drama, and Dance).

Most lower division courses are open to non-majors during pass 3 of their enrollment times.

Are there recommendations from the department for students to compliment major study such as Education Abroad, internships, research, volunteer work, or study of a foreign language?

That depends upon the aim of the student. All interested students are encouraged to pursue all of the aforementioned. The undergraduate advisor, Trela Cowan, works very

closely with the majors in order to assess the needs of the individual student in order to properly guide the students toward his or her educational goals (both short term, as well as long term).

What is the procedure for obtaining permission to enroll in courses needed for the major if they are closed or full?

First, the student’s prerequisites will be checked by the department (this applies to new students, continuing students and transfer students). If the prerequisites have been met and there is space in the class then the department will try to grant access to the students with the priority always going to Art majors. If the class is full, the student will need to log onto the waitlist via GOLD, or look for another class.

Are there any courses required for the upper division major that are only offered on a limited basis?

The 4 unit upper division Art 125, 126, 130 requirement is offered on a limited basis. One of the three courses will satisfy the requirement, however, not all three courses are offered each quarter. One of the three courses is offered a minimum of 2 quarters each academic year, but oftentimes one of the three courses is offered each quarter, and during Summer Sessions.

How many times can upper division courses be taken?

Upper division courses may be taken up to 4 times for credit in the major. Exceptions are Art 125, 126, 130, and Art 192AA-ZZ.

List Minors:

A 3 track minor began Fall, 2015. The three tracks are Art; Public Practice; and Art & Technology. Signing up for the minor enables students to enroll in art classes during pass two.

**Requirements for the minor in
ART**

PREPARATION FOR THE MINOR

UNITS

- A. Art 1A 5 _____
- B. One course from Art 7A-B-C-D 5 _____
- C. One course from Art 10, 12, 14, 18, 19, 22, 32.....4 _____

UPPER-DIVISION

20 upper-division units in Art from the following:20 _____
Art 100, 101, 102AA-ZZ, 105AA-ZZ, 106AA-ZZ, 110, 111PP, 112, 113, 117, 118, 120AA- ZZ,
122AA-ZZ, 123, 125, 126, 130, 132, 134, 136, 137, 177, 185AA-ZZ, 194

**Requirements for the minor in
ART & TECHNOLOGY TRACK**

PREPARATION FOR THE MINOR
UNITS

- A. Art 1A 5 _____
- B. Art 7D 5 _____
- C. Art 22..... 4 _____

UPPER-DIVISION

- A. 12 upper-division units in Art from the following:..... 12 _____
Art 102MM, 102MU, 105TD, 111PP, 113, 122CC, 122PC, 132, 177, 185GL
- B. Upper division electives: Two additional courses from Area A above or from the following:..... 8 _____
Dance 151DA, 151DB, 151DC; **English** 146AI, 146EL, 147MC, 149; **Film and Media Studies** 190VA; **Geography** 126, 128, 176A, 180, 182, 183; **History** 105A, 105B, 105C, 105CW, 109S, 109T

**Requirements for the minor in
PUBLIC PRACTICE TRACK**

PREPARATION FOR THE MINOR
UNITS

- A. Art 1A 5 _____
- B. One course from Art 7A or 7C 5 _____
- C. Art 12 4 _____

UPPER-DIVISION

- A. 16 upper-division units in Art from the following:16 _____
Art 102MM, 105KY, 105PP, 106FA, 106PP, 110, 111PP, 120SE, 122CC, 134, 137
- B. Upper division elective: One additional course from Area A above or from the following4 _____

Art History 136D, 136I, 136O, 136W, 136Y, 140E; **Environmental Studies** 135A;
Film and Media Studies 190V; **Geography** 126, 128, 153C, 182, 183; **Psychology** 107;
Sociology 126, 134, 134A; **Theater** 122, 123, 124, 125, 132, 149, 153

How can I receive more information about the resources at UCSB?

For **more general information** about the campus, housing, student resources, other departments, faculty, and so forth, you should view a copy of the UCSB General Catalog, located at: <http://my.sa.ucsb.edu/catalog/Current/>

How can I receive more information about financial aid?

UCSB Student Financial Services
Phone (805) 893-2432
2101 Student Affairs/Administrative Services Building (SAASB)
Santa Barbara, CA 93106

Are there resources for careers or internships on campus?

Yes! Career Services is a great resource for students. They offer numerous workshops, internships, and one-on-one sessions to students in finding their niche in the job world after graduation. www.career.ucsb.edu for more information.

G) UNDERGRADUATE COURSE DESCRIPTIONS

1A Visual Literacy (5)

An introductory survey of visual culture, encompassing art and film theory and practice, digital technologies, television, advertising and print media, with a special focus on current interdisciplinary methodologies.

1C Introduction to Contemporary Art (2)

Symposium format course presents contemporary artists' creative projects in relation to recent developments in art and cross-disciplinary practices. Lectures by UCSB's Art Department faculty and also distinguished guests invited to expand on art, theory and cultural production.

7A The Intersections of Art and Life (Formerly 4D) (5)

Explores art in relation to time-based activity and integration with everyday life. Conceptual introduction to authorship, authenticity, and narrative through exercises and examples of performance, video, film, book, arts, sound, digital media, and interactive/chance derived work.

7B Introduction to Contemporary Practice I: Image Studies (Formerly 2D) (5)

The study of visual perception and image-making across visual art disciplines, both material and digital. Studio assignments are combined with related critical theory, historical practice, current strategies, and new evolutions.

7C Introduction to Contemporary Practice II: Spatial Studies (Formerly 3D) (5)

The study of spatial arts in all forms, including material, interactive and dynamic digital. Studio assignments are combined with related critical theory, historical practice, current strategies and new evolutions.

7D Introduction to Contemporary Practice III: Art, Science and Technologies (5)

The study of the foundations of digital and technological arts in all forms, including the history, theory and practice of optical, kinetic, interactive, interdisciplinary and systems-oriented art. Lectures and assignments introduce concepts, methods, movements and practitioners that have shaped the fields.

10 Lower-Division Painting (4)

Lectures, demonstrations, and projects designed to provide a strong foundation in fundamental 2D image making. Various media to include acrylic, oil, and experimental processes.

12 Lower-Division Sculpture (4)

Introduction to the challenges, strategies, and techniques of 3D artmaking within the expanding fields of traditional and contemporary sculpture.

14 Lower-Division Print (4)

Introduction to making prints. Emphasis on technical fundamentals and conceptual aspects of graphic arts. "Print" incorporates hand produced, mechanically or photographically reproduced, and electronically replicated media.

18 Lower-Division Drawing (4)

Introductory to two-dimensional representation with various drawing media, including structural and symbolic implications of human form. Emphasis on organization of vision and thought in terms of drawing techniques and materials.

19 Lower-Division Photography (4)

Examines photography as a means of artistic expression. Conceptually-based projects explore how we view, interpret, and manipulate visual information. Lectures cover major historical and contemporary artists. Lab work in digital.

22 Introduction to Computer Programming in the Arts (4)

Using a project-based approach, the basic components of web development and computer programming are explored in different markup and programming languages such as HTML/CSS, JavaScript, and Processing. The class is intended to create a general understanding of computer programming, its use and cultural implications, as well as provide a foundation for utilizing programming in a wide range of projects, from traditional to new media.

32 Introduction to Digital Video (4)

Introduction to digital video production including camera work, editing, sound, and distribution platforms. Conceptual and technical concerns relevant to video in the evolving theater of contemporary art and culture.

100 Intermediate Painting (4)

Various projects designed to assist the understanding and development of intermediate painting practices. Supplemented with slide lectures, library research, and class critique. Additional self-directed projects, sketch books, experimentation, independent research, and self-motivation are encouraged.

101 Advanced Painting (4)

Special studies in painting utilizing particular faculty interests and/or special departmental facilities. Exact nature of course is specified in the Department of Art syllabus. Integration of non-painting media (i.e. installation pertaining to current painting issues, digital media, and photography).

102AA-ZZ Super Course - Digital Medial Toolbox: Concepts and Skills (4)

A project based course with an emphasis on technical skills within the digital media arts context. Topics may include telecommunications, wireless, database aesthetics, networks, interactivity, digital #D, virtual reality, immersive environments,

algorithmic aesthetics, visualization, media theory and others. Topic to be determined by instructor.

102MM Digital Project: Mobile Media (4)

In this class we will make mobile app art projects for smartphones and tablets using HTML/CSS, JavaScript and Perl. Through the conceptualization and creation of these projects, we investigate social and locative media, ubiquity, the possibilities and limits of apps as art and the cultural implications of the increased uses of mobile apps. Students will also learn basic programming skills that can be applied towards learning and using other computer languages for a wide range of purposes.

102MU Digital Projects: Mashups (4)

The web is brimming with continuously updated data about anything from weather, tsunamis, and earthquakes to UFO sightings, animal migration, sports, population, and the stock market, as well as user-generated information at social media sites such as Twitter and Facebook. "Mashups" are applications that combine this data into something new and interesting. In the class we make mashup art using HTML5/CSS, JavaScript and Perl, that combine and manipulate real time data while investigating our world of data.

102XX Digital Media Tool Box: Concepts and Skills (4)

A project based course with an emphasis on technical skills within the digital media arts context. Topics may include telecommunications, wireless, database aesthetics, networks, interactivity, digital 3D, virtual reality, immersive environments, algorithmic aesthetics, visualization, media theory and others. Topic to be determined by instructor.

105AA-ZZ Super Course - Intermediate Spatial Practices (4)

Designed to develop student knowledge and proficiency of material and method, cultivating both manual and conceptual skill-levels in three-dimensional practices. Course focus varies by quarter, but includes a variety of approaches to material practices and engages students in the role of spatial awareness and production within contemporary art.

105PP - Intermediate Spatial Practices: Public Practice (4)

Designed to develop student knowledge and proficiency of material and method, cultivating both manual and conceptual skill-levels in three-dimensional practices. Course focus varies by quarter, but includes a variety of approaches to materials and concepts in Public Practice.

105KY - Intermediate Spatial Practices: Kim Yasuda (4)

Designed to develop student knowledge and proficiency of material and method, cultivating manual, conceptual and collaborative skill-levels in both the studio and public

realm. Course focus varies by quarter and includes a range of approaches to an engaged spatial practice within contemporary art and its related fields.

105TD - Intermediate Spatial Practices: Physical and Virtual (4)

Designed to develop student knowledge and proficiency of material and method, cultivating both manual and conceptual skill-levels in three-dimensional practices. Course focus varies by quarter, but combines 'hands on' physical practice with digital practices, tools and methods. No previous digital skills required.

105IV - Intermediate Spatial Practices: Isla Vista Open Lab

IV Open Lab is an open, project-based, learning/research environment designed to encourage student and campus engagement in the Isla Vista community. Weekly Friday gatherings will take place in IV, hosting different campus and community members who will be present, discuss and provide feedback on the range of Isla Vista issues and opportunities. In addition, students taking the course will be required to design outside research projects (individually or collaboratively) to present to the community groups at the end of the quarter.

106AA-ZZ - Advanced Spatial Practices (4)

Advanced study and investigation of new forms and spatial practices. Individual and group projects may encompass formal and collaborative research as well as multi-disciplinary production that engages new and exploratory practices, such as interactive and performative media, public art, social design at the intersection of architecture, urbanism and contemporary art. Course content detailed in syllabus each quarter.

106W Introduction to 2D/3D Visualizations in Architecture (4)

Develops skills in reading, interpreting, and visualizing 3D objects and spaces by offering exercises in sketching, perspective, orthographic projections, isometric drawings, and manual rendering practices. Relevant for those interested in history of architecture, sculpture, and such spatial practices as installations and public art.

106FA - Advanced Spatial Practices: Friday Academy (4)

106FA is an open, interdisciplinary, project-based instructional environment designed to explore experimental curricula relevant to a publicly-engaged art practice. Straying from the traditional studio/classroom arts training models, FA offers locally embedded, multi-quarter, off-site research in real-world settings, encouraging flexible programs in response to immediate social and environmental concerns. FA draws from an interdisciplinary team of students, faculty and community scholars to work in partnership with one another.

106PP - Advanced Spatial Practices: Public Practice (4)

Advanced study of new forms and spatial practices within Public Practices. Individual projects may encompass formal sculptural practices as well as investigations that engage new technologies and alternative practices such as interactive media, the

intersection of architecture and contemporary art, and site-specificity. Course content detailed in syllabus each quarter.

110 Intermediate Print (4)

Continued refinement of skills in service of ink and digital print production. Emphasis on the intermedia aspects of image and text and the sequential use of pictorial information. Areas of specific focus to include electronic multiples, relief printing, and artists' books.

111PP - Public Practice Arts: Digital Intermedia (4)

The use of digital and hybrid media to create site-responsive public projects including unsanctioned, permission based, and speculative works. The investigation of the evolving nature and use of public space and its interrelations of individual, social, architectural/built, and infrastructure conditions. Projects will be executed both on and off campus.

112 Artists' Books (4)

An investigation of the book as an art form. Based on conventional media, artists' books encompass a variety of methods, techniques, and ideas. Assigned and self-directed projects using traditional and innovative practices, combining reading with pictorial and tactile experience.

113 Experimental Video and Animation (4)

The development of independent, innovative projects that utilize digital video and/or post-production and hybrid means to create video-works for screens and surfaces, including projection, installation, distributed platforms. Projects may employ a variety of strategies and methodologies in concept, production, and presentation. Broad exposure to contemporary and pioneering video/film, with an emphasis on experimentation in substance and form.

117 Intermediate Drawing (4)

Continuing investigation into the challenges of two-dimensional representation. Course focus to depend on instructor, but may include structural and symbolic implications of the human form, historical and contemporary strategies of visual analysis, and exploration into experimental media.

118 Advanced Drawing (4)

Special studies in drawing utilizing particular faculty interests and/or departmental facilities.

120AA-ZZ Super Course - Intermediate Photography (4)

Continued refinement of traditional photographic technique, and development of photography as an artmaking tool. Course to range by instructor, but may include

photo narrative, journalism, fashion, artists' books, desktop publishing, web design, time-based work, and intermedia collaborations.

120EL - Intermediate Photography: Environment & Landscape (4)

Individual photographic projects organized and conceptualized by students. Proposal for research and development of design and production of body of work with a focus on the environment and landscape.

120NP – Intermediate Photography: Narrative Photo (4)

Students will conceptualize, research, and propose narrative photography projects that focus on telling a visual story. Development and production of projects will include investigation of methods in which photography can describe: time, causality, dramatic composition, spatiality, fictional and non-fictional story telling, etc.

120SE - Intermediate Photography: Social Engagement (4)

Building on the tools of lower division photo and the skills learned in Art 120, SE links social issues such as mass incarceration, poverty, LGBTQ rights, racism, environmental justice and give you the framework to photograph, layout, write, research, publish, post and impact a broad audience about the issues that are keeping you up at night. This is ART for engagement rather than the galleries or privileged walls.

120PV - Intermediate Photography: Personal Vision (4)

Continued refinement of traditional photographic technique, and development of photography as an artmaking tool. Course to range by instructor, but may include photo narrative, journalism, fashion, artists' books, desktop publishing, web design, time-based work, and intermedia collaborations.

122AA-ZZ Super Course - Advanced Topics in Digital Media (4)

An advanced project based course in digital media arts. Students are expected to have relevant conceptual, aesthetic, and technological grounding in digital media. Topic to be determined by instructor.

122CC - Advanced Digital Topics: Creative Cartography (4)

Historically, mapmaking was a privilege of the ones in power, and more recently a craft of trained professionals. Today, anyone can make and publish their personally annotated maps online. In this class we will investigate and participate in these new participatory mapmaking paradigms, making our own artistic and conceptual mapping projects using the Google Maps/Earth APIs, HTML5 and JavaScript. The class explores psychogeography, critical cartography, locative media, real time data, and social and mobile media.

122PC - Advanced Digital Topics: Physical Computing (4)

Course will focus on development of New Media projects through the exploration of open-source computer software and hardware development tools.

Students will study the fundamentals of multimedia programming and learn how to connect their software to tangible hardware devices to create interactive digital artworks. Students are expected to have a strong technological grounding in digital media and experience with digital graphics, sound, video, or web programming. Final projects will be based on knowledge and capabilities of each student.

123 Papermaking (4)

Introduction to historical and contemporary methods of handmade papermaking leading to innovative uses of handmade paper as an integral part of art forms.

125 Art Since 1950 (4)

Developments in American and European art since 1950 with an emphasis on the most recent decades. Focus ranges from the post-war impact of the New York School, Pop Art, Minimalism and Conceptualism to more recent, “postmodern” trends.

126 Introduction to Contemporary Theory (4)

A basic beginning survey of contemporary art, film and media theory, focusing specifically on: realism, formalism, semiotics, phenomenology, psychoanalysis, feminism, Marxism, gender/queer studies, post-structuralism, and broader issues of authorship, narratology, postmodernism and multiculturalism.

130 Visual Art As Culture (4)

Exploration of the visual arts in a wide range of socio-cultural and economic contexts. Topics include art’s changing institutional role in relation to the shifting parameters of ideology and the state apparatus, history, revolution, nationalism, Orientalism, multiculturalism, postmodernism, high and low culture and new technologies.

132 Intermediate Digital Video (4)

The making and use of video in contemporary art. Hands-on production and post production are combined with viewing, critique, and discussion topics, including cultural prominence and future trends. Single and multiple channel, installation, and integration with other media are all encouraged.

134 Performance (4)

A workshop introduction to the forms, styles, and strategies of contemporary performance art, which may involve the use of the body, space, narrative, audience, object, installation, and multimedia.

136 Personal Narrative (4)

Intensive writing based workshop designed for formulating and producing artwork based on one’s own personal experiences and histories. Experimentation and expansion into other artistic media are encouraged.

137 Spoken Word (4)

A workshop introduction to the use of voice as an artistic medium, with emphasis on personal monologue, and improvisation.

177 Art and Science of Aerospace Culture (4)

Interdisciplinary course/seminar/practice for artists, academics, engineers, and designers interested in exploring the technological, aesthetic, cultural, and political aspects of the space side of the aerospace complex. Design history, space complex aesthetics, cinema intersections, imaging/telecommunications, human spaceflight history, reduced/alternating gravity experimentation, space systems design/utilization.

185AA-ZZ

Special topics in art.

185AA - Artist Activists (4)

Related to Art 1C Thursday colloquium guest artists, focusing on activism through art. Tuesday we will explore the practical side of how to create projects that go beyond the gallery and focus on changing public policy through art, advocacy, social media, interventions, graphics, documentation, sculpture and raw passion.

185AI – How Does the Machine Perceive the World? (4)

When we talk about artificial intelligence, it's about highly specialized machine learning models, whose primary functions is not mechanization of reason but of perception, mostly mechanization of vision. Tasks that many machine learning models operate on are aesthetic, from classification of images in their content and form to generations of new images. Technical opacity of many machine learning models makes it inherently difficult to properly evaluate their results. Hence, the once speculative phenomenological question "how does the machine perceive the world" suddenly becomes a real-world problem. The seminar will explore aesthetic, socio-technical and political implications of the advent of AI. May take for Art 130 credit.

185GL - Digital Project: Optical-Digital Culture & Practice (4)

A project based art course focused on image-processing as an experimental tool and as creative medium. Assignments will bridge technical experimentation with artistic and conceptual approaches to examine the nature of the computational image.

185IV - IV Open Lab (4)

IV OpenLab is an open, project-based, learning/research environment designed to encourage student and campus engagement in the Isla Vista community. Weekly Friday gatherings will take place in IV, hosting different campus and community members who will be present, discuss and provide feedback on the range of Isla Vista issues and opportunities. Students taking the course will be required to design outside research projects (individually or collaboratively) to present to the community groups at the end of the quarter.

192AA-ZZ Internship in Art (1-4)

Opportunities in applied learning related to visual art through local museums, art galleries, and other art related organizations or institutions. Students work under the direction of the faculty sponsor who maintains contact with the supervisor for whom the student is interning.

192ES Exhibition Studies - Internship in Art (1-2)

This internship provides pedagogical and practical support for students exhibiting work within the Art Building and other venues across campus such as Cheadle Hall and the University Library. Among other skills, the course will include intensive training in exhibition scheduling and curating, installation and display, the production of didactic supplements such as information sheets, wall texts and titles, methods of promotion as well as de-installation and art handling.

192IA Internship in Art (1-4)

Opportunities in applied learning related to visual art through local museums, art galleries, and other art related organizations or institutions. Students work under the direction of the faculty sponsor who maintains contact with the supervisor for whom the student is interning.

194 Special Group Studies (2-4)

A means of making special studies or meeting special curricular problems.

196 Honors Seminar (4)

Seminar designed to focus on criticism of current studio work. A total of 12 units in this course required to complete honors program. Completion of seminar units followed by public exhibition of work accomplished.

199 Independent Study (1-5)

Advanced study in a variety of media. To be determined by the professor and the student. Student must have upper-division standing and a minimum of a 3.0 grade-point-average.

199RA Independent Research Assistant (1-5)

Coursework shall consist of faculty supervised research assistance. Student must have upper-division standing.

H) CAREERS IN ART & ART RELATED FIELDS

UCSB's art major is excellent preparation for graduate study. This liberal arts major offers students a general education as well as a strong foundation in art practice. Many of our undergraduates have gone on to graduate study in art, architecture, film, digital media, museum curation, teaching, art therapy, urban planning, and all forms of design at some of the most respected institutions including UC Berkeley, Yale, UCLA, Washington University, School of the Art Institute of Chicago, California Institute of the Arts, California College of the Arts, Claremont College, the Slade London, among many others.

Many of our students choose to enter careers without further education very successfully. Due to our focus on excellence, many of our students use their conceptual, creative and organizational talents in managerial roles for private companies and non-profits, galleries and museums, or pursue entrepreneurial tracks as artists, photojournalists, and designers (web and other forms).

Students interested in teaching art at a university or community college should plan to complete a Master of Fine Arts (MFA) degree. Teaching at the high school (secondary) level requires the California single subject teaching credential. Students considering this last option should discuss their plans with the credential advisor in UCSB's Graduate School of Education.

For any of these directions, speak to your undergraduate advisor early in your studies at UCSB! Work with Career Services to learn how to apply to internships and jobs! www.career.ucsb.edu.