



Faculty

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

Degrees and Programs

Film, B.F.A.	198
Fine Art, B.F.A.	197
Graphic Design, B.F.A.	199
Art, B.A. (Fine Art)	199
Art, B.A. (Photography)	199
Design, B.A. (Graphic Design).....	200
Film, B.A.	200
Art, A.S. (Photography).....	200
Design, A.S. (Graphic Design)	201
Film, A.S.	201
Art History, Minor	202
Art, Minor	202
Film, Minor	202
Graphic Design, Minor	203
Photography, Minor	203

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 (59.6 upper-division hours)

► Required Core Courses (106.6 hours):

ARTD 124+125	Design + 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 + 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: 4

ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp Art since 1945 (4)

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)
----------	------------------

► Required Core Electives (8 hours):

At least 6 hours from the following: 6

Additional ARTH courses, selected in consultation with advisor

At least 2 hours from the following: 2

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 (79.6 hours):

ARTD 124+125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTD 460	Portfolio Development	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 190	Foundations of Fine Art	2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics I	2
ARTF 218	Sculpture I	2
ARTF 221	Life Drawing	2
ARTF 224	Painting: Oil + Acrylic	2
ARTF 226	Materials + Mixed Media	2
ARTF 370-372	Advanced Studio I, II, III	3+3+3
ARTF 380+381	Junior Studio I, II	2+2
ARTF 390+490	Professional Practices I, II	2+2
ARTF 422	Advanced Figure Study	2
ARTF 480+481	Senior Studio I,II	2+2
ARTF 494	Internship	3
ARTF 499	Thesis Project	3
ARTH 115+116	History of Western Art I, II	4+4
ARTH 370	History of Modern Art to 1945	4
ARTH 470	History of Contemp Art since 1945	4
ARTP 250	Photography: Digital Fundamentals	3
ARTH 396	Colloquium	1.6*

► Required Core Electives (38 hours):

At least 7 hours from the following: 7

Additional ARTH courses, selected in consultation with advisor

At least 16 hours from the following: 16

Additional upper-division ARTF courses, selected in consultation with advisor

At least 15 hours from the following: 15

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 + 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	3
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
ARTH 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	2
ARTF 325	Printmaking: Screen Printing	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	4
ARTP 250	Photography: Digital Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3

At least one of the following courses: 2

ARTF 224	Painting: Oil + Acrylic (2)
ARTF 312	Painting: Watercolor + Encaustic (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):

<i>At least one of the following courses:</i>		3-4
MKTG 351	Marketing (4)	
MKTG 374	Advertising (3)	

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

A minimum of 65 hours (26 upper-division hours)

> Required Core Courses (53 hours):

ARTD 124-125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTD 460	Portfolio Development	3
ARTF 121-122	Drawing Fundamentals I, II	2+2
ARTF 190	Foundations of Fine Art	2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics I	2
ARTF 218	Sculpture I	2
ARTF 221	Life Drawing	2
ARTF 224	Painting: Oil + Acrylic	2
ARTF 226	Materials + Mixed Media	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: 4

ARTH 107	History of American Art (4)
ARTH 278	History of Women Artist (4)

At least one of the following courses: 4

ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp. Art since 1945 (4)

> Required Core Electives (12 hours):

At least 12 hours from the following: 12
Additional upper-division ARTF courses, selected in consultation with the 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 + Composition I,II	3+3
ARTD 130	Fundamentals of Graphic Design	3
ARTD 285	Color	3
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

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

Visual Arts

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:

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

At least one of the following courses:

ARTH 370	History of Modern Art to 1945 (4)	3
ARTH 470	History of Contemp Art since 1945 (4)	3

► **Required Core Electives (3 hours):**

<i>At least 3 hours from the following:</i>	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 + 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	3
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)	3
ARTD 365	Packaging Design (3)	3

At least one of the following courses:

ARTD 415	Environmental Graphic Design (3)	2-3
ARTD 468	Publication Design (2)	

At least one of the following courses:

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

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

<i>At least 6 hours from the following:</i>	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 + 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 + Distribution	3
FILM 360+361	Cinematography I, II	3+3
FILM 487+88+89	Thesis Project I, II, III	2+2+2

At least 3 hours from the following:

FILM 494	Internship (1-3)	3
----------	------------------	---

Major in Art, Photography Emphasis, A.S.

A minimum of 41 hours

► **Required Core Courses:**

ARTD 124+125	Design + 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: 4

ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp Art since 1945 (4)

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 + 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	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: 4

ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp Art since 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)

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 (13 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 (15 hours):**

At least 10 hours from the following: 10

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 + Distribution (3)
FILM 359	Motion Graphics (3)

At least 5 hours from the following: 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)

Visual Arts

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 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 265	Storyboarding + Pre-Visualization (2)
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 + Distribution (3)
FILM 359	Motion Graphics (3)
FILM 360+361	Cinematography I, II (3+3)

Minor in Fine Art

A minimum of 31 hours (6 upper-division hours)

Core Courses (18 hours):

ARTD 124+125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 224	Painting: Oil + Acrylic	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)

► **Tracks (Choose one):**

Track 1. PUC Coursework (12 hours)

ARTF 211	Three-Dimensional Design	2
ARTF 221	Life Drawing	2
ARTF 312	Painting: Watercolor + Encaustic	2

At least two of the following courses: 4

ARTF 212	Ceramics I (2)
ARTF 218	Sculpture I (2)
ARTF 226	Materials + Mixed Media (2)
ARTF 320	Sculpture II (2)
ARTF 340	Ceramics II (2)

At least one of the following courses: 2

ARTF 325	Printmaking: Screen Printing (2)
ARTF 330	Printmaking: Relief + Intaglio (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 Graphic Design

* May be taken at PUC or at Villa Aurora.

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

► **Required Courses (25 hours):**

ARTD 110	Design: Tools, Materials + Techniques	2
ARTD 124+125	Design + 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 + Composition I,II	3+3
ARTD 285	Color	3
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 + 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 + 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 **3 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 A.S.-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 **3 F**
Interactive Design I

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 268 or ARTP 252. Recommended prerequisites: ARTD 124, 125, 130.

ARTD 318 **3 W**
Interactive Design II

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 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 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 490.

ARTD 463 **3 S**
Typography II: Form + 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 + 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 **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 2 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 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 + Techniques in creating hand-built and wheel-thrown ceramic forms. One lecture and one laboratory per week.

ARTF 218 2 W **Sculpture I**

Introduction to materials, design and techniques used to create sculptural forms using additive and subtractive methods. One lecture and one laboratory per week. Prerequisite: ARTF 211.

ARTF 221 2 S **Life Drawing**

Improvement of visual skills and accurate portrayal of human surface anatomy. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122.

ARTF 224 2 F **Painting: Oil + Acrylic**

An introductory exploration of the fundamentals of opaque media painting in oil and acrylic. Designed with an emphasis on gaining familiarity with tools and materials as well as developing the technical skills to achieve a desired effect in each media. One lecture and one laboratory per week.

ARTF 226 2 W **Materials + Mixed Media**

Exploration of traditional and non-traditional materials used in two- and three-dimensional artwork. Students are challenged to come up with successful solutions to combine them. One lecture and one laboratory per week.

UPPER-DIVISION COURSES:

ARTF 312 2 W **Painting: Watercolor + Encaustic**

An introductory exploration of the fundamentals of painting in the mediums of watercolor and encaustic. Designed with an emphasis on gaining familiarity with tools and materials as well as developing the technical skills to achieve a desired effect in each media. One lecture and one laboratory per week.

ARTF 314 **3 Arranged**
Art for Children

Provides an understanding of children's art and knowledge of art materials and teaching techniques applicable to the child's levels. Designed to provide the child the thrill of visual and tactile uses of line, shape, value, color, and texture.

ARTF 318 **2 S**
Sculpture II

Sculpture techniques and conceptualization at an intermediate level. Development of sculpture skills in a wide variety of media, processes and subject matter. One lecture and one laboratory per week. Prerequisite: ARTF 218.

ARTF 325 **2 W**
Printmaking: Screen Printing

Screen Printing explores serigraphy (silkscreen) printing using mechanical stencil and direct photo stencil. Projects explore a variety of techniques and printing with multiple colors. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122

ARTF 330 **2 S**
Printmaking: Relief + Intaglio

Creation of fine art prints through exploration of the relief process (woodcut, linocut) and the intaglio process (etching, engraving, drypoint). One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Even 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 370+371+372 **3 F, W, S**
Advanced Studio I, II, III

This series of courses builds on techniques learned in fundamentals courses with the goal of mastery in a chosen medium or mediums. Designed for the working studio artist to develop autonomy and a conceptual voice in consultation with a mentor through the process of exploration. One lecture and one laboratory weekly. Repeatable for credit. Prerequisites: Professor approval required for enrollment.

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 F**
Professional Practices I: Authenticity + Self Promotion

Preparation for graduate school and a creative career through development of resumes, portfolios, internship opportunities, and self-reflection. Class discussions also explore social/spiritual components of a career in the arts. Prerequisite: Junior class standing.

ARTF 422 **2 S**
Advanced Figure Study

Building on the fundamentals of proportion in the human figure learned in ARTF 221, this course is designed to work towards mastery of a chosen medium. Emphasis will be on exploration of technique and personal style in representing the human figure from a live model. One lecture and one laboratory per week. Prerequisite: ARTF 221. Repeatable for credit up to 3 times.

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.

Visual Arts

ARTF 490 **2 F** **Professional Practices II: 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 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 Native America 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 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 **4 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 396 **0.2 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

ARTH 470 **4 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 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.

Visual Arts

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 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 practical application of conceptual photography. Focus on applying appropriate forward-thinking photographic solutions to a variety of client-based editorial, advertising, and illustrative assignments. Ninety-minute lecture, four-hour lab 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-minute lecture, four-hour lab 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-minute lecture, four-hour 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-minute lecture, four-hours lab 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-minute lecture, four-hours lab 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**

Students produce and edit multiple episodes of an original short-form web series. Special emphasis on team roles and pre-production documentation. Two lectures 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. One lecture 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 + Pre-Visualization**

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. 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 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: 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 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. Repeatable for credit. Prerequisites: FILM 158.

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.

Visual Arts

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. One lecture and one laboratory per week. Prerequisites: ARTH 260, FILM 256, 270, 271. Even years.

FILM 355 **3 S** **Marketing + 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** **Lighting**

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: FILM 131.

FILM 361 **3 S** **Cinematography**

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 131. Odd years.

FILM 485 **1-4 Arr** **Topics in Film**

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 Diogenes 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.

