Faculty
Milbert Mariano, chair; Jon Carstens, Amy Cronk, Cheryl Daley, Tim de la Torre, Brian Kyle, Cliff Rusch, Rajeev Sigamoney, Tom Turner
Departmental Office: 254 Fisher Hall; 965-6604

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In the Visual Arts Department, an inspiring creative community, students are surrounded by opportunities to nurture their creative talents and turn them into relevant career choices within the fields of film and television production, fine art, graphic design and photography; preparation for graduate school; or preparation for other lifelong goals in tandem with the visual arts. Students work with the latest tools, learning methods and technology within a caring Christian community. Students in the department are challenged to think critically about their work and its relevance to intellectual, social, cultural, historical and contemporary issues. The Visual Arts Department encourages students to embrace a Christian liberal arts education to enhance their experience as they develop into visual artists ready for professional success.

Bachelor of Fine Arts (B.F.A.) Program

Admission to the Program

Students interested in the B.F.A. should declare the program and work on foundational coursework during their first year. Typically, students are admitted to the program for the sophomore year. The B.F.A. Application Instructions are available at the Visual Arts Department and contain detailed information on the admissions process.

The Program Admissions Committee looks for the following criteria when evaluating applications:

- Successful completion of first year foundational courses
- Essay that demonstrates goals and intentions appropriate to the B.F.A. program
- Portfolio that demonstrates skills appropriate to the B.F.A. program
- Minimum cumulative GPA of 2.0
- Minimum cumulative GPA of 2.5 within the discipline

The Admissions Committee notifies each candidate of the action taken on his or her application.

To remain in the B.F.A. program, students must continue to meet the same academic standards.

General Education Requirements

The general-education requirements for the B.F.A. degree are the same as for the B.S. degree except as indicated below.

1. I.C.2 (Statistics) is not required.
2. Only one course is required in III.B (Social Sciences).
3. IV.B.1 (Visual Arts) is met by the major.
4. Only one course is required from IV.B.2 (Music), IV.B.3 (Philosophy), or IV.B.4 (Language & Culture).
5. Only two courses are required from V.A (Science) and V.B (Applications of Scientific and Mathematical Reasoning). The courses must come from separate subsections and one course must include a laboratory.
6. Section VII (Practical and Applied Arts) is not required.
Visual Arts

### Major in Film and Television Production, B.F.A.

A minimum of 120.6 hours (43.6 upper-division hours)

**Required Core Courses (104.6 hours):**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ARTD 124+125</td>
<td>Design and Composition I,II</td>
<td>3+3</td>
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<td>ARTD 140</td>
<td>Typography I: Foundations</td>
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<tr>
<td>ARTF 390+490</td>
<td>Professional Practices I,II</td>
<td>2+1</td>
</tr>
<tr>
<td>ARTH 115+116</td>
<td>History of Western Art I,II</td>
<td>4+4</td>
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<td>ARTH 260</td>
<td>History of World Cinema</td>
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<td>ARTP 250</td>
<td>Photography: Digital Fundamentals</td>
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<td>ARTP 252</td>
<td>Digital Imaging: Photoshop</td>
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<td>MDIA 131</td>
<td>Elements of Cinematic Storytelling</td>
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<td>MDIA 152</td>
<td>Introduction to Filmmaking</td>
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<td>MDIA 158</td>
<td>Introduction to Television Production</td>
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<tr>
<td>MDIA 231+332</td>
<td>Sound Design I,II</td>
<td>2+2</td>
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<td>MDIA 240</td>
<td>Short Scriptwriting I</td>
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<tr>
<td>MDIA 246+247</td>
<td>Screenwriting I,II</td>
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<td>MDIA 256</td>
<td>Editing</td>
<td>3</td>
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<tr>
<td>MDIA 265</td>
<td>Storyboarding &amp; Pre-Visualization</td>
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<tr>
<td>MDIA 270+271</td>
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<tr>
<td>MDIA 341+342+343</td>
<td>Group Production I,II,III**</td>
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<td>MDIA 350</td>
<td>Directing</td>
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<td>MDIA 355</td>
<td>Marketing and Distribution</td>
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<td>MDIA 396</td>
<td>Colloquium</td>
<td>1.6*</td>
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<tr>
<td>MDIA 487+488+489</td>
<td>Thesis Project I,II,III</td>
<td>2+2+2</td>
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<tr>
<td>MDIA 494</td>
<td>Internship</td>
<td>3</td>
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</table>

At least one of the following courses:

- ARTH 370 History of Modern Art to 1945 (3)
- ARTH 470 History of Contemp Art since 1945 (3)

**Required Core Electives (13 hours):**

- Additional ARTH courses, selected in consultation with advisor. 6
- Additional ARTD, ARTF, ARTH, ARTP, DRMA or MDIA courses, selected in consultation with advisor. 4

**Required Cognate Courses (6 hours):**

- COMM 340 Visual Communication and Semiotics 3
- JOUR 434 Media Communication Ethics 3

* The “Colloquium” is taken eight times for a total of 1.6 hours.

** The “Group Production” sequence is taken twice.

### Major in Fine Art, B.F.A.

A minimum of 120.6 hours (58.6 upper-division hours)

**Required Core Courses (104.6 hours):**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTD 124+125</td>
<td>Design and Composition I,II</td>
<td>3+3</td>
</tr>
<tr>
<td>ARTD 285</td>
<td>Color</td>
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<tr>
<td>ARTD 460</td>
<td>Portfolio Development</td>
<td>3</td>
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<tr>
<td>ARTF 121+122</td>
<td>Drawing Fundamentals I,II</td>
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<tr>
<td>ARTF 190</td>
<td>Foundations of Fine Art</td>
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<td>ARTF 210</td>
<td>Art Glass Design</td>
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<td>ARTF 211</td>
<td>Three-Dimensional Design</td>
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<tr>
<td>ARTF 212</td>
<td>Ceramics I</td>
<td>2</td>
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<td>ARTF 220</td>
<td>Acrylic Painting</td>
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<tr>
<td>ARTF 221</td>
<td>Life Drawing I</td>
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<td>ARTF 226</td>
<td>Collage and Assemblage</td>
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<td>ARTF 310</td>
<td>Watercolor Painting</td>
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<td>ARTF 315</td>
<td>Encaustic Painting</td>
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<tr>
<td>ARTF 320</td>
<td>Clay Sculpture</td>
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<tr>
<td>ARTF 325+330</td>
<td>Printmaking</td>
<td>2+2</td>
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<tr>
<td>ARTF 326</td>
<td>Oil Painting</td>
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<tr>
<td>ARTF 332</td>
<td>Monotype</td>
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<tr>
<td>ARTF 340+341</td>
<td>Ceramics II, III</td>
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<td>ARTF 346</td>
<td>Stone Sculpture</td>
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<tr>
<td>ARTF 380+381</td>
<td>Junior Studio I, II</td>
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<tr>
<td>ARTF 390+490</td>
<td>Professional Practices I, II</td>
<td>2+1</td>
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<tr>
<td>ARTF 396</td>
<td>Colloquium</td>
<td>1.6*</td>
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<tr>
<td>ARTF 422</td>
<td>Life Drawing II</td>
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<tr>
<td>ARTF 423</td>
<td>Portrait Drawing</td>
<td>2</td>
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<tr>
<td>ARTF 447</td>
<td>Sculpture</td>
<td>2</td>
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<tr>
<td>ARTF 461</td>
<td>Figure Painting</td>
<td>2</td>
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<tr>
<td>ARTF 480+481</td>
<td>Senior Studio I, II</td>
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<td>ARTF 494</td>
<td>Internship</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 499</td>
<td>Thesis Project</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 115+116</td>
<td>History of Western Art I,II</td>
<td>4+4</td>
</tr>
<tr>
<td>ARTH 278</td>
<td>History of Women Artists</td>
<td>4</td>
</tr>
<tr>
<td>ARTH 308</td>
<td>History of Asian Art</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 370+470</td>
<td>History of Modern Art to 1945</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 470</td>
<td>History of Contemp. Art since 1945</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 250</td>
<td>Photography: Digital Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 251</td>
<td>Intro to Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 252</td>
<td>Digital Imaging: Photoshop</td>
<td>3</td>
</tr>
</tbody>
</table>

**Required Core Electives (13 hours):**

- Additional ARTH courses, selected in consultation with advisor. 3
- Additional ARTD, ARTF, ARTH, ARTP, or MDIA courses, selected in consultation with advisor. 10

* The “Colloquium” is taken eight times for a total of 1.6 hours.

** The “Group Production” sequence is taken twice.
Visual Arts

**Required Cognate Courses (3 hours):**

At least one of the following courses:

- COMM 340 Visual Communication and Semiotics (3)
- JOUR 434 Media Communication Ethics (3)

**Major in Graphic Design, B.F.A.**

A minimum of 120.6 hours (55.6 upper-division hours)

**Required Core Courses (106.6 hours):**

- ARTD 110 Design: Tools, Materials and Techniques 2
- ARTD 124+125 Design and Composition I,II 3+3
- ARTD 130 Fundamentals of Graphic Design 3
- ARTD 140 Typography I 3
- ARTD 150 Digital Studio I 3
- ARTD 262+362 Identity/Branding I, II 3+3
- ARTD 268 Illustration I 3
- ARTD 285 Color 2
- ARTD 317+318 Interactive Design I,II 3+3
- ARTD 361 Ideation 3
- ARTD 365 Packaging Design 3
- ARTD 380+381 Junior Studio I,II 2+2
- ARTD 396 Colloquium 1.6*  
  *The “Colloquium” is taken eight times for a total of 1.6 hours.
- ARTD 415 Environmental Graphic Design 3
- ARTD 460 Portfolio Development 3
- ARTD 463+465 Typography II, III 3+3
- ARTD 464 Digital Studio II 3
- ARTD 468 Publication Design 2
- ARTD 480+481 Senior Studio I,II 2+2
- ARTD 494 Internship 3
- ARTD 499 Thesis Project 3
- ARTF 121+122 Drawing Fundamentals I,II 2+2
- ARTF 211 Three-Dimensional Design 2
- ARTF 221 Life Drawing I 2
- ARTF 325 Printmaking–Silkscreen 2
- ARTF 390+490 Professional Practices I, II 2+1
- ARTH 115+116 History of Western Art I,II 4+4
- ARTH 264 History of Graphic Design 2
- ARTH 470 History of Contemp. Art since 1945 3
- ARTP 250 Photography: Digital Fundamentals 3
- ARTP 252 Digital Imaging: Photoshop 3

At least one of the following courses:

- ARTF 220 Acrylic Painting (2)
- ARTF 310 Watercolor Painting (2)

**Required Core Electives (11 hours):**

At least 6 hours from the following:

- Additional ARTH courses, selected in consultation with advisor.

At least 5 hours from the following:

- Additional ARTD, ARTF, ARTH, ARTP, or MDIA courses, selected in consultation with advisor.

**Major in Photography, B.F.A.**

A minimum of 120.6 hours (60.6 upper-division hours)

**Required Core Courses (99.6 hours):**

- ARTD 124+125 Design and Composition I,II 3+3
- ARTD 130 Fundamentals of Graphic Design 3
- ARTD 285 Color 2
- ARTD 317 Interactive Design I 3
- ARTD 460 Portfolio Development 3
- ARTF 390+490 Professional Practices I, II 2+1
- ARTH 115+116 History of Western Art I,II 4+4
- ARTH 277 History of Photography 3
- ARTP 150 Photography: Black & White Fund. 3
- ARTP 250 Photography: Digital Fundamentals 3
- ARTP 251 Intro to Studio 3
- ARTP 252 Digital Imaging: Photoshop 3
- ARTP 350 Studio I: Portraiture 3
- ARTP 351 Studio II: Still-Life 3
- ARTP 352 Studio III: Location 3
- ARTP 380+381 Junior Studio I,II 2+2
- ARTP 396 Colloquium 1.6*  
  *The “Colloquium” is taken eight times for a total of 1.6 hours.
- ARTP 435 Alternative Photographic Processes 3
- ARTP 440 Advertising/Editorial Photography 3
- ARTP 452 Photography: Fine Print I 3
- ARTP 453 Photography: Fine Print II 3
- ARTP 454 Studio IV: Essence 3
- ARTP 455 Studio V: Concept 3
- ARTP 480+481 Senior Studio I,II 2+2
- ARTP 494 Internship 3
- ARTP 499 Thesis Project 3
- MDIA 131 Cinematic Storytelling 3
- MDIA 256 Editing 3
- MDIA 270 Cinematography 2

At least one of the following courses:

- ARTH 370 History of Modern Art to 1945 (3)
- ARTH 470 History of Contemp. Art since 1945 (3)
Visual Arts

- **Required Core Electives (12 hours):**
  - At least 5 hours from the following: 5
    - Additional ARTH courses, selected in consultation with the advisor.
  - At least 7 hours from the following: 7
    - Additional ARTD, ARTF, ARTH, ARTP, or MDIA courses, selected in consultation with the advisor.

- **Required Cognate Courses (9 hours):**
  - COMM 340 Visual Communication and Semiotics 3
  - JOUR 434 Media Communication Ethics 3
  - MGMT 160 Small Business Management 3

**Major in Film and Television Production, B.A.**

A minimum of 68 hours (29 upper-division hours)

- **Required Core Courses (66 hours):**
  - ARTD 124-125 Design and Composition I,II 3+3
  - ARTD 285 Color 2
  - ARTD 460 Portfolio Development 3
  - ARTF 121-122 Drawing Fundamentals I,II 2+2
  - ARTF 190 Introduction to Film Art 1
  - ARTF 211 Three-Dimensional Design 2
  - ARTF 212 Ceramics I 2
  - ARTF 221 Life Drawing I 2
  - ARTF 330 Printmaking–Woodcuts & Etchings 2
  - ARTF 340 Ceramics II 2
  - ARTF 390+490 Professional Practices I, II 2+1
  - ARTF 499 Thesis Project 3
  - ARTH 115+116 History of Western Art I,II* 4+4
  - At least one of the following courses: 2
    - ARTF 210 Art Glass Design
    - ARTF 226 Collage and Assemblage (2)
  - At least one of the following courses: 2
    - ARTF 320 Clay Sculpture (2)
    - ARTF 341 Ceramics III (2)
  - At least one of the following courses: 2
    - ARTF 332 Monotype (2)
    - ARTF 461 Figure Painting (2)
  - At least one of the following courses: 2
    - ARTF 346 Stone Sculpture (2)
    - ARTF 447 Sculpture (2)
  - At least one of the following courses: 2
    - ARTF 422 Life Drawing II (2)
    - ARTF 423 Portrait Drawing (2)
  - At least two of the following courses: 4
    - ARTF 355 Directing 3
    - MDIA 341+342+343 Group Production I,II,III 3+3+3
    - MDIA 487+488+489 Thesis Project I,II,III 2+2+2
    - MDIA 494 Internship 3
  - **Required Core Electives (2 hours):**
    - At least 2 hours from the following: 2
      - Additional MDIA courses, selected in consultation with advisor.

**Recommended Field Experience:**

It is recommended that all students majoring in Film and Television Production should have completed, by the close of the winter quarter of their senior year, 300 clock hours of professional work related to this emphasis and performed under approved supervision. The College will help place students in qualifying positions.

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**Major in Fine Art, B.A.**

A minimum of 64 hours (27 upper-division hours)

- **Required Core Courses (61 hours):**
  - ARTD 124-125 Design and Composition I,II 3+3
  - ARTD 285 Color 2
  - ARTD 460 Portfolio Development 3
  - ARTF 121-122 Drawing Fundamentals I,II 2+2
  - ARTF 190 Introduction to Film Art 1
  - ARTF 211 Three-Dimensional Design 2
  - ARTF 212 Ceramics I 2
  - ARTF 221 Life Drawing I 2
  - ARTF 330 Printmaking–Woodcuts & Etchings 2
  - ARTF 340 Ceramics II 2
  - ARTF 390+490 Professional Practices I, II 2+1
  - ARTF 499 Thesis Project 3
  - ARTH 115+116 History of Western Art I,II* 4+4
  - At least one of the following courses: 2
    - ARTF 210 Art Glass Design
    - ARTF 226 Collage and Assemblage (2)
  - At least one of the following courses: 2
    - ARTF 320 Clay Sculpture (2)
    - ARTF 341 Ceramics III (2)
  - At least one of the following courses: 2
    - ARTF 332 Monotype (2)
    - ARTF 461 Figure Painting (2)
  - At least one of the following courses: 2
    - ARTF 346 Stone Sculpture (2)
    - ARTF 447 Sculpture (2)
  - At least one of the following courses: 2
    - ARTF 422 Life Drawing II (2)
    - ARTF 423 Portrait Drawing (2)
  - At least two of the following courses: 4
    - ARTF 220 Acrylic Painting (2)
    - ARTF 310 Watercolor Painting (2)
    - ARTF 315 Encaustic Painting (2)
    - ARTF 326 Oil Painting (2)
  - At least one of the following courses: 4
    - ARTH 107 History of American Art (4)
    - ARTH 278 History of Women Artists (4)
  - At least one of the following courses: 3
    - ARTH 370 History of Modern Art to 1945 (3)
    - ARTH 470 History of Contemp Art since 1945 (3)
  - **Required Core Electives (3 hours):**
    - At least 3 hours from the following: 3
      - Additional ARTF courses, selected in consultation with advisor.
**Major in Graphic Design, B.A.**

*A minimum of 66 hours (26 upper-division hours)*

> **Required Core Courses (60-61 hours):**

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<tr>
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<th>Course Name</th>
<th>Hours</th>
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<td>ARTD 110</td>
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<td>ARTD 124+125</td>
<td>Design and Composition I,II</td>
<td>3+3</td>
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<td>ARTD 130</td>
<td>Fundamentals of Graphic Design</td>
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<td>ARTD 140</td>
<td>Typography I</td>
<td>3</td>
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<td>ARTD 150</td>
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<td>ARTD 262+362</td>
<td>Identity/Branding I,II</td>
<td>3+3</td>
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<td>ARTD 268</td>
<td>Illustration I</td>
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<td>ARTD 285</td>
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<td>ARTD 317</td>
<td>Interactive Design I</td>
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<td>Identity/Branding II</td>
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<td>ARTD 464</td>
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<td>Thesis Project</td>
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<tr>
<td>ARTF 121+122</td>
<td>Drawing Fundamentals I,II</td>
<td>2+2</td>
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<td>ARTF 390+490</td>
<td>Professional Practices I, II</td>
<td>2+1</td>
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<td>ARTH 264</td>
<td>History of Graphic Design</td>
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<td>ARTP 252</td>
<td>Digital Imaging: Photoshop</td>
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*At least one of the following courses:*

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<tr>
<td>ARTD 140</td>
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<tr>
<td>ARTD 150</td>
<td>Digital Studio I (3)</td>
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*At least one of the following courses:*

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<tr>
<td>ARTH 370</td>
<td>History of Modern Art to 1945</td>
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<tr>
<td>ARTH 470</td>
<td>History of Contemp. Art since 1945</td>
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> **Required Core Electives (6 hours):**

At least 6 hours from the following:

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<tbody>
<tr>
<td>ARTP 352</td>
<td>Studio III: Location</td>
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<tr>
<td>ARTP 454</td>
<td>Studio IV: Essence</td>
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<td>ARTP 499</td>
<td>Thesis Project</td>
</tr>
<tr>
<td>MDIA 131</td>
<td>Cinematic Storytelling</td>
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</table>

**Major in Photography, B.A.**

*A minimum of 62 hours (24 upper-division hours)*

> **Required Core Courses (56 hours):**

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<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Hours</th>
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<tbody>
<tr>
<td>ARTD 124+125</td>
<td>Design and Composition I,II</td>
<td>3+3</td>
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<tr>
<td>ARTD 130</td>
<td>Fundamentals of Graphic Design</td>
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</tr>
<tr>
<td>ARTD 285</td>
<td>Color</td>
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<td>ARTD 460</td>
<td>Portfolio Development I</td>
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<tr>
<td>ARTF 390+490</td>
<td>Professional Practices I, II</td>
<td>2+1</td>
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<tr>
<td>ARTH 277</td>
<td>History of Photography</td>
<td>3</td>
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<tr>
<td>ARTP 150</td>
<td>Photography: Black &amp; White Fund.</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 250</td>
<td>Photography: Digital Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 251</td>
<td>Intro to Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 252</td>
<td>Digital Imaging: Photoshop</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 350</td>
<td>Studio I: Portraiture</td>
<td>3</td>
</tr>
<tr>
<td>ARTP 351</td>
<td>Studio II: Still-Life</td>
<td>3</td>
</tr>
</tbody>
</table>

**Major in Film & Television, A.S.**

*A minimum of 44 hours*

> **Required Core Courses (16 hours):**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 102</td>
<td>College English II</td>
<td>4</td>
</tr>
<tr>
<td>MDIA 131</td>
<td>Elements of Cinematic Storytelling</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 152</td>
<td>Intro to Filmmaking</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 158</td>
<td>Intro to Television Production</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 240</td>
<td>Short Scriptwriting I</td>
<td>2</td>
</tr>
<tr>
<td>MDIA 231</td>
<td>Sound Design I</td>
<td>2</td>
</tr>
<tr>
<td>MDIA 256</td>
<td>Editing</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 270</td>
<td>Cinematography I</td>
<td>2</td>
</tr>
<tr>
<td>MDIA 271</td>
<td>Cinematography II</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 289</td>
<td>Thesis Project</td>
<td>3</td>
</tr>
</tbody>
</table>

> **Emphases (Choose one):**

1. **Technical Emphasis (28 hours)**

> **Required Emphasis Courses (13 hours):**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MDIA 246</td>
<td>Screenwriting I</td>
<td>4</td>
</tr>
<tr>
<td>MDIA 247</td>
<td>Screenwriting II</td>
<td>4</td>
</tr>
</tbody>
</table>

> **Required Emphasis Electives (15 hours):**

At least 10 hours from the following:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>MDIA 231</td>
<td>Sound Design II</td>
</tr>
<tr>
<td>MDIA 332</td>
<td>Sound Design II (2)</td>
</tr>
<tr>
<td>MDIA 350</td>
<td>Directing</td>
</tr>
<tr>
<td>MDIA 355</td>
<td>Marketing and Distribution</td>
</tr>
<tr>
<td>MDIA 359</td>
<td>Motion Graphics</td>
</tr>
</tbody>
</table>

*At least 5 hours from the following:*

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>MDIA 231</td>
<td>Sound Design II</td>
</tr>
<tr>
<td>MDIA 332</td>
<td>Sound Design II (2)</td>
</tr>
<tr>
<td>MDIA 350</td>
<td>Directing</td>
</tr>
<tr>
<td>MDIA 355</td>
<td>Marketing and Distribution</td>
</tr>
<tr>
<td>MDIA 359</td>
<td>Motion Graphics</td>
</tr>
</tbody>
</table>

2. **Writing Emphasis (28 hours)**

> **Required Emphasis Courses (14 hours):**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
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<tbody>
<tr>
<td>MDIA 231</td>
<td>Screenwriting I</td>
</tr>
<tr>
<td>MDIA 247</td>
<td>Screenwriting II</td>
</tr>
</tbody>
</table>
Major in Graphic Design, A.S.
A minimum of 48 hours

> Required Core Courses (48 hours):
ARTD 110  Design: Tools, Techniques and Materials  2
ARTD 124+125  Design and Composition I,II  3+3
ARTD 130  Fundamentals of Graphic Design  3
ARTD 140  Typography I  3
ARTD 150  Digital Studio I  3
ARTD 262  Identity/Branding I  3
ARTD 268  Illustration I  3
ARTD 299  Thesis Project  3
ARTD 464  Digital Studio II  3
ARTF 121+122  Drawing Fundamentals I,II  2+2
ARTF 490  Professional Practices II  1
ARTP 150  Photography: Black & White Fund.  3
ARTP 252  Digital Imaging: Photoshop  3
At least two of the following courses:  5-6
ARTD 317  Interactive Design I (3)
ARTD 361  Ideation (3)
ARTD 362  Identity/Branding II (3)
ARTD 365  Packaging Design (3)
ARTD 468  Publication Design (2)
At least one of the following courses:  3
ARTH 370  History of Modern Art to 1945 (3)
ARTH 470  History of Contemp. Art since 1945 (3)

Recommended Cognate Courses:
JOUR 434  Media Communication Ethics (3)
MGMT 160  Small Business Management (3)

Minor in Art History
A minimum of 30 hours (7 upper-division hours)

> Required Courses (30 hours):
ARTH 107  History of American Art  4
ARTH 115  History of Western Art I  4
ARTH 116  History of Western Art II  4
ARTH 308  History of Asian Art  3
ARTH 370  History of Modern Art to 1945  4
At least 11 hours from the following:  11
Additional ARTH courses

Minor in Art
A minimum of 30 hours (6 upper-division hours)

> Core Courses (18 hours):
ARTD 124+125  Design and Composition I,II  3+3
ARTD 285  Color  2
ARTF 121+122  Drawing Fundamentals I,II  2+2
At least one of the following courses:  4
ARTH 115  History of Western Art I  4
ARTH 116  History of Western Art II  4
ARTH 370  History of Modern Art to 1945  4

Recommended Cognate Courses:
JOUR 434  Media Communication Ethics (3)
MGMT 160  Small Business Management (3)
MKTG 351  Marketing (3)
MKTG 360  Consumer Behavior (3)
MKTG 374  Advertising (3)

* May be taken at PUC or at Villa Aurora.
Visual Arts

At least one of the following courses:  
ARTF 220  Acrylic Painting (2)  
ARTF 310  Watercolor Painting (2)  
ARTF 315  Encaustic Painting (2)  
ARTF 326  Oil Painting (2)  

Tracks (Choose one):  

Track 1. PUC Coursework (12 hours)  
ARTF 211  Three-Dimensional Design (2)  
ARTF 221  Life Drawing (2)  
At least two of the following courses:  
ARTF 210  Art Glass Design (2)  
ARTF 212  Ceramics I (2)  
ARTF 226  Collage and Assemblage (2)  
ARTF 320  Clay Sculpture (2)  
At least one of the following courses:  
ARTF 325  Printmaking- Silkscreen (2)  
ARTF 330  Printmaking- Woodcuts and Etchings (2)  
At least one additional painting course:  
ARTF 220  Acrylic Painting (2)  
ARTF 310  Watercolor Painting (2)  
ARTF 315  Encaustic Painting (2)  
ARTF 326  Oil Painting (2)  

Track 2. Villa Aurora Coursework (12 hours)  
Fine Art and Art History Electives  
Complete at least 12 electives in the area of Fine Art and Art History at Villa Aurora in Florence, Italy, through the Adventist Colleges Abroad program. These electives should be selected in consultation with an advisor from PUC’s art department. Coursework must be selected to include at least 10 upper-division hours total for the minor.

Minor in Graphic Design  
A minimum of 29 hours (6 upper-division hours)  

Required Courses (25 hours):  
ARTD 110  Design: Tools, Tech and Materials (2)  
ARTD 124+125  Design and Composition I,II (3+3)  
ARTD 130  Fundamentals of Graphic Design (3)  
ARTD 140  Typography I (3)  
ARTD 150  Digital Studio I (3)  
ARTD 262  Identity/Branding I (3)  
ARTD 268  Illustration I (3)  

Required Electives (6 hours):  
Take 6 units of upper-division ARTD courses (6)

Minor in Photography  
A minimum of 30 hours (6 upper-division hours)  

Required Courses (20 hours):  
ARTD 124+125  Design and Composition I,II (3+3)  
ARTD 285  Color (2)  
ARTP 150  Photography: Black & White Fund. (3)  
ARTP 250  Photography: Digital Fundamentals (3)  
ARTP 251  Intro to Studio (3)  
ARTP 252  Digital Imaging: Photoshop (3)

Required Electives (10 hours):  
Take 10 units of ARTP courses, including at least 6 upper-division units.

The Rasmussen Art Gallery

The Rasmussen Art Gallery, located in the heart of the campus mall, offers students and community a stimulating and enriching cultural dimension in the visual arts. The gallery’s exhibitions provide exposure to contemporary work as well as to historically significant art.
Graphic Design

Lower-Division Courses:

ARTD 110  
Design: Tools, Materials and Techniques
Provides the student with fundamental experience and knowledge in the use of the basic materials, tools and processes necessary for graphic designers. Emphasizes hand skills, with assignments covering construction, presentation, bookarts, and other basic techniques.

ARTD 124+125  
Design and Composition I,II
The basic principles and elements of naturalistic and nonrepresentational design. Stresses creative use of line, color, shape, texture, and space. Must be taken in sequence.

ARTD 130  
Fundamentals of Graphic Design
A basic overview of the design process from conceptualization and visualization to the preparation of advertising and collateral materials for print.

ARTD 140  
Typography I: Foundations
Study of letter forms with emphasis on typesetting and preparation of copy for typesetting and design. Prerequisite: ARTD 130.

ARTD 150  
Digital Studio I
Preprint production techniques for print applications. Emphasis on presentation and technical skills and problem solving. Recommended prerequisite: ARTD 130.

ARTD 253  
Publication Technology
Uses the Macintosh computer as hardware platform and Adobe InDesign®. Emphasis is on page layout. Introduction to formatting long documents. Use of multiple master pages; building color pages. Two lectures and one laboratory per week.

ARTD 262  
Identity/Branding I
Emphasizes conceptual problem-solving in the design of corporate identity and collateral materials. Prerequisites: ARTD 130, 140, 150. Recommended prerequisite: ARTD 268.

ARTD 285  
Color
The study and hand-on exploration of color, including color perception, properties of color, interaction of colors, color harmony, and color associations. Develops the student’s ability to manipulate color for expressive and aesthetic purposes. Prerequisites: ARTD 124, 125

ARTD 299  
Thesis Project
Individual project required of all associate-degree graphic design majors. Creation of a unified, accomplished body of work for exhibition in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one degree do a separate project for each degree earned. Qualifies for IP grading.

Upper-Division Courses:

ARTD 317  
Interactive Design I

ARTD 318  
Interactive Design II
Exploration of ideas and tools related to designing human interactions with technology. Students use industry standard software for producing interactive projects for the internet, kiosks, and mobile devices. Incorporates exercises that explore the future of interactive design. Students practice interactive storytelling, wireframing, user testing, prototyping, development and design. Topics also include basic animation techniques, transitions, and basic scripting as they relate to the interactive development process. Prerequisite: ARTD 317. Odd years.

ARTD 361  
Ideation
Advanced design and presentation as applied to art direction and collateral materials. Prerequisites: ARTD 140, 150, 262. Odd years.
ARTD 362 3 F
Identity/Branding II
In-depth study of corporate identity and graphic standards programs. Includes identity design and usage in various print and collateral applications. Prerequisites: ARTD 140, 150, 262. Even years.

ARTD 364 3 S
Illustration II
Emphasis on rendering images for editorial and commercial assignments. Media include pen and ink and ink wash. Prerequisites: ARTF 221, ARTD 268. Odd years.

ARTD 365 3 S
Packaging Design
The process of design and presentation as applied to packaging, the redesign of existing packaging and the creation of new product entries. Prerequisites: ARTD 140, 150, 262. Even years.

ARTD 380 2 W
Junior Studio I
Students explore their own area of interest specific to design. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisites: Junior class standing, formal admission to the BFA program.

ARTD 381 2 S
Junior Studio II
Students further explore their own area of interest specific to design. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisite: ARTD 380.

ARTD 396 .2 F, W, S
Colloquium
Lecture/discussion series for BFA majors. Includes two lecture periods (one department-wide, one program specific), a museum day trip, a gallery opening, and a reflection paper. Repeatable for credit. Graded S/F.

ARTD 415 3 W
Environmental Graphic Design
Advanced study of how to plan and design the integration of visual communication into the three-dimensional environment. Students explore how static and interactive typography, graphics and images can be applied as both pragmatic and poetic solutions in accord with interior and exterior architecture, museum/gallery displays, retail and corporate environments. Prerequisites: ARTD 140, 262. Even years.

ARTD 415 3 W
Environmental Graphic Design
Advanced study of how to plan and design the integration of visual communication into the three-dimensional environment. Students explore how static and interactive typography, graphics and images can be applied as both pragmatic and poetic solutions in accord with interior and exterior architecture, museum/gallery displays, retail and corporate environments. Prerequisites: ARTD 140, 262. Even years.

ARTD 460 3 S
Portfolio Development
Creation of a professional-quality portfolio tailored to a job search, gallery search or graduate school application. Specific attention given to refining and polishing the content, form, and packaging. Additional areas include developing a personal identity system and assembling a set of self-promotional materials. Prerequisite: ARTF 394.

ARTD 463 3 S
Typography II: Form and Communication
Type styles, character, arrangement, and usage in the design of printed materials. Practical experience in preparation of type for print production. Prerequisites: ARTD 140, 150, 262. Odd years.

ARTD 464 3 S
Digital Studio II
Explores the preparation of digital files and desktop design. For advanced graphic design majors who understand the basic elements of design, typography, and print and who have Macintosh competency. Prerequisites: ARTD 150, 262.

ARTD 465 3 S
Typography III: Expressive and Experimental
Advanced study of typography concentrating on the expressive use of letterforms and text, and the exploration of experimental and progressive application of type and letterforms. Prerequisite: ARTD 463. Even years.

ARTD 468 2 W
Publication Design
An in-depth study of publication layout and design techniques. For advanced graphic design majors who understand the basic elements of digital file preparation, layout and design. Prerequisites: ARTD 464. Odd years.

ARTD 480 2 F
Senior Studio I
Students create the foundation for the production of the senior thesis project in preparation for major production and display in ARTD 481 and ARTD 499. Students will do research, mood boards, color/style palettes, and thumbnail explorations for their project. Prerequisites: ARTD 380-381.

ARTD 481 2 W
Senior Studio II
Students create the large-scale production of the senior thesis project, in preparation for refinements, display, and promotional work in ARTD 499. Prerequisite: ARTD 480.
ARTD 485   1-4 Arr
Topics in Design
An advanced study course that goes beyond topics covered in the program’s regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

ARTD 494   1-3 F, W, S, Su
Internship
An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in graphic design in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Prerequisite: Formal admission to the BFA program or permission from the department chair. Graded S/F.

ARTD 495   1-3 Arranged
Independent Study
Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

ARTD 499   3 S
Thesis Project
Individual project required of all baccalaureate degree graphic design majors. Students create a unified, original, and professional body of work for exhibition either in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one art degree do a separate thesis project for each degree earned. Qualifies for IP grading.

ARTF 100W, 101W, 102W   2 Su
Painting Workshop
Focus on painting techniques through a variety of subjects and style. Focus on techniques for the selected medium (100W: Acrylic, 101W: Watercolor, 102W: Oil). Offered only at Albion Field Station. Repeatable for credit.

ARTF 210   2 W
Art Glass Design
Materials and techniques of art glass design, including copper foiling and leading techniques. One lecture and one laboratory per week.

ARTF 211   2 F
Three-Dimensional Design
The perceptual, spatial, and structural principles of well-ordered three-dimensional forms. Assignments introduce techniques of modeling and assemblage. One lecture and one laboratory per week.

ARTF 212   2 F, W, S
Ceramics I
Introduction to materials and techniques in creating hand-built and wheel-thrown ceramic forms. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211.

ARTF 220   2 F
Acrylic Painting
Introduction to painting with acrylics. Exploration of color and brush techniques through a variety of subjects and styles. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Even years.

ARTF 221   2 S
Life Drawing I
Improvement of visual skills and accurate portrayal of human surface anatomy. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122.

ARTF 226   2 W
Collage and Assemblage
The artistic use of papers, found objects, and other nontraditional media; historical examples and the creation of two- and three-dimensional projects. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Even years.
Upper-Division Courses:

**ARTF 310** 2 F  
**Watercolor Painting**  
Fundamentals of watercolor in landscape, still-life, and nonrepresentational painting. Includes work both in studio and on location. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Odd years.

**ARTF 314** 3 Arranged  
**Art for Children**  
Provides an understanding of children’s art and a knowledge of art materials and teaching techniques applicable to the child’s levels of learning. Designed to provide in the life of the child the thrill of the visual and tactile uses of line, shape, value, color, and texture.

**ARTF 315** 2 W  
**Encaustic Painting**  
Materials and techniques of using pigmented wax as a painting medium on wood, canvas and other supports. Emphasis on exploring and inventing techniques, including layering and collage. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Odd years.

**ARTF 320** 2 W  
**Clay Sculpture**  
The design and techniques of creating sculptural forms in clay with additive and subtractive processes. Figurative and abstracted subject matter. One lecture and one laboratory per week. Prerequisite: ARTF 211. Odd years.

**ARTF 325** 2 W  
**Printmaking—Silkscreen**  
The techniques of silkscreen printing including cut stencil and photostencil. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122.

**ARTF 326** 2 W  
**Oil Painting**  
Transparent and opaque oil painting techniques are studied in rendering still-lifes, landscapes, and abstractions. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Even years.

**ARTF 330** 2 S  
**Printmaking—Woodcuts and Etchings**  
An introduction to creation of prints through the relief process of woodcuts and the intaglio process of etchings. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Even years.

**ARTF 332** 2 S  
**Monotype**  
Combines painting and printmaking techniques by painting images on metal and Plexiglas plates, then transferring them to paper with a hand-operated printing press. One lecture and one laboratory per week. Prerequisite: one quarter of drawing, painting, or printmaking. Prerequisites: ARTD 124, 125, 285. Odd years.

**ARTF 340** 2 W  
**Ceramics II**  
Ceramics techniques and processes at the intermediate level. One lecture and one laboratory per week. Prerequisite: ARTF 212. Even years.

**ARTF 341** 2 S  
**Ceramics III**  
Advanced study in creating ceramic forms, formulating glazes, and alternative firing techniques. One lecture and one laboratory per week. Prerequisite: ARTF 340. Even years.

**ARTF 346** 2 S  
**Stone Sculpture**  
Creation of three-dimensional forms using subtractive methods in stone. One lecture and one laboratory per week. Prerequisite: ARTF 211. Odd years.

**ARTF 380** 2 W  
**Junior Studio I**  
Students explore their own area of interest specific to fine art. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisites: Junior class standing, formal admission to the BFA program.

**ARTF 381** 2 S  
**Junior Studio II**  
Students further explore their own area of interest specific to fine art. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisite: ARTF 380.

**ARTF 390** 2 W  
**Professional Practices I: Business Principles for Visual Artists**  
Introduction to the essentials to create and grow an arts-based business. Includes accounting, invoicing, budgeting, tax and legal implications, and general business practices. Also includes a focus on interacting with employees and clients in a professional manner. Prerequisite: Junior class standing.

**ARTF 396** .2 F, W, S  
**Colloquium**  
Lecture/discussion series for BFA majors. Includes two lecture periods (one department-wide, one program specific), a museum day trip, a gallery opening, and a reflection paper. Repeatable for credit. Graded S/F.
**Visual Arts**

**ARTF 422  2 W**

*Life Drawing II*

Advanced study in drawing the human figure. Emphasis on anatomy, expression, and development of a personal rendering style. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Odd years.

**ARTF 423  2 S**

*Portrait Drawing*

Advanced study in drawing a realistic rendering of the human head and features. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122. Even years.

**ARTF 447  2 S**

*Sculpture*

The materials and techniques of using various media to create sculptural forms, both representational and nonobjective. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211. Even years.

**ARTF 461  2 S**

*Figure Painting*

Advanced study of color and composition with the human figure as subject matter. Emphasis on communicating expression and vitality. One lecture and one laboratory per week. Prerequisites: ARTD 124, 125, 285. Even years.

**ARTF 481  2 W**

*Senior Studio II*

Students create the large-scale production of the senior thesis project, in preparation for refinements, display, and promotional work in ARTF 499. Prerequisite: ARTF 480.

**ARTF 485  1-4 Arr**

*Topics in Fine Arts*

An advanced study course that goes beyond topics covered in the program’s regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

**ARTF 490  1 F**

*Professional Practices II: Self Promotion & Networking*

Focuses on issues that graduating art majors will face whether practicing in the field of art or applying to graduate programs. Each student compiles a portfolio of artworks. Features guest speakers.

**ARTF 494  1-3 F, W, S, Su**

*Internship*

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in fine art in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Prerequisite: Formal admission to the BFA program or permission from the department chair. Graded S/F.

**ARTF 495  1-3 Arranged**

*Independent Study*

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

**ARTF 499  3 S**

*Thesis Project*

Individual project required of all baccalaureate degree fine art majors. Students create a unified, original, and professional body of work for exhibition either in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one art degree do a separate thesis project for each degree earned. Qualifies for IP grading.

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**History of Art**

**Lower-Division Courses:**

**ARTH 107  4 W**

*History of American Art*

A study of art and architecture in the United States from the colonial period to the present. Odd years.

**ARTH 115  4 F, S**

*History of Western Art I: Prehistoric to Medieval*

Designed to further appreciation of art as an expression of human experience. Major monuments in Western Civilization from its origins to the Gothic period with particular emphasis on the relationship between art and the cultural and historical epoch in which it was created.

**ARTH 116  4 F, S**

*History of Western Art II: Renaissance to Modern*

Designed to further appreciation of art as an expression of human experience. Major artists and monuments in Western Civilization from the Renaissance to the present with particular emphasis on the relationship between art and the cultural and historical epoch in which it was created.
**ARTH 260** 4 F
**History of World Cinema**
Examination of significant motion pictures in content and form from the late 19th Century to the present. Includes films from the Americas, Europe and Asia with emphasis on narrative, editing, mise-en-scène and cinematography. Two lectures and one laboratory per week.

**ARTH 264** 2 F
**History of Graphic Design**
The history of graphic design and visual communications from the development of ancient writing of the Sumerians progressing through 20th century advances in graphic design: major trends, developments, and influences. Students will be able to recognize, analyze, and understand important historical and world-wide cultural influences found in graphic design and visual communication. Even years.

**ARTH 277** 3 W
**History of Photography**
Analysis of theories and techniques of major photographers in Europe and the Americas from the inception of photography to the present.

**ARTH 278** 4 W
**History of Women Artists**
An overview of the contributions made by women to the art of the Western World from the Renaissance to the present with particular focus on the 19th and 20th Centuries. Even years.

**ARTH 308** 3 W
**History of Asian Art**
A survey of art and architecture in India, Southeast Asia, China and Japan. Emphasis is on art and its relationship to cultural and religious belief systems. Even years.

**ARTH 370** 3 S
**History of Modern Art to 1945**
Nineteenth and Twentieth-Century art and architecture in Europe and the Americas from Manet up to the surrealists and the Second World War. Prerequisite: ARTH 116. Odd years.

**ARTH 470** 3 S
**History of Contemporary Art Since 1945**
Avant-garde art and architecture in the Americas and Europe from Abstract Expressionism to the present. Prerequisite: ARTH 116. Even years.

**ARTH 485** 1-4 Arr
**Topics in Art History**
An advanced study course that goes beyond topics covered in the program’s regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

**ARTH 495** 1-3 Arranged
**Independent Study**
Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

**Photography**

**ARTP 150** 3 F, S
**Photography: Black & White Fundamentals**
The basic equipment, experimental manipulations, and photographic skills involved in producing black and white negatives, contact prints, and enlargements; the proper use of various films, papers, and chemicals. Ninety minutes lecture, four hours laboratory per week.

**ARTP 250** 3 F, W
**Photography: Digital Fundamentals**
An introduction to digital photography and digital camera operation. Covers composition, exposure, fundamentals of traditional photographic concepts, and basic post-processing of RAW image files. Ninety minutes lecture, four hours laboratory per week.

**ARTP 251** 3 S
**Intro to Studio**
Application of advanced photography techniques and concepts in the field. Introduction to photographic studio equipment and lighting. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 250.

**ARTP 252** 3 W
**Digital Imaging: Photoshop**
Use of Adobe® Photoshop tools and techniques to composite, alter and enhance photographic images. Emphasis on artistic manipulation of digital images for graphic design and photographic applications. Ninety minutes lecture, four hours laboratory per week.
**AR TP 299**  
**Thesis Project**  
Individual project required of all associate-degree photography majors. Creation of a unified, accomplished body of work for exhibition in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one degree do a separate project for each degree earned. Qualifies for IP grading.

**Upper-Division Courses:**

**AR TP 350**  
**Studio I: Portraiture**  
Use of digital and large format cameras with studio lighting for fine art, product and commercial applications. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 251, 252.

**AR TP 351**  
**Studio II: Still-Life**  
Use of digital and large format view cameras with studio lighting for product still life, fine art, architectural, and industrial applications. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 350.

**AR TP 352**  
**Studio III: Location**  
Photography on location of both Fine Art and Architectural subjects. Exploration of lighting techniques that blend natural and artificial light. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 351.

**AR TP 380**  
**Junior Studio I**  
Students explore their own area of interest specific to photography. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisite: ARTP 351. Odd years.

**AR TP 381**  
**Junior Studio II**  
Students further explore their own area of interest specific to photography. Students will be expected to be self-driven, work in their studios, find inspiration, and document their process to further their understanding of their discipline. Prerequisite: ARTP 380.

**AR TP 386**  
**Colloquium**  
Lecture/discussion series for BFA majors. Includes two lecture periods (one department-wide, one program specific), a museum day trip, a gallery opening, and a reflection paper. Repeatable for credit. Graded S/F.

**AR TP 435**  
**Alternative Photographic Processes**  
Exploration of a variety of traditional and contemporary photographic processes, including pinhole photography, image transfers, wet plate collodion, cyanotype, and Van Dyke prints. Students work on individual projects that examine historical, technical and aesthetic approaches. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 150, 250, 350. Odd years.

**AR TP 440**  
**Advertising Photography**  
Emphasis on the practical application of conceptual photography. Students will apply appropriate forward-thinking photographic solutions towards a variety of client-based editorial, advertising and illustrative assignments. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 150, 250, 350, 351. Even years.

**AR TP 452**  
**Photography: The Fine Print I**  
Advanced photography printing using a large format camera. Refined printing using cold-light enlargers and archival treatments. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 150, 250. Even years.

**AR TP 453**  
**Photography: The Fine Print II**  
Refined printing from large format negatives in the darkroom as well as digitization and digital printing of film-based images. Calibration of workflow from scan to computer to print. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 452. Even years.

**AR TP 454**  
**Studio IV: Essence**  
An advanced approach to portraiture. Digital, medium, and large format cameras are used. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 454. Odd years.

**AR TP 455**  
**Studio V: Concept**  
Conceptual approach to photography with focus on pre-visualization, capture and post-production. Introduction and practice of advanced editing and compositing techniques in Adobe® Photoshop. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 454. Odd years.

**AR TP 480**  
**Senior Studio I**  
Students create the foundation for the production of the senior thesis project in preparation for major production and display in ARTP 481 and ARTP 499. Students will do research, mood boards, color/style palettes, and thumbnail explorations for their project. Prerequisites: ARTP 380-381.
**Film and Television Production**

**Lower-Division Courses:**

**MDIA 131**  
3 W  
**Elements of Cinematic Storytelling**  
Introduction to the basic elements of cinema and related motion-picture technologies. Emphasis on developing skills of critical analysis and appreciation of the “language” of cinema; craft, genre, style, and technique. Historical overview of cinema classics and innovative visionaries of the medium. Introduction to roles and responsibilities involved in motion-picture technologies (e.g., scriptwriting, directing, cinematography, editing, lighting, sound direction, etc.). Lectures, discussion, and intensive viewing labs.

**MDIA 152**  
3 F  
**Introduction to Filmmaking**  
A hands-on introduction to the craft of documentary and fiction filmmaking from conception through post-production and distribution, with an emphasis on the short film format and independent film. Intended for Film and Television majors and others interested in learning how films are created. Students make their own short film projects during this class. Two lectures and one laboratory per week.

**MDIA 158**  
3 S  
**Introduction to Television Production**  
Survey of the rapidly-shifting field of television production with an emphasis on producing for the web. Students develop, pitch, and write their own pilot episodes of a web series and produce several of them as a class. Emphasis on the production process and crew roles. One lecture and one laboratory per week.

**MDIA 231**  
2 F  
**Sound Design I**  
Introduction to audio recording theory, techniques and technology. Emphasis on the principles and technical expertise behind recording quality audio and basic post-production processing. One lecture and one laboratory per week. Prerequisite: MDIA 152, 256.

**MDIA 240**  
3 S  
**Short Scriptwriting I**  
Techniques and practice in writing a variety of short film scripts. Topics covered will include the fundamentals of screenwriting, story structure, character, and theme development. Includes practical development of the students’ knowledge of screenwriting software programs. An introduction to writing for television will also be covered. Student work will ideally be integrated into other media production courses requiring short scripts. Two lectures and one laboratory per week.

**MDIA 246+247**  
4+4 W+S  
**Screenwriting I,II**  
Fundamentals of screenwriting: structure, character and scene development, conflict, locale, theme, script outline and story conception. Includes practical development of the student’s knowledge of screenwriting software programs. In MDIA 246, students produce one act of a full-length screenplay. In MDIA 247, students rewrite the first draft and move towards the creation of the final draft of a full-length screenplay (90 to 120 pages in length). Must be taken in sequence. Prerequisite: ENGL 102, MDIA 240.

**MDIA 256**  
3 W  
**Editing**  
Explores the history, theories, and techniques of film and television editing. Students learn to create meaning and
emotion through the juxtaposition of moving images and the art of making the edit. Practical training includes project workflow, metadata and clip organization, codec selection and mastering the tools for making and refining edit choices. Two lectures and one laboratory per week.

**MDIA 265**  
**Storyboarding & PreVisualization**  
Introduction to basic terminology, tools and media of storyboarding and pre-visualization. Development of thumbnails, storyboards, scripts, and other conceptual presentation processes. Considerations and concepts of narrative flow, pacing, and staging. Prerequisites: ARTF 121, 122, 221, MDIA 240, 270. Odd years.

**MDIA 270**  
**Cinematography I**  
Lighting analysis, design, and theory for cinematography. Students will learn to work with a variety of industry standard lights and modifiers to control and shape light. Two lectures and one laboratory per week. Prerequisites: ARTD 124, ARTP 150 or 250, MDIA 152.

**MDIA 271**  
**Cinematography II**  
The cinematographer’s role in the filmmaking process with an emphasis on the camera department. Students will become familiar with devices used to move and control the camera, lenses, filtration, and recording techniques. Two lectures and one laboratory per week. Prerequisite: MDIA 270. Odd years.

**MDIA 289**  
**Thesis Project**  
Completion and presentation of an independent film project. Proposals must be pitched to a department review panel for approval. Qualifies for IP grading.

**Upper-Division Courses:**

**MDIA 332**  
**Sound Design II**  
Exploration of sound design theory throughout the production process. Special emphasis on post-production processing including audio dialogue replacement (ADR), sound effects recording (Foley), final sound mixing and creation of a Dolby 5.1 surround mix. One lecture and one laboratory per week. Prerequisites: MDIA 131, 231, 270. Even years.

**MDIA 340**  
**Short Scriptwriting II**  
Techniques and practice in writing a television script. Students will write a television spec script, following industry standards, which can be placed in a professional portfolio and used for submission to agents. Also includes development of web series ideas in a collaborative environment. Two lectures and one laboratory per week. Prerequisite: MDIA 240.

**MDIA 341+342+343**  
**Group Production I,II,III**  
A three-part series in which students work together as a collaborative team to create a film (narrative or documentary) or television project. The series is intended to allow students to apply their previously acquired skills to a project as a team and prepare them for their thesis project. Two lectures and one laboratory per week. Must be taken in sequence. Repeatable for credit. Prerequisites: MDIA 131, 152, 240, 256.

**MDIA 350**  
**Directing**  
The director’s role in the filmmaking process, including preparing script for production, casting a project, working with actors during rehearsal, discovering a film’s visual style, and working with the crew in pre-production, on set, and in post production. Two lectures and one laboratory per week. Prerequisites: ARTH 260, MDIA 256, 270, 271.

**MDIA 355**  
**Marketing and Distribution**  
An exploration of film and television marketing and distribution with an emphasis on how to secure a distribution deal for an independent production. Forms of distribution examined include theatrical, film festivals, home video, online, and self-distribution. Students will work on the creation of a press kit, trailer, and distribution plan for their own project. Should be taken in conjunction with MDIA 289 or MDIA 489. Two lectures and one laboratory per week.

**MDIA 359**  
**Motion Graphics**  
Introduction to motion graphics in television and film using Adobe® After Effects®. Students will learn to create title sequences and animations, basic compositing and special effects. Two lectures and one laboratory per week. Prerequisites: ARTD 124, MDIA 256. Recommended prerequisites: ARTD 140, ARTP 252. Even years.

**MDIA 396**  
**Colloquium**  
Lecture/discussion series for BFA majors. Includes two lecture periods (one department-wide, one program specific), a museum day trip, a gallery opening, and a reflection paper. Repeatable for credit. Graded S/F.

**MDIA 485**  
**Topics in Film & TV Production**  
An advanced study course that goes beyond topics covered in the program’s regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.
**MDIA 487+488+489  2+2+2 F+W+S**  
**Thesis Project I,II,III**  
A film or television project produced and completed during the senior year that incorporates the creative, technical, and business skills learned throughout the major. The film, documentary, or television project will be presented at the Senior Film Festival held at the end of the year. Proposals must be pitched to a department review panel for approval at the beginning of the senior year.

**MDIA 494  1-3 F, W, S, Su**  
**Internship**  
An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in film and tv in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Qualifies for IP grading. Graded S/F.

**MDIA 495  1-3 Arranged**  
**Independent Study**  
Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.