

PROGRAM FOCUS

	QUARTERS 1-3	QUARTERS 4-6	QUARTERS 7-9	QUARTERS 10-12
	<p>FNDA105 Design Fundamentals</p> <p>FNDA110 Observational Drawing</p> <p>FNDA135 Image Manipulation</p> <p>FNDA150 Digital Color Theory</p> <p>PHOA101 Principles of Photography</p> <p>VIAA140 Three Dimensional Design</p> <p>VIAA146 Ceramics I</p> <p>VIAA147 Ceramics II</p> <p>VIAA151 Painting I</p> <p>VIAA350 Introduction to Printmaking</p> <p>Program Elective</p>	<p>GWDA103 Digital Illustration</p> <p>GWDA111 Introduction to Layout Design</p> <p>PHOA201 Portfolio I or VIAA341 Figure Sculpture II or VIAA141 Figure Drawing II or VIAA333 Drawing III</p> <p>VIAA142 Drawing II</p> <p>VIAA149 Figure Drawing I</p> <p>VIAA345 Figure Sculpture I</p> <p>VIAA380 Three Dimensional Media in Illustration</p> <p>VIAA414 Animal Imagery and Archetypes</p> <p>PHOA309 Portfolio II</p>	<p>GWDA105 Concept Design</p> <p>GWDA222 Intermediate Layout Design OR VIAA262 Digital Art</p> <p>VIAA242 Studio I</p> <p>VFXA425 Art Direction or GWDA222 Intermediate Layout Design or VIAA343 Figure Painting</p> <p>VIAA280 Narrative and Sequence</p> <p>VIAA347 Studio II</p> <p>VIAA360 Intermediate Printmaking</p> <p>VIAA361 Studio III</p> <p>VIAA370 Professional Development I</p> <p>VIAA371 Professional Development II</p>	<p>VIAA300 Web Design</p> <p>VIAA400 Internship</p> <p>VIAA422 Public Art and Entrepreneurship</p> <p>VIAA428 Studio Concentration I</p> <p>VIAA480 Mural Techniques or VFXA465 Digital Matte Painting</p> <p>VIAA483 Studio Concentration II</p> <p>VIAA484 Exhibition and Portfolio Development</p>
	<p>ARHA125 History of Western Art I</p> <p>CGSA202 Computer Concepts and 2D Applications</p> <p>ENCA101 English Composition I</p> <p>ENCA102 English Composition II</p>	<p>ARHA126 History of Western Art II</p> <p>MATA101 College Algebra</p> <p>OR</p> <p>MATA115 Applied Mathematics</p> <p>MATA201 College Geometry</p> <p>ARHA226 Postmodernism and Contemporary Art</p>	<p>ARHA200 Greek and Roman Art</p> <p>COMA112 Principles of Communication</p> <p>English Elective</p> <p>Science Elective</p> <p>Psychology Elective</p>	<p>ARHA228 History of Non-Western Art</p> <p>ENGA201 Creating Writing</p> <p>ENCA204 Business and Technical Writing</p> <p>HISA208 United States History from Civil War to Present</p>

GENERAL EDUCATION



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START DATE _____

LENGTH OF QUARTER _____

BREAKS BETWEEN QUARTERS _____

APPROX. HOURS IN CLASS PER WEEK _____

APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK _____

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

STUDENT CONSUMER INFORMATION:
<https://www.artinstitutes.edu/miami/student-consumer-information>

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.

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073019

Visual Arts (BFA)

COURSE DESCRIPTIONS

FNDA105

DESIGN FUNDAMENTALS

This introductory course will explore the principles of design, and introduce and develop the creative process. Design elements and relationships will be identified and employed to establish a basis for aesthetic sensitivity and critical analysis. Design will be presented as a tool of communication. *Prerequisite(s): None*
Credits: 3

FNDA110

OBSERVATIONAL DRAWING

This course involves the observation and translation of three-dimensional form into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition and line quality, through the use of tone, light, and shadow. *Prerequisite(s): None*
Credits: 3

FNDA135

IMAGE MANIPULATION

In this introduction to raster-based digital image manipulation, students become acquainted with the concepts, hardware, and software related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning, and output. *Prerequisite(s): None*
Credits: 3

FNDA150

DIGITAL COLOR THEORY

Introduction to the principles of color and an exploration of color theory as it relates to media. *Prerequisite(s): None*
Credits: 3

GWDA103

DIGITAL ILLUSTRATION

This course advances the student's understanding of the computer as an artist's tool. Building on previous courses in drawing, concept development, and introductory computer-aided design, students will be asked to generate a number of expressive solutions that address specific illustrative problems, both technical and creative. As part of this course, students will be given the opportunity to develop their digital illustration skills by exploring numerous tools and techniques to obtain desired results. *Prerequisite(s): None*
Credits: 3

GWDA105

CONCEPT DESIGN

This course will emphasize the conceptualization process of design and its function in solving given problems. The student will use creative problem-solving and research techniques, specifically: problem identification, analysis, brainstorming, and idea refinement. *Prerequisite(s): None*
Credits: 3

GWDA111

INTRODUCTION TO LAYOUT DESIGN

This class will concentrate on utilizing design principles and theories in problem solving, focusing on the importance of layout composition. Emphasis will be on the process of design development from thumbnails to comprehensives, layout, and the use of grid systems for multi-component layouts. *Prerequisite(s): FNDA135*
Credits: 3

GWDA222

INTERMEDIATE LAYOUT DESIGN

This advanced layout course enhances and reflects skills developed in fundamental design courses. Critical analysis will be applied through the use of type and layout to create clear, communicative design. Portfolio-quality projects will be developed as part of this process. *Prerequisite(s): GWDA111*
Credits: 3

PHOA101

PRINCIPLES OF PHOTOGRAPHY

Students will identify basic photographic tools and their intended purposes, including the proper use of aperture, shutter speed, ISO, focal length, and light metering. Students will analyze photographs and produce their own visually compelling images by employing professional photographic techniques and digital workflow. *Prerequisite(s): None*
Credits: 3

PHOA309

PORTFOLIO II

This course aims to prepare students for entry-level employment within the industry by assisting them with the development and presentation of a professional portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. *Credits: 3*

Prerequisite(s): PHOA209

VFXA425

ART DIRECTION

Students will have the opportunity to learn to manage the production process, develop skill in managing clients and personnel, and discover the critical nature of pre-planning and organization. The course will explore the various technical and artistic issues that affect a project. Students will understand the financial implications of project management and will develop skill in establishing timelines and deadlines. This course also explores the responsibilities of the art director, including the evaluation of the creative process, marketing strategies, design aesthetics, and media application. *Prerequisite(s): See Department Director*
Credits: 3

VFXA465

DIGITAL MATTE PAINTING

This course is designed to expose students to the disciplines used in creating matte paintings for VFX and animation. A history of matte painting's role in the film industry will lead into discussion of concept development, composition, perspective, lighting, and compositing to match live action plates. In this course students will work on individual and group projects, with an emphasis on photorealism, to showcase skills in this specific expertise. *Prerequisite(s): VFXA425*
Credits: 3

VIAA140

THREE DIMENSIONAL DESIGN

In this beginning course, students will explore various sculptural media to create three-dimensional form. The use of a wide range of materials will be explored for expressive manipulation. *Prerequisite(s): None*
Credits: 3

VIAA141

FIGURE DRAWING II

This is an advanced course exploring the figure in a compositional context, including an exploration of color and an emphasis on the development of the student's personal style. *Prerequisite(s): VIAA149*
Credits: 3

VIAA142

DRAWING II

In this course, students will continue to expand their drawing skills with black and white media. Assignments will explore blind contour, perspective, and chiaroscuro. Handling of various media will be introduced. *Prerequisite(s): FNDA110*
Credits: 3

VIAA146

CERAMICS I

In this beginning course, students are introduced to basic hand building techniques, including slab building, pinching, and coiling. A survey of historical and contemporary ceramic works introduces students to projects that emphasize craft and personal expression. Kiln firings, clay making, and the use of ceramic equipment and tools are addressed. *Prerequisite(s): None*
Credits: 3

VIAA147

CERAMICS II

In this course, students choose to explore a variety of clay sculpture building techniques. Students will have the opportunity to learn how to build an armature, create multiple-part projects, and assemble large works after firing. Various surface applications will be addressed, as well as ceramic restoration. *Prerequisite(s): VIAA146*
Credits: 3

VIAA149

FIGURE DRAWING I

This course introduces the fundamental concepts and techniques of figure drawing, including anatomy, gesture, proportion, line, and value. *Prerequisite(s): See Department Director*
Credits: 3

VIAA151

PAINTING I

This beginning painting class is designed to introduce the painting medium as a means of recreating three-dimensional space on a two-dimensional surface. Accuracy and objective analysis of color, drawing, and composition are paramount. The class will emphasize technical painting processes. *Prerequisite(s): FNDA110 and ENCA102*
Credits: 3

VIAA242

STUDIO I

This course allows students to focus on concepts, creative problems, and the development of an artistic vocabulary to be applied to their personal vision using the media and subject matter of their choice. *Prerequisites VIAA146 and VIAA151*
Credits: 3

VIAA262

DIGITAL ART

In this course, students further develop competency in computer skills as they explore the use of the computer as a tool for visual expression. Software programs designed for layout, illustration, and photo retouching are used. Group critiques. *Prerequisites: None*
Credits: 3

VIAA280

NARRATIVE AND SEQUENCE

Narrative and sequence have been used throughout art history to construct meaning in art. In this course, students create artworks through storytelling and multiple stages of form and imagery. This use of thematic exploration will develop and strengthen the visual vocabulary of both the fine and applied artist. *Prerequisite(s): FNDA135*
Credits: 3

VIAA300

WEB DESIGN

The students will have the opportunity to learn various web authoring tools and techniques in order to design and publish individual websites. Students will be encouraged to explore structural as well as experimental approaches to merge content with interactive design. *Prerequisite(s): VIAA371*
Credits: 3

VIAA341

FIGURE SCULPTURE II

This advanced figure sculpture class will focus on sculpting the figure from clay using a live model. Emphasis on self expression and the study of anatomy of the figure will be emphasized. Hand building methods such as coiling and slab building are core elements of this course. *Prerequisite(s): VIAA345 or VIAA142*
Credits: 3

VIAA343

FIGURE PAINTING

Using the figure as a central theme, this course explores color relationships, mixing flesh tones, working ala prima and indirectly, both in the studio and in natural light. The figure/ground dynamic will be a central component of the course. *Prerequisite(s): VIAA149*
Credits: 3

VIAA345

FIGURE SCULPTURE I

This class will focus on sculpting the figure in clay using live models as reference. Emphasis will be on self-expression and the study of anatomy and proportion. *Prerequisite(s): VIAA146*
Credits: 3

VIAA347

STUDIO II

This course allows students to focus on concepts, creative problems, and the development of an artistic vocabulary to be applied to their personal vision using the media and subject matter of their choice. *Prerequisite(s): VIAA242*
Credits: 3

VIAA350

INTRODUCTION TO PRINTMAKING

This studio course is an introduction to the fundamentals of printmaking, incorporating drawing, painting, and collage. Processes may include intaglio, relief, and monotype. *Prerequisite(s): None*
Credits: 3

VIAA360

INTERMEDIATE PRINTMAKING

This studio course will develop skills in printmaking technique which may include such processes as intaglio, relief, serigraphy, and collographs. Students will produce a signed and numbered edition of prints as well as experiment with printmaking techniques through the development of proofs *Prerequisite(s): VIAA350*
Credits: 3

VIAA361

STUDIO III

This course allows students to focus on concepts, creative problems, and the development of an artistic vocabulary to be applied to their personal vision using the media and subject matter of their choice. *Prerequisite(s): VIAA347*
Credits: 3

VIAA370

PROFESSIONAL DEVELOPMENT I

This class will focus on career-building opportunities for the visual artist. Students will have the opportunity to learn where to seek out employment opportunities, artist residencies, and professional artist workshops. They will also explore the possibility of continued study in a graduate degree program. Emphasis will be placed on researching graduate programs in visual arts and understanding the importance of a graduate-level degree. Students will also learn how to apply for teaching assistantships in conjunction with advanced degree programs. Preparing an artist resumé, applying to professional-level exhibitions, and finding a gallery will also be addressed. *Prerequisite(s): FNDA135 and GWDA103*
Credits: 3

VIAA371

PROFESSIONAL DEVELOPMENT II

This class will give visual arts students the tools they need to apply for professional-level career opportunities. Upon completion of this course, a student will take professional images of their work and create a professional portfolio. This will also include preparing for interviews and packaging of materials. They will write a clear and precise artist statement and cover letter for a job or for graduate-level study. Presentation skills will also be addressed. *Prerequisite(s): VIAA370*
Credits: 3

VIAA380

THREE DIMENSIONAL MEDIA IN ILLUSTRATION

Through the use of a variety of materials, students develop illustrations in three dimensions. Projects will start with small-scale illustrations and work up to large-scale final projects. Emphasis is placed on representation and overcoming creative problems. *Prerequisite(s): VIAA140*
Credits: 3

VIAA400

INTERNSHIP

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their field of study. The students will gain the experience they need to enter the field when they graduate. *Prerequisite(s): See Department Director*
Credits: 3

VIAA414

ANIMAL IMAGERY AND ARCHETYPES

In this course, the historical and contemporary significance of animal imagery in art will be discussed. Commonly held myths and symbolism of animals and their place in culture will be explored. Field trips will allow students to have the chance to study animals through direct observation. *Prerequisite(s): FNDA110*
Credits: 3

Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.

VIAA422

PUBLIC ART AND ENTREPRENEURSHIP

In this course, students become aware of management concepts and their application to art businesses and organizations. Topics include organizational structure, setting objectives, long- and short-term planning, promotion, advertising, finance, human resources, generating proposals for public art projects, and legal issues relating to students' artistic careers. *Prerequisite(s): FNDA135*
Credits: 3

VIAA428

STUDIO CONCENTRATION I

These two courses are the culmination of the student's education in his/her chosen area of concentration. Work created during these two studio courses will be exhibited, upon faculty approval, in a student-installed exhibition, which is required for this course. These courses must be taken sequentially. *Prerequisite(s): VIAA361*
Credits: 3

VIAA480

MURAL TECHNIQUES

In this course, students will be introduced to the many phases and processes inherent to mural making. We will be studying the history of the mural, from Pre-Hispanic to WPA-era works and beyond. We will study how they were made, and look at the creative process involved in making them. We will learn both traditional and modern techniques of application. *Prerequisite(s): VIAA151*
Credits: 3

VIAA483

STUDIO CONCENTRATION II

These two courses are the culmination of the student's education in his/her chosen area of concentration. Work created during these two studio courses will be exhibited, upon faculty approval, in a student-installed exhibition, which is required for this course. These courses must be taken sequentially. *Prerequisite(s): VIAA428*
Corequisites: VIAA484 and must be taken in the last quarter
Credits: 3

VIAA484

EXHIBITION AND PORTFOLIO DEVELOPMENT

This course is the culmination of the student's course of study. This course prepares the student to mount an exhibition of their work, prepare their portfolio, and produce documents supporting the development of their work. *Prerequisite(s): VIAA428*
Corequisites: VIAA483 and must be taken in the last quarter
Credits: 4

GENERAL EDUCATION REQUIREMENTS (68 CREDITS):*

ARHA125	History of Western Art I
ARHA126	History of Western Art II
ARHA200	Greek and Roman Art
ARHA226	Postmodernism and Contemporary Art
ARHA228	History of Non-Western Art
CGSA202	Computer Concepts and 2-D Applications
COMA112	Principles of Communication
ENCA101	English Composition I
ENCA102	English Composition II
ENCA204	Business and Technical Writing
ENGA201	Creative Writing
GE English Elective	
GE Science Elective	
GE Psychology Elective	
HISA208	United States History from Civil War to Present
MATA115	Applied Mathematics
MATA201	College Geometry

*Course descriptions for general education and elective courses can be found in the catalog.