

Art (ART)

ART& 100 Art Appreciation: DIV
5 credits , DIV , HUM
Quarter(s): S, F, W, Sp

Introduces basic art vocabulary and concepts, and provides a basis for understanding and appreciating art from a variety of cultures and time periods through visual presentations, demonstrations, discussion, and field trips. ART& 100 (was Art 110) is a transferable course. It fulfills the requirements of the AA-DTA Humanities distribution list.

Prerequisite: none

ART 101 Beginning Drawing
3 credits , HUM , PERF
Quarter(s): S, F, W, Sp

Introduces basic drawing techniques with a variety of media. Hands-on experience in the effective use of line, shape, surface quality, perspective, and composition through observations of still life and the figure. Intended for the beginning student. Focuses on learning to draw what is actually seen, i.e. drawing from the 'right' brain. Classes may include a nude model. Lab hours are required for this course.

Prerequisite: None

ART 102 Intermediate Drawing
3 credits , HUM , PERF
Quarter(s): S, F, W, Sp

Continues the skills and concepts from ART 101 and applies them to a broader range of media and subject matter. Part of the term is devoted to introductory figure drawing working from a model. Classes may include a nude model. Lab hours are required for this course.

Prerequisite: ART 101 or instructor permission.

ART 103 Advanced Drawing
3 credits , HUM , PERF
Quarter(s): S, F, W, Sp

Expands on experience gained in ART 101 and 102, and adds more in-depth

understanding of the materials and concepts in visual communication. This is a project oriented class, and may include nude model. Lab hours are required for this course.

Prerequisite: ART 102 or instructor permission.

ART 106 Two-Dimensional Design
5 credits , HUM
Quarter(s): F, W, Sp

Covers basic principles of visual organization and design through the investigation of two-dimensional space using black and white media. Explores basic two-dimensional concepts, such as figure/ground, grouping principles, grid, symmetry, rhythm, and pattern. Introduces vocabulary for analyzing, organizing, and communicating two-dimensional visual principles. May include designing with computers. Lab hours are required for this course.

Prerequisites: None

ART 107 Color Theory and Design
5 credits , HUM
Quarter(s): F, W, Sp

Presents color theory and application of color in two-dimensional design. Emphasizes color mixing, color relationships and visual impact, as well as psychological and symbolic uses of color. Successful completion of ART 106 recommended. May include designing with computers. Lab hours are required for this course.

Prerequisites: None

ART 108 Three-Dimensional Design
5 credits , HUM , PERF

Presents basic concepts in three-dimensional design through a series of assignments dealing with volume, space and scale, using a variety of media and techniques. Investigates formal and functional issues while developing creative problem-solving in the context of three-dimensional design. Lab hours are required for this course.

Prerequisites: None

ART 111 Beginning Painting
3 credits , ELEC , HUM , PERF
Quarter(s): F, W, Sp

Introduces the use of oil and acrylic painting media and the study of traditional and contemporary painting concepts and techniques. Course may include a nude model. Lab hours are required for this course.

Prerequisite: None

ART 112 Intermediate Painting
3 credits , ELEC , HUM , PERF
Quarter(s): F, W, Sp

Presents more in-depth exploration of painting materials, techniques, and subject matter. Course may include a nude model. Lab hours are required for this course.

Prerequisite: ART 111 or Instructor permission

ART 113 Advanced Painting
3 credits , ELEC , HUM , PERF
Quarter(s): F, W, Sp

Offers advanced painting theory and practice and the development of individual expression in subject matter and composition. Course may include a nude model. Lab hours are required for this course.

Prerequisite: ART 112 or Instructor permission

ART 121 Intro to Digital Imaging and Illustration
5 credits , ELEC , HUM
Quarter(s): W, Sp

Introduces basic technical skills, key concepts, and software training for the creation of digital images and illustrations. Provides an overview of Adobe Photoshop and Illustrator covering the Mac operating system. Presents creation, control, and manipulation of raster images and vector graphics for print, web, and motion media. Covers tools, techniques, devices, electronic color theory, graphic formats, image and device resolution, layering and combining images. Basic computing skills

recommended. Lab hours are required for this course.

Prerequisites: None

ART 122 Intermediate Digital Imaging and Illustration
5 credits , ELEC , HUM
Quarter(s): W, Sp

Develops technical skills and concepts for the creation of digital images and illustrations. Emphasizes creation, control, and manipulation of raster images and vector graphics for print, web, and motion media. Expands knowledge of tools in Adobe Photoshop, Adobe Illustrator, and the Mac operating system. Lab hours are required for this course.

Prerequisite: ART 121 or Instructor permission

ART 123 Advanced Digital Imaging and Illustration
5 credits , ELEC , HUM
Quarter(s): W, Sp

Expands on experiences in ART 121 and ART 122. Emphasis is placed on research, ideation, and personal expression through the creation of raster and vector graphics. Further develops knowledge of tools in Adobe Photoshop, Adobe Illustrator, and the Mac operating system. Lab hours are required for this course.

Prerequisite: ART 122 or Instructor permission

ART 131 Intro to Graphic Design
5 credits , ELEC , HUM
Quarter(s): W, Sp

Provides an overview of Adobe InDesign covering the Mac operating system, document design, pagination, page layout, typography, copy fitting and color as they relate to both print and web communications. Includes file management, copyright and ethical issues, electronic color theory, graphic formats, image and device resolution. Basic computing skills recommended. Lab hours are required for this course.

Prerequisites: None

ART 132 Intermediate Graphic Design
5 credits , ELEC , HUM
Quarter(s): W, Sp

Develops use of concepts and methods to create intermediate level graphic design. Emphasizes document design, layout, use of color, and typography for print and web communications. Expands knowledge of Adobe InDesign tools and Mac operating systems. Lab hours are required for this course.

Prerequisite: ART 131 or Instructor permission

ART 133 Advanced Graphic Design
5 credits , ELEC , HUM
Quarter(s): W, Sp

Expands on experiences in ART 131 and ART 132. Emphasizes research, ideation, and the process of design thinking to achieve professional graphic design solutions for print and web communications. Advances knowledge of Adobe InDesign tools and Mac operating systems. Lab hours are required for this course.

Prerequisite: ART 132 or Instructor permission

ART 141 Beginning Ceramics
3 credits , HUM , PERF
Quarter(s): F, W, Sp

Introduces the study of ceramic materials, and techniques including hand construction and wheel throwing. Lab hours are required for this course.

Prerequisites: None

ART 142 Intermediate Ceramics
3 credits , HUM , PERF
Quarter(s): F, W, Sp

Involves more advanced techniques of hand construction and wheel throwing. Beginning glaze formation and kiln-firing processes are included. Lab hours are required for this course.

Prerequisite: ART 141 or Instructor permission

ART 143 Advanced Ceramics
3 credits , HUM , PERF
Quarter(s): F, W, Sp

Continues wheel and hand forming techniques with emphasis on aesthetics, including decoration and glazing. Lab hours are required for this course.

Prerequisite: ART 142 or Instructor permission

ART 151 Introduction to Digital Photography
5 credits , HUM , PERF
Quarter(s): F, W

Introduces the fundamentals of digital photography; camera and lens operation, exposure, composition, and inkjet printing. Develops skills related to digital editing by using software to correct, and enhance photographs. Examines artists, and photographic techniques that influence the field of fine art photography. Lab hours are required for this course. Students must provide their own manually adjustable digital camera.

Prerequisites: None

ART 152 Intermediate Digital Photography
5 credits , HUM , PERF
Quarter(s): W

Examines advanced practices of digital photography; camera and lens operation, exposure, composition, and inkjet printing. Further develops digital editing skills by using software to correct, and enhance photographs. Examines artists, and photographic techniques that influence the field of fine art photography. Lab hours are required for this course. Students must provide their own manually adjustable digital camera.

Prerequisite: ART 151 or instructor permission.

ART 200 Arts Portfolio Website Design
3 credits , ELEC , HUM
Quarter(s): Sp

Explores website development tools, skills, design, and website portfolio standards for visual and performing arts. Introduces web file formats, website production steps, publishing steps, hosting and domain options. Culminates in a portfolio website documenting visual and performing arts works completed thus far along with an artist statement, bio, and resume to share professionally. Basic knowledge of raster and vector image creation or completion of ART 121 Intro to Digital Imaging and Illustration recommended. Lab hours are required for this course.

Prerequisites: None

ART 224 History of Graphic Design: DIV
5 credits , DIV , HUM
Quarter(s): W

Investigates graphic design history via a comprehensive look at people, places and events that shaped print and web design. Examine historical and cultural factors, technological innovations, movements and designers in relation to graphic design.

Prerequisites: None

ART 226 History of Western Art I
5 credits , HUM
Quarter(s): F

History of Western Art is an investigation into the development of art from before history through the Roman Empire, approximately 35,000 BCE to 500 CE. This study includes a conceptual look at the emergence of the creative spark and why art and architecture exists. A comprehensive look at art from the prehistoric natural world, through the emergence of civilization and social organization in ancient cultures, to the glory of Greece and Rome, art continues to interpret culture and to shape contemporary lives.

Prerequisite: None

ART 227 History of Western Art II: DIV
5 credits , DIV , HUM
Quarter(s): W

History of Western Art is an investigation into the development of art from early medieval through Renaissance Europe, approximately 500 CE to 1600 CE. This study includes a comprehensive look at art and architecture as it reflects changing world views as art continues to interpret culture and to shape contemporary lives.

Prerequisite: None

ART 228 History of Western Art III: DIV
5 credits , DIV , HUM
Quarter(s): Sp

Investigates the development of art from 17th century Europe, through its introduction to America, and into 21st Century Europe and the United States. This study includes a critical evaluation of interpretations by artists through their art to address issues of difference, power, power, and discrimination. Art continues to reflect culture and to shape contemporary lives.

Prerequisite: None.

ART 230 Typography
5 credits , ELEC , HUM
Quarter(s): F

Introduces typographic history via projects that emphasize letter forms, use of the grid, developing typographic hierarchies and syntax, and combining type and image. Focuses on identifying and applying typographic details in order to communicate effectively. Basic design and computer skills or completion of ART 131 Intro to Graphic Design recommended. Lab hours are required for this course.

Prerequisites: None

ART 288 Cooperative Work Experience
1 – 15 credits

Provides work-based learning experience in a specific program of study. Individualized student outcomes are developed, focusing on behaviors that contribute to workplace success.

Prerequisites: Instructor or Cooperative Education Coordinator permission
Concurrent requirements: COLL 289 or BUS 294 must be taken prior to or concurrent with this course.

ART 299 Independent Study
1 – 10 credits

Offers individualized learning opportunities for knowledge or skill development. Content and expectations are established between the student and instructor, and documented in an Independent Study contract.

Prerequisites: By instructor permission only.