3231 Air Force Leadership and Management II (3)
A continuation of the study of Air Force advancement and leadership. Concentration is on organizational and personal values, management of forces in change, organizational power, politics, and managerial strategy and tactics discussed within the context of the military organization. Actual Air Force cases are used to enhance the learning and communication processes.

4201 National Security Forces in Contemporary American Society I (3)
A study of the armed forces as an integral element of society, with emphases on American civil-military relations and the context within which U.S. defense policy is formulated and implemented. Special themes include societal attitudes toward the military and the role of the professional military leader-manager in a democratic society.

4211 National Security Forces in Contemporary American Society II (3)
A continuation of the study of the armed forces in contemporary American society. Concentration is on the requisites for maintaining adequate national security forces; political, economic and social constraints on the national defense structure; the impact of technological and international developments on strategic preparedness; the variables involved in the formulation and implementation of national security policy; and military justice and its relationship to civilian law.

Art (ART)
Courses offered for one to six hours of credit are to be taken on a concentration basis with the consent of the instructor or, for art majors, the instructor or main advisor. Four-hour studio courses meet six hours weekly. Courses are open to all students, regardless of major, unless otherwise indicated.

101 Form and Idea (4) (W)(IG)(A)
A non-studio-oriented course designed to increase an overall understanding of art. The course concentrates on the various social and historical factors that have affected art throughout time. Issues examined include why art is created; how it is used; how it affects us, collectively and individually; how it is formed; and the value it has for enriching our lives. May not be used to satisfy major or minor degree requirements in art. (*fall and spring semesters)

153 Beginning Drawing (4) (A)
A studio/performance oriented course; an introduction to traditional problems in drafting and pictorial organization. Involves development of pictorial form and space by line and value through a variety of media. (*fall and spring semesters)

154 Figure Drawing (4) (A)
A studio/performance oriented course; an introduction to problems in pictorial organization, using the human figure and other organic forms as reference. (*fall and spring semesters)

200 Introduction to Ceramics (4) (A)
A studio/performance oriented course; an introductory course designed to acquaint the student with the principles of ceramics as a medium for aesthetic expression. Emphasis is given to hand-building techniques, surface enrichment, ceramic history, ceramic geology, aesthetics and conceptual development. (*fall and spring semesters)

201 Beginning Painting (4) (A)
A studio/performance oriented course using a variety of media and approaches to pictorial elements. Perceptual training by means of still-life exercises, problem-solving projects and freedom to use the imagination are stressed. (*fall and spring semesters)
202 Beginning Sculpture (4) (A)
A studio/performance-oriented course; an approach to sculptural form and problems through the sculptural use of classic and contemporary materials and methods. Emphasizes the separate nature of carved and modeled forms and the value of the character of the material on the final work. (*fall and spring semesters)

203 Beginning Printmaking (4) (A)
A studio/performance-oriented course. An approach to printmaking as an expressive medium through exploration of form and pictorial organization in dry point, relief and intaglio printmaking. (*fall and spring semesters)

204 Beginning Design (4) (A)
Cross-listed with COM 204. A studio/performance-oriented course covering the fundamental principles of visual organization. Emphasizes two-dimensional design and the use and theory of color. (*fall and spring semesters)

205 Intermediate Sculpture (4) (A)
A studio/performance-oriented course that is a continuation of ART 202. (*fall and spring semesters)

206 Intro Graphic Design (4) (A)
Cross-listed with COM 206. A studio/performance-oriented course that is an introductory study of the creative processes associated with the graphic design field. Emphasis on creative problem-solving, basic design principles and the integration of type and imagery as applied to realistic graphic design problems. Laboratory fee required. (*fall and spring semesters)

207 Beginning Illustration Illustrator (4) (A)
A studio/performance-oriented course: An introduction and investigation into illustration techniques, principals, concepts and styles applied to both traditional and digital illustration. The course involves the correlation between materials and themes. Emphasis is on studying existing illustration styles and techniques.

208 Beginning Photography (4) (A)
A studio/performance-oriented course; an introduction to materials and techniques of photography. (*fall and spring semesters)

210 Beginning Digital Arts (4) (A)
Cross-listed with COM 210. A studio/performance-oriented course. Introduction to the use of computer hardware and software from an aesthetic point of view. This course introduces the basics of desk-top publishing and emphasizes the creative use of layout and drawing programs. Laboratory fee required.

211 Art and Technology (4) (A)
Cross-listed with COM 211. Art and Technology is a lecture course conceived to provide a context for the development of art and its interrelations with technology. Students study the definition of multimedia and its evolution toward what is currently known as hypermedia. Special emphasis will be places on the creation and transformation of technology used in the twentieth century, such as radio, television, computers, the internet, and networked environments. Developments will be related to historic art movements.

215 Graphic Design II (4) (A)
Cross-listed with COM 215. A studio/performance-oriented course that is a continuation of Art 206. Introduction to Graphics Design II, with emphasis on the development of the creative process as applied to design problem solving. Focus is on the development of ideas and the tools used to execute design solutions. Subjects covered include print advertising, brochures, logotypes, signage, packaging and illustration, and how each ties in with marketing strategy. Laboratory fee required. (*fall and spring semesters)
217 3-D Animation (4) (A)
Cross-listed with COM 217. A studio/performance-oriented course that is an introduction to three-dimensional computer animation exploring the basic techniques of modeling and animation. The course will also include necessary aspects of texture mapping, deformation, motion control, lighting, cameras and rendering. Laboratory fee required. (*fall and spring semesters)

238 Animation I (4) (A)
Cross-listed with COM 238. Prerequisites: COM 225 and ART/COM 241. Teaches the technique of animation as a visual medium, and enables students (regardless of major) to design, script, write, direct and communicate concepts through animation. Emphasizes art, history, movement, audio design and writing. May be used to fulfill the general distribution requirements for the humanities if not used for the communication or film and media arts majors. Laboratory fee required. (*occasionally)

241 Introduction to Sound, Image and Motion (4)
Cross-listed with COM 241. Introduces students to the basic principles involved in recording, processing and distributing image and sound for film, television and the Internet. The student learns the basics of cameras, lenses, exposure, film, microphones, scanning, basic digital effects, editing and other post-production techniques. Basic history, theory and aesthetics of related media are presented. May not be used to satisfy general curriculum distribution requirements. Laboratory fee required. (*spring and fall semesters)

243 Production I (4) (A)
Cross-listed with COM 243. Prerequisites: COM 225 and ART/COM 241. Introduces students to the basic tools and concepts of filmmaking, using digital video technologies. Emphasizes visual composition, editing, interaction with others during production, and use of the medium as an effective communication tool. May be used to fulfill the general distribution requirements for the humanities if not used for the communication or the film and media arts majors. Laboratory fee required. (*fall and spring semesters)

245 Production II (4) (A)
Cross-listed with COM 245. Prerequisites: COM 225, and ART/COM 241 and 243. This course offers students an opportunity to explore the basics of 16mm film production. Camera technique and editing are emphasized, and in a hands-on approach, students learn camera operation, film formats, film stock, lighting and film editing. May be used to fulfill the general distribution requirements for the humanities if not used for the communication or the film and media arts majors. Laboratory fee required. (*fall and spring semesters)

263 Web Design (4)
Cross-listed with COM 263. Prerequisites: COM 225 and ART/COM 241, or consent of instructor. This is a basic course in hyper-text mark-up language, or HTML. It is a laboratory course, and almost all work is performed at a computer terminal. Laboratory fee required. (*fall and spring semesters)

268 History Survey I (4) (W) (A)
A critical and analytical study of the architecture, sculpture, painting and minor arts from the Prehistoric era to the Gothic period. Emphasis is given to the social and cultural influences that affected the development of art in Western civilizations. (*fall semester)

269 History: Survey II (4) (W) (A)
A critical and analytical study of the architecture, sculpture, painting and minor arts from the Renaissance to the 20th century. Emphasis is given to the social and cultural influences that affected the development of art in Western civilizations. (*spring semester)
270 **Primitive (4) (W) (NW) (IG) (A)**
A critical and analytical study of significant primitive historical and prehistoric works of art with reference to architecture, sculpture, painting and the minor arts.

271 **Pre-Columbian (4) (W) (NW) (IG) (A)**
A critical and analytical study of significant pre-Columbian works of art with reference to architecture, sculpture, painting and the minor arts.

272 **Near East (4) (W) (NW) (IG) (A)**
A critical and analytical study of ancient Middle Eastern historical works of art with reference to architecture, sculpture, painting and the minor arts.

273 **Greco-Roman (4) (W) (IG) (A)**
A critical and analytical study of the ancient Mediterranean area and significant Greco-Roman works of art with reference to architecture, sculpture, painting and the minor arts.

274 **Medieval (4) (W) (A)**
A critical and analytical study of significant Medieval works of art with reference to architecture, sculpture, painting and the minor arts.

275 **Renaissance (4) (W) (A)**
A critical and analytical study of significant Renaissance works of art with reference to architecture, sculpture, painting and the minor arts.

276 **Baroque-Rococo (4) (W) (A)**
A critical and analytical study of significant Baroque and Rococo works of art with reference to architecture, sculpture, painting and the minor arts.

277 **Modern Art (4) (W) (A)**
Cross-listed with COM 277. A critical and analytical study of 20th-century painting, sculpture, photography and architecture with an emphasis on the conditions and circumstances that caused them to evolve to their present states. (*spring semester)

278 **Far East (4) (W) (NW) (IG) (A)**
A critical and analytical study of the architecture, sculpture, painting and minor arts of the Far Eastern cultures of India, China and Japan.

279 **Neo-Class-Modern Origins (4) (W) (A)**
A critical and analytic study of neo-classicism, romanticism, realism, impressionism, and post-impressionism including influences on the development of contemporary Western art with specific references to painting, sculpture and architecture.

280 **Digital Imaging for Interactive Media (4)**
Cross-listed with COM 280. Prerequisite: ART/COM 241. This class explores issues of aesthetics and representation in developing imagery for communicating with various audiences in still, time-based and interactive media. While students learn technologies for digital imaging and illustration, the course emphasizes conceptual development of visual composition in both commercial and experimental contexts for mainstream and alternative venues. Laboratory fee required. (*fall and spring semesters)

300 **Advanced Ceramics (4) (A)**
A studio/performance-oriented course; a continuation of ART 200. This course introduces the techniques of wheel throwing. Students may opt to continue with advanced hand-building problems intended to help develop a more personalized aesthetic approach. Kiln firing and glaze development also are introduced. (*fall and spring semesters)

301 **Advanced Painting (4) (A)**
A studio/performance-oriented course; a continuation of ART 201. (*spring semesters)
302 Advanced Sculpture (4) (A)
A studio/performance-oriented course designed to give intensified experience in sculptural form with emphasis on individual experimentation and competence in one or more sculptural materials. (*fall and spring semesters)

303 Advanced Printmaking (4) (A)
A studio/performance-oriented course; a continuation of ART 203. (*spring semester)

304 Advanced Drawing (4) (A)
A studio/performance-oriented course; a continuation of ART 153 and 154 with emphasis on the relationship of advanced principles to pictorial organization and drawing as a final form. (*fall and spring semesters)

308 Advanced Photography (4) (A)
Cross-listed with COM 307. A studio/performance-oriented course designed to increase a student’s technical knowledge and ability for individual expression. Problems involve multiple imagery, serial photography and other exercises to increase a student’s creative potential. Encourages experimentation with larger format, as well as other aspects of the photographic medium. (*spring semester)

310 Advanced Digital Arts (4) (A)
Cross-listed with COM 310. A studio/performance-oriented course. Prerequisite: ART/COM 210. A continued exploration of graphics programs with emphasis on the creative use of available tools. Three-dimensional modeling, animation, and interactive media are used. Laboratory fee required. (*fall and spring semesters)

311 Online Production (4) (A)
Cross-listed with COM 311. Prerequisite: ART/COM 210. A studio/performance-oriented course that is an advanced web design and production class that will address the history and culture of the internet and explore the world wide web as a domain for publication and expression for online producers. Special emphasis will be placed on defining the differences between client-side and server-side creations, and how these affect the content and presentation of the information on the web. It will also emphasize the evolution of multimedia into hypermedia through the use of client/server tools, web services, programming languages and databases. Laboratory fee required.

317 Advanced 3D Animation (4) (A)
Cross-listed with COM 317. Prerequisite: ART/COM 217. A studio/performance-oriented course: An investigation into three-dimensional computer animation that includes advanced techniques of modeling and animation. The course also includes necessary aspects of texture mapping, character rigging, motion control, animation principles, digital lighting, virtual camera principles, particle effects, dynamics and rendering. Laboratory fee required.

330 Children’s Art (4)
Prerequisites: PSY 200 and one of the following: ART 153, 154, 200, 201, 202, ART/COM 204. Introduction to art therapy as it applies to childhood and pre-adolescence. Explores the psychology of children’s art and the use of art techniques as indicators of child experience.

331 Adolescent/Adult Art (4)
Prerequisites: PSY 200 and one of the following: ART 153, 154, 200, 201, 202, ART/COM 204. Introduction to art therapy as it applies to the complications of life experiences. Explores the psychology of adolescent and adult creativity as substitute for language.
Note: The following studio/performance-oriented courses require the consent of the instructor and may be repeated for additional credit.

338 Animation II (4)
Cross-listed with COM 338. Prerequisite: COM 225, ART/COM 241 or 238, or consent of instructor. The course objective is to professionalize the implementation and production of animation techniques, including the use of computers. Advanced projects deal with specific problems and exercises in drawing, storyboard and script/visual analysis. May not be used to satisfy general curriculum distribution requirements. Laboratory fee required. (*occasionally)

343 Advanced Post-Production Techniques (4)
Cross-listed with COM 343. Prerequisite: COM 225, ART/COM 241, 243 or 245, or consent of the instructor. Students explore advanced creative and technical possibilities of motion picture editing using the University’s advanced digital editing facilities. May not be used to satisfy general curriculum distribution requirements. Laboratory fee required. (*fall semester)

363 CD/DVD Design and Production (4)
Cross-listed with COM 363. Prerequisites: COM 225, ART/COM 241, or consent of instructor. To introduce students to the principal software and programming languages used in designing interactive products for CD-ROM. May not be used to satisfy general curriculum distribution requirements. Laboratory fee required. (*fall semester)

400 SP: Ceramics (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore ceramics with the guidance of a member of the art faculty. (*fall and spring semesters)

401 SP: Painting (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore painting with the guidance of a member of the art faculty. (*fall and spring semesters)

402 SP: Sculpture (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore sculpture with the guidance of a member of the art faculty. (*fall and spring semesters)

403 SP: Printmaking (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore printmaking with the guidance of a member of the art faculty. (*fall and spring semesters)

404 SP: Drawing (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore drawing with the guidance of a member of the art faculty. (*fall and spring semesters)

408 SP: Photography (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore photography with the guidance of a member of the art faculty. (*fall and spring semesters)

410 SP: Digital Arts (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore computer graphics with the guidance of a member of the art faculty.
411 Internship (1-4) (A)
A studio/performance-oriented course. Prerequisites: junior and senior art majors only, with consent of instructor. Involves placement in an advertising agency, magazine or related enterprise for hands-on experience. May be repeated for additional credit. (*fall and spring semesters)

415 SP: Graphic Design (1-6) (A)
A studio/performance-oriented course. Prerequisite: consent of instructor. Allows the professionally oriented art student to select and intensively explore the graphic arts with the guidance of a member of the art faculty.

417 SP: Animation (1-6) (A)
A studio/performance oriented course: Prerequisite: consent of instructor. This is the capstone course for the concentration in this specific area of study allowing the professional oriented art student to select and intensively explore the digital arts and/or computer animation.

470 SP: Art History (1-6) (A)
Prerequisite: consent of the instructor. Allows the advanced art history student to select and intensively explore a specific area of interest with the guidance of a member of the art faculty. (*fall and spring semesters)

498 Senior Seminar (1)
A one-hour course designed to coincide with the preparation and exhibition of the Senior Exhibit (studio art) or the preparation of a Senior Thesis (art history). Student concentrating in studio art will learn the proper techniques and procedures for planning, presenting and mounting an organized body of work. Emphasis also is given to the development of an artist’s statement and the proper techniques for photographic documentation. Required for digital arts majors, graphic design majors and BFA majors. Students concentrating in art history will prepare a 10-15-page thesis paper based on a paper previously written in an art history course, and will take a short comprehensive exam.

Arts Management (ARM)

200 Intro. Arts Management (2)
A survey of nonprofit fine arts management practices such as fund-raising, public relations, audience development and management structure. (*fall semester)

480 Sem. Arts Management (2-4)
Prerequisites: completion of six hours of ARM 200 and 498. Content varies as announced in class timetable. Requires consent of arts management advisor. May be repeated for additional credit if content varies. (*fall and spring semesters)

498 Internship (1-15)
Prerequisites: ARM 200 and consent of instructor. Involves on-the-job experience in fine arts management agencies. The Tampa Arts Council, Plant Museum and Scarfone/Hartley Galleries are representative. The internship should be taken throughout the sophomore, junior, and senior years, with 2 credit hours for seniors to combine with ARM 480, Senior Seminar. (*fall and spring semesters)

Athletic Training (ATT)

175 Athletic Training Practicum I (1-2)
Prerequisite: consent of instructor. Involves instruction and supervised practice of selected athletic training skills emphasizing taping and wrapping techniques. Completion of this course includes practical examinations and clinical hour requirements. Students must be admitted into the pre-athletic training phase of the athletic training program to be eligible to enroll in this course. (*spring semester)