



Faculty

Rajeev Sigamoney, chair; Desirae Bach, Jon Carstens,
Amy Cronk, Tim de la Torre, Brian Kyle, Cliff Rusch
Departmental Office: 260 Fisher Hall; (707) 965-6604

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In the *Visual Arts Department*, students are surrounded by opportunities to nurture their creative talents and turn them into relevant career choices within their respective disciplines, prepare for graduate school, or lay the groundwork 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 & I.D (Algebra & Statistics) is met by either STAT 222 (Statistics) or BUAD 118 (Personal Money Management).
2. Area III.B (Anthropology, Psychology, & Sociology) is not required.
3. Area IV.B (Visual Arts) is met by the major.
4. Only one course is required from V (Science). The course must include a laboratory.
5. Section VII (Practical and Applied Arts) is considered to be met by the major and is not required.

Visual Arts

Major in Film, B.F.A.

A minimum of 120.6 hours (57.6 upper-division hours)

► Required Core Courses (105.6 hours):

ARTD 124+125	Design and Composition I, II	3+3
ARTD 140	Typography I: Foundations	3
ARTF 390+490	Professional Practices I, II	2+2
ARTH 115+116	History of Western Art I, II	4+4
ARTH 260	History of World Cinema	4
ARTP 250	Photography: Digital Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Introduction to Filmmaking	3
FILM 158	Introduction to Television Production	3
FILM 231	Sound Design	3
FILM 240	Short Scriptwriting I	3
FILM 256	Editing	3
FILM 265	Storyboarding & Pre-Visualization	2
FILM 341+42+43	Group Production I, II, III**	3+3+3
FILM 341+42+43	Group Production I, II, III	3+3+3
FILM 346+347	Screenwriting I, II	4+4
FILM 350	Directing	3
FILM 355	Marketing and Distribution	3
FILM 360+361	Cinematography I, II	3+3
FILM 396	Colloquium	1.6*
FILM 487+88+89	Thesis Project I, II, III	2+2+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)

At least one of the following courses: 3

FILM 340	Short Scriptwriting II (3)
FILM 359	Motion Graphics (3)

At least 3 hours from the following: 3

FILM 494	Internship (1-3)
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► Required Core Electives (9 hours):

At least 6 hours from the following: 6

Additional ARTH courses, selected in consultation with advisor

At least 3 hours from the following: 3

Additional ARTD, ARTF, ARTH, ARTP, DRMA or FILM courses, selected in consultation with the advisor

► 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 (59.6 upper-division hours)

► Required Core Courses (105.6 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	Foundations of Fine Art	1
ARTF 210	Art Glass Design	2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics I	2
ARTF 220	Acrylic Painting	2
ARTF 221	Life Drawing I	2
ARTF 226	Collage and Assemblage	2
ARTF 310	Watercolor Painting	2
ARTF 315	Encaustic Painting	2
ARTF 320	Clay Sculpture	2
ARTF 325	Printmaking–Silkscreen	2
ARTF 326	Oil Painting	2
ARTF 330	Printmaking–Woodcuts & Etchings	2
ARTF 332	Monotype	2
ARTF 340+341	Ceramics II, III	2+2
ARTF 346	Stone Sculpture	2
ARTF 380+381	Junior Studio I, II	2+2
ARTF 390	Professional Practices I	2
ARTF 396	Colloquium	1.6*
ARTF 422	Life Drawing II	2
ARTF 423	Portrait Drawing	2
ARTF 447	Sculpture	2
ARTF 461	Figure Painting	2
ARTF 480+481	Senior Studio I,II	2+2
ARTF 490	Professional Practices II	2
ARTF 494	Internship	3
ARTF 499	Thesis Project	3
ARTH 115+116	History of Western Art I, II	4+4
ARTH 278	History of Women Artists	4
ARTH 308	History of Asian Art	3
ARTH 370	History of Modern Art to 1945	3
ARTH 470	History of Contemp Art since 1945	3
ARTP 250	Photography: Digital Fundamentals	3
ARTP 251	Intro to Studio	3
ARTP 252	Digital Imaging: Photoshop	3

► Required Core Electives (12 hours):

At least 3 hours from the following: 3

Additional ARTH courses, selected in consultation with advisor

At least 9 hours from the following: 9
 Additional ARTD, ARTF, ARTH, ARTP, or FILM courses,
 selected in consultation with the advisor

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

At least one of the following courses: 3
 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 (56.6 upper-division hours)

► **Required Core Courses (107.6 hours):**

ARTD 110	Design: Tools, Materials & 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*
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+2
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: 2

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

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

At least 6 hours from the following: 6

Additional ARTH courses, selected in consultation with advisor

At least 4 hours from the following: 4

Additional ARTD, ARTF, ARTH, ARTP, or FILM courses,
 selected in consultation with the advisor

► **Required Cognate Courses (3-4 hours):**

At least one of the following courses: 3-4

MKTG 351 Marketing (4)
 MKTG 374 Advertising (3)

Major in Photography, B.F.A.

A minimum of 120.6 hours (63.6 upper-division hours)

► **Required Core Courses (101.6 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+2
ARTH 115+116	History of Western Art I, II	4+4
ARTH 277	History of Photography	4
ARTP 150	Black & White Fundamentals	3
ARTP 250	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*
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: Identity	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
FILM 131	Cinematic Storytelling	3
FILM 256	Editing	3
FILM 360	Cinematography I	3

At least one of the following courses: 3

ARTD 140 Typography I (3)
 ARTD 150 Digital Studio I (3)

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

Visual Arts

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 (12 hours):**

At least 4 hours from the following: 4
 Additional ARTH courses, selected in consultation with advisor.

At least 8 hours from the following: 8
 Additional ARTD, ARTF, ARTH, ARTP, or FILM courses,
 selected in consultation with the advisor.

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

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

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

A minimum of 65 hours (28 upper-division hours)

► **Required Core Courses (62 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 Fine 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+2
 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 Art, Photography Emphasis, B.A.

A minimum of 64 hours (28 upper-division hours)

► **Required Core Courses (61 hours):**

ARTD 124+125 Design and Composition I,II 3+3
 ARTD 130 Fundamentals of Graphic Design 3
 ARTD 285 Color 2
 ARTD 460 Portfolio Development 3
 ARTF 390+490 Professional Practices I, II 2+2
 ARTH 277 History of Photography 4
 ARTP 150 Black & White Fundamentals 3
 ARTP 250 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 454 Studio IV: Identity 3
 ARTP 499 Thesis Project 3
 FILM 131 Cinematic Storytelling 3
 FILM 360 Cinematography I 3

At least one of the following courses: 3
 ARTD 140 Typography I (3)
 ARTD 150 Digital Studio I (3)

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 ARTP or FILM courses, selected in consultation
 with the advisor.

Major in Design, Graphic Design Emphasis, B.A.

A minimum of 71 hours (27 upper-division hours)

► **Required Core Courses (65-66 hours):**

ARTD 110	Design: Tools, Materials & 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	Identity/Branding I	3
ARTD 268	Illustration I	3
ARTD 285	Color	2
ARTD 317	Interactive Design I	3
ARTD 362	Identity/Branding II	3
ARTD 460	Portfolio Development	3
ARTD 463	Typography II	3
ARTD 464	Digital Studio II	3
ARTD 499	Thesis Project	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 390+490	Professional Practices I, II	2+2
ARTH 264	History of Graphic Design	2
ARTP 252	Digital Imaging: Photoshop	3

At least one of the following courses:

ARTD 361	Ideation (3)	
ARTD 365	Packaging Design (3)	

At least one of the following courses: 2-3

ARTD 415	Environmental Graphic Design (3)	
ARTD 468	Publication Design (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)	

► **Required Core Electives (6 hours):**

At least 6 hours from the following: 6
Additional ARTD courses, selected in consultation with advisor.

Major in Film, B.A.

A minimum of 69 hours (38 upper-division hours)

► **Required Core Courses (69 hours):**

ARTD 124+125	Design and Composition I, II	3+3
ARTF 390+490	Professional Practices I, II	2+2
ARTH 260	History of World Cinema	4
ARTP 250	Photography: Digital Fundamentals	3
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Introduction to Filmmaking	3
FILM 158	Introduction to Television Production	3

FILM 231	Sound Design	3
FILM 240	Short Scriptwriting I	3
FILM 256	Editing	3
FILM 341+42+43	Group Production I, II, III	3+3+3
FILM 346	Screenwriting I	4
FILM 350	Directing	3
FILM 355	Marketing and Distribution	3
FILM 360+361	Cinematography I, II	3+3
FILM 487+88+89	Thesis Project I, II, III	2+2+2
<i>At least 3 hours from the following:</i>		3
FILM 494	Internship (1-3)	

Major in Art, Photography Emphasis, A.S.

A minimum of 41 hours

► **Required Core Courses:**

ARTD 124+125	Design and Composition I, II	3+3
ARTD 285	Color	2
ARTF 490	Professional Practices II	2
ARTH 277	History of Photography	4
ARTP 150	Black & White Fundamentals	3
ARTP 250	Digital Fundamentals	3
ARTP 251	Intro to Studio	3
ARTP 252	Digital Imaging: Photoshop	3
ARTP 299	Thesis Project	3
ARTP 350	Studio I: Portraiture	3
ARTP 351	Studio II: Still-Life	3
FILM 360	Cinematography I	3

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)

Major in Design, Graphic Design Emphasis, A.S.

A minimum of 49 hours

► **Required Core Courses:**

ARTD 110	Design: Tools, Materials & 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	Identity/Branding I	3
ARTD 268	Illustration I	3
ARTD 299	Thesis Project	3

Visual Arts

ARTD 464	Digital Studio II	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 490	Professional Practices II	2
ARTP 150	Photo: Black & White Fundamentals	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)
MKTG 351	Marketing (3)
MKTG 360	Consumer Behavior (3)
MKTG 374	Advertising (3)

Major in Film, A.S.

A minimum of 48 hours

> Required Core Courses (20 hours):

ENGL 102	College English II	4
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Intro to Filmmaking	3
FILM 158	Intro to Television Production	3
FILM 240	Short Scriptwriting I	3

At least one of the following courses: 4

ARTH 115	History of Western Art I (4)
ARTH 116	History of Western Art II (4)

> Emphases (Choose one):

1. Technical Emphasis (28 hours)

> Required Emphasis Courses (15 hours):

FILM 231	Sound Design	3
FILM 256	Editing	3
FILM 289	Thesis Project	3
FILM 360+361	Cinematography I, II	3+3

> Required Emphasis Electives (13 hours):

At least 8 hours from the following: 8

ARTP 250	Photography: Digital Fundamentals (3)
FILM 265	Storyboarding & Pre-Visualization (2)
FILM 341	Group Production I (3)

FILM 350	Directing (3)	
FILM 355	Marketing and Distribution (3)	
FILM 359	Motion Graphics (3)	
<i>At least 5 hours from the following:</i>		5
Additional coursework, selected from either of the 2 emphases.		

2. Writing Emphasis (28 hours)

> Required Emphasis Courses (14 hours):

FILM 340	Short Scriptwriting II	3
FILM 346+347	Screenwriting I, II	4+4
FILM 289	Thesis Project	3

> Required Emphasis Electives (14 hours):

At least 8 hours from the following: 8

ARTH 260	History of World Cinema (4)
ENGL 212+213	Shakespeare in Performance+Proj (2+1)
ENGL 224	Literary Theory (4)
ENGL 474	Shakespeare (4)
WRIT 311	Creative Writing: NonFiction (4)
WRIT 312	Creative Writing: Playwriting (4)
WRIT 313	Creative Writing: Poetry (4)
WRIT 314	Creative Writing: Short Story (4)

At least 6 hours from the following: 6

Additional coursework, selected from either of the 2 emphases.

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)

At least one of the following courses: 2

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

* May be taken at PUC or at Villa Aurora.

At least two of the following courses: 4

- 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: 2

- ARTF 325 Printmaking- Silkscreen (2)
- ARTF 330 Printmaking- Woodcuts and Etchings (2)

At least one additional painting course: 2

- 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 12

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 advisors from PUC’s Visual Art Department. Coursework must be selected to included at least 10 upper-division hours total for the minor.

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+116 History of Western Art I, II 4+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 Film

A minimum of 30 hours (6 upper-division hours)

➤ *Required Courses (30 hours):*

- ARTH 260 History of World Cinema 4
- FILM 131 Elements of Cinematic Storytelling 3
- FILM 152 Introduction to Filmmaking 2
- FILM 240 Short Scriptwriting I 3
- FILM 341 Group Production I 3

At least one of the following courses: 2

- ARTP 150 Black & White Fundamentals (3)
- ARTP 250 Digital Fundamentals (3)

At least 14 hours from the following: 14

Include at least 3 upper-division hours

- FILM 158 Introduction to Television Production (2)

- FILM 220 Producing (3)
- FILM 231 Sound Design (3)
- FILM 256 Editing (3)
- FILM 340 Short Scriptwriting II (3)
- FILM 346+347 Screenwriting I, II (4+4)
- FILM 350 Directing (3)
- FILM 355 Marketing and Distribution (3)
- FILM 359 Motion Graphics (3)
- FILM 360+361 Cinematography I, II (3+3)

Minor in Graphic Design

A minimum of 29 hours (6 upper-division hours)

➤ *Required Courses (25 hours):*

- ARTD 110 Design: Tools, Materials & 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 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 Photo: Black & White Fundamentals 3
- ARTP 250 Photo: Digital Fundamentals 3
- ARTP 251 Intro to Studio 3
- ARTP 252 Digital Imaging: Photoshop 3

➤ *Required Electives (10 hours):*

- Take 10 units (6 upper-division) of ARTP courses 6

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.

Visual Arts

Graphic Design

LOWER-DIVISION COURSES:

ARTD 110 **2 W** **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, book arts, and other basic techniques.

ARTD 124+125 **3+3 F+W** **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 **3 F** **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 **3 W** **Typography I: Foundations**

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

ARTD 150 **3 S** **Digital Studio I**

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

ARTD 253 **3 S** **Communication Design**

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 **3 W** **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 268 **3 F** **Illustration I**

To cultivate the process, resources, and skills needed to create fundamental illustrations in association with graphic design. Applied rendering and illustrations using Adobe Illustrator® to create illustrations and graphics for print and web media. Prerequisites: ARTF 121+122; Macintosh competency.

ARTD 285 **2 S** **Color**

The study and hands-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 **3 S** **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 proj-

ect for each degree earned. Qualifies for IP grading.

UPPER-DIVISION COURSES:

ARTD 317 **3 F** **Interactive Design I**

Interactive design process through creating prototypes of mobile and desktop websites. Fundamentals of HTML, CSS, WordPress, and web graphics preparation through Adobe Photoshop, Illustrator and Muse. Prerequisite: ARTD 268 or ARTP 252. Recommended prerequisites: ARTD 124, 125, 130.

ARTD 318 **3 W** **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 **3 F** **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 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 F
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.

Visual Arts

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. Qualifies for IP grading. 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.

Fine Art

SERVICE COURSES:

(Not applicable to a major or minor in this department)

ARTF 100W, 101W, 102W 2 Su **Painting Workshop**

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

LOWER-DIVISION COURSES:

ARTF 110 2 S **Introduction to Art Therapy**

Introduction to the field of art therapy including information about the history, psychological theories, materials, populations, settings and much more. Discussion and project based; invites students to think critically, practically and creatively through discussion of traditional and controversial issues within the field of art therapy. Prerequisite: PSYC 121.

ARTF 121+122 2+2 F+W, W+S **Drawing Fundamentals I,II**

Development of the student's ability to communicate and express creative ideas using line, shape, value, and texture. One lecture and one laboratory per week. ARTF 121 is prerequisite to ARTF 122.

ARTF 190 1 F **Foundations in Fine Art**

Foundational exploration of the field of fine art. Opens up the discussion of what it means to be a fine artist. Topics include the process of creation and finding your identity, the business of being an artist, and career opportunities for fine artists.

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, 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 W **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 chil-

dren'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 F**
Oil Painting

Transparent and opaque oil painting techniques are studied in rendering still-lives, 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.

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.

Visual Arts

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 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 ARTF 481 and ARTF 499. Research, mood boards, color/style palettes, and thumbnail explorations for their project. Prerequisites: ARTF 380-381.

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 **2 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. Qualifies for IP grading. 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.

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: Prehistory 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 W** **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. Odd years.

ARTH 277 **4 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.

UPPER-DIVISION COURSES:

ARTH 308 **3 W**
History of Asian Art

A survey of art and architecture in India, Southeast Asia, China, Korea 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

SERVICE COURSES:

(Not applicable to a major or minor in this department)

ARTP 100W-101W **2+2 Su**
Digital Photography Workshop I+II

Workshop focused on digital photography techniques and the transformation of photographic and non-photographic imagery on the computer. Offered only at Albion Field Station. Repeatable for credit. Must be taken in sequence.

LOWER-DIVISION COURSES:

ARTP 150 **3 W**
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**
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 S**
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.

ARTP 299 **3 S**
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:

ARTP 350 **3 F**
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.

ARTP 351 **3 W**
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

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lecture, four hours laboratory per week. Prerequisite: ARTP 350.

ARTP 352 **3 S** **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.

ARTP 380 **2 W** **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. Prerequisites: Junior class standing, formal admission to the BFA program.

ARTP 381 **2 S** **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.

ARTP 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.

ARTP 435 **3 W** **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.

ARTP 440 **3 S** **Advertising Photography**

Emphasis on the practical application of conceptual photography. Students will apply appropriate forward-thinking photographic solutions toward 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.

ARTP 452 **3 F** **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.

ARTP 453 **3 W** **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.

ARTP 454 **3 F** **Studio IV: Identity**

An advanced approach to portraiture. Digital, medium, and large format cameras are used. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 351. Odd years.

ARTP 455 **3 W** **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.

ARTP 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 ARTP 481 and ARTP 499. Students will do research, mood boards, color/style palettes, and thumbnail explorations for their project. Prerequisites: ARTP 380-381.

ARTP 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 ARTP 499. Prerequisite: ARTP 480.

ARTP 485 **1-4 Arr** **Topics in Photography**

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.

ARTP 494 **1-3 F, W, S, Su** **Internship**

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in photography 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. Qualifies for IP grading. Graded S/F.

ARTP 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.

ARTP 499 3 S Thesis Project

Individual project required of all baccalaureate degree photography 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.

Film

LOWER-DIVISION COURSES:

FILM 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. Course is taught through lectures, discussion, and weekly film screenings.

FILM 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 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.

FILM 158 3 S Introduction to Television Production

Introduction to production basics with an emphasis on episodic shorts for the web or TV. Students create a series of episodic shorts and learn about production team roles, pre-production best practices, and leave this class prepared to work on larger-scale projects. One lecture and one laboratory per week.

FILM 231 3 F Sound Design

Introduction to audio recording theory, techniques and technology. Emphasis on the principles and technical expertise behind recording quality audio and basic post-production processing. Two lectures and one laboratory per week. Prerequisite: FILM 152, 256.

FILM 240 3 F 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.

FILM 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.

FILM 265 2 S 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, FILM 240, 270. Even years.

FILM 289 3 S 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:

FILM 340 3 F Short Scriptwriting II

Techniques and practice in writing a television scripts. 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: FILM 240. Odd years.

FILM 341+342+343 3+3+3 F+W+S Group Production I,II,III

A three-part series in which students work together as a collaborative team

Visual Arts

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: FILM 131, 152, 240, 256.

FILM 346+347 **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 FILM 346, students produce one act of a full-length screenplay. In FILM 347, students rewrite the first draft and move toward 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, FILM 240.

FILM 350 **3 S** **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, FILM 256, 270, 271. Even years.

FILM 355 **3 S** **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 FILM 289 or FILM 489. Two lectures and one laboratory per week.

FILM 359 **3 F** **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, FILM 256. Recommended prerequisites: ARTD 140, ARTP 252. Odd years.

FILM 360 **3 W** **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, FILM 152.

FILM 361 **3 S** **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: FILM 360. Odd years.

FILM 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.

FILM 485 **1-4 Arr** **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.

FILM 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.

FILM 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.

FILM 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.

