

ART & DESIGN

Dexter Bldg. (34), Room 169
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Department Chair: Giancarlo Fiorenza

Academic Programs

Program name	Program type
Art and Design	BFA
Art History	Minor
Photography	Minor
Studio Art	Minor

Admission/acceptance to the Bachelor of Fine Arts degree program in Art and Design requires a demonstrated ability in the chosen concentration in art through the presentation of a representative portfolio, outlined in the department's submission guidelines. Submission of portfolio is by invitation only; the department will contact students with information regarding submitting the appropriate materials in a timely manner.

The department operates the University Art Gallery, located in the Dexter Building (34), room 171. The gallery is a venue that serves the University, the city of San Luis Obispo, and the surrounding areas. It showcases nationally and internationally known artists, as well as student, alumni and faculty artwork. The gallery creates an environment for learning and discussion of ideas critical to art and society.

Undergraduate Programs

BFA Art and Design

The Bachelor of Fine Arts degree (BFA) program in Art and Design offers a major with concentrations in graphic design, photography & video, and studio art. The BFA in Art and Design is accredited by the National Association of Schools of Art and Design. The department has made a commitment to cultural diversity. Wherever possible, this commitment is evidenced by the inclusion of material which identifies significant multicultural influences on the content of the courses in our curriculum. Courses are available for all students to enrich their creativity, understanding, appreciation, and practical skills in art.

Concentrations

All three concentrations support creative and aesthetic growth and require the development of technical skills as a foundation for personal direction and enrichment. Through team projects, students have the unique opportunity to experience the interaction and relationship of graphic design, photography, and studio art.

Graphic Design ¹

The study of graphic design, typography, interaction design, design history and design theory. Emphasis is placed on concept development, design thinking, and creative problem solving. The program culminates in the development of a portfolio that demonstrates the breadth of skills needed to enter the professional design industry. Graduates of the program obtain positions in graphic design studios, corporate creative departments, advertising agencies, tech companies, and related industries.¹

¹ The Art and Design Department's Graphic Design concentration focuses on creative problem-solving and development of design and layout skills. The Graphic Design concentration leads to positions such as graphic designer, web designer, art director and creative director for advertising agencies, design studios and corporate design departments.

In contrast, the Graphic Communication Department's (GrC) Design Reproduction Technology concentration focuses on the technical and digital aspects of transforming design solutions for output and reproduction in print and digital form. The concentration focuses on printing, web development, publishing, digital imaging, and related areas of media preparation and production.

Photography and Video

The study and practice of the lens-based arts of photography and video. Emphasis is placed on concept development, photographic seeing, and creative problem solving. Production skills with studio and location lighting are emphasized using digital image making, large format photography and video/cinematic production. This is a diversified, commercially oriented program stressing preparation for careers in advertising, illustration, video and cinema production, corporate and editorial photography, portraiture and digital image making for both online and print. The study of photographic history, cinema styles and contemporary practices is integral to the program. The program culminates in the creation of a professional portfolio in both still and motion that can allow the graduate to enter the professional workforce or apply for graduate study.

Studio Art

A selective program designed for students seeking a broad based undergraduate education in the visual arts. The program is distinctive for its depth of required coursework in both two- and three-dimensional media. The upper division curriculum allows students to specialize in preparation for pursuit of advanced degrees and/or careers in the visual arts. With its learn-by-doing philosophy and its commitment to both the liberal arts and technology, Cal Poly provides a unique setting for studying the visual arts. Within this context, students in the Studio Art concentration are presented with an environment where imagination, intellectual rigor, self expression and skill development are expected and valued.

Art History Minor

Courses consist of a required core and approved electives. The courses include art and architectural history. Students, working with an advisor, select their area(s) of interest.

Advisor: Elizabeth Adan or Giancarlo Fiorenza

Photography Minor

Courses consist of a required core and approved electives. Students, working with an advisor, select their area(s) of interest. Admission to the minor is contingent upon a departmental review of a portfolio as specified on the minor curriculum sheet.

Advisor: Sky Bergman or Lana Caplan

Studio Art Minor

Courses consist of a required core and approved electives that focus on 2D and 3D studio art. Students select their area(s) of interest after consultation with an advisor.

Advisor: Sara Frantz, Tera Galanti or Elizabeth Folk

ART Courses

ART 101. The Fundamentals of Drawing. 4 units

GE Area C3

Term Typically Offered: F, W, SP

Introduction to the artistic practice and cultural value of drawing from the Renaissance to the 21st Century. Emphasis and expansion of the practical skills of observation, rendering, and understanding the signs of meaning produced in visual art. Development of formal techniques, media experimentation, and content creation through personal expression. Exercises to encourage growth in technical skill, conceptual innovation, critical thinking, and visual communication. 3 lectures, 1 laboratory. Fulfills GE C3.

ART 102. Art and Design Foundation Studies I. 4 units

Term Typically Offered: F

Introduces elements and principles of design, establishing a foundation for all artistic practice. Emphasizing critical thinking and creative problem solving, the interrelationship between form and content are examined. Traditional, digital and lens-based media are explored through individual and collaborative experiences. 3 lectures, 1 laboratory.

ART 103. Art and Design Foundation Studies II. 4 units

Term Typically Offered: W

Prerequisite: ART 102.

Visual and aesthetic interactions of color, examined through historical and contemporary models. Formal techniques, media experimentation and content creation, explored through individual and collaborative experiences. 3 lectures, 1 laboratory.

ART 104. Art and Design Foundation Studies III. 4 units

Term Typically Offered: SP

Prerequisite: ART 103.

Principles and essential skills for three-dimensional practice in art and design. Understanding, envisioning, and communicating effectively about space, objects, scale, and the relationship of the body to the built environment. 3 lectures, 1 laboratory.

ART 111. Introduction to Art. 4 units

GE Area C3

Term Typically Offered: F, SP

Designed to acquaint the non-art major with painting, sculpture, drawing, crafts, architecture and printmaking. Development of vocabulary, analytic skills, and research techniques for the understanding of art objects. 4 lectures. Fulfills GE C3.

ART 112. Survey of Western Art. 4 units

GE Area C3

Term Typically Offered: F, W, SP

History of major art movements in western civilization from ancient art to the twentieth century. Representative periods of western culture, such as the ancient world, the Middle Ages, the Renaissance, and the modern world. 4 lectures. Fulfills GE C3.

ART 122. Basic Digital Photography. 4 units

GE Area C3

Term Typically Offered: F, W, SP

Fundamental techniques in photography. Mechanics of digital cameras, optics, composition, perception of light and subject content. Understanding photographic principles and the language of camera vision. Introduction to the impact of photography on culture. Digital camera required. 3 lectures, 1 laboratory. Fulfills GE C3.

ART 148. Beginning Sculpture. 4 units

GE Area C3

Term Typically Offered: F, W

Exploration of three dimensional form through problems in modeling, casting, carving, and techniques of assembly. Historical and contemporary concepts as applied to the discipline of sculptural styles. 3 lectures, 1 laboratory. Fulfills GE C3.

ART 182. Foundation in Digital Art I. 4 units

Term Typically Offered: F

Introduction to image creation and manipulation, design, illustration, and layout/composition using digital tools, with an emphasis on visual problem solving and creative expression. 3 lectures, 1 laboratory.

ART 183. Foundation in Digital Art II. 4 units

Term Typically Offered: SP

Prerequisite: ART 182.

Development of digital skills in image creation, design, illustration, layout, and simple animation. Emphasis on visual problem solving, creative expression, and narrative. 3 lectures, 1 laboratory.

ART 200. Special Problems for Undergraduates. 1-2 units

Term Typically Offered: F, W, SP

Prerequisite: Consent of instructor.

Individual investigation, research, studies or surveys of selected problems. Total credit limited to 4 units, with a maximum of 2 units per quarter.

ART 201. Intermediate Drawing. 4 units

Term Typically Offered: SP

Prerequisite: ART 101 and ART 102 or ART 106.

Development of additional drawing techniques with emphasis on form content, pictorial space, B/W media, color, mixed media and composition. 3 lectures, 1 laboratory.

ART 203. Art Theory and Practice. 4 units

Term Typically Offered: F, W, SP

Prerequisite: ART 101; and ART 102 or ART 106.

Contemporary issues in art and design, linking 'ideas' to development of concepts. Emphasis on individual creative process, and problem solving. Focus on contemporary critical thinking regarding aesthetics, techniques, and vocabulary. 3 lectures, 1 laboratory.

ART 209. Beginning Painting. 4 units

Term Typically Offered: F, W, SP

Prerequisite: ART 101.

Introduction to technical and formal problems in painting. Exploration of pictorial space, light, and color from observation. Physical characteristics of paint, various tools, studio methods, and styles of painting. 3 lectures, 1 laboratory.

ART 211. Art Hist - Ancient to Renaissance. 4 units

Term Typically Offered: F

Development of art from antiquity to the early stages of the Renaissance in Europe. Particular emphasis on European art with appropriate references to sources from antiquity which have been particularly influential on European painting and sculpture. Comparison of relevant parallel examples of the art of non-European cultures. 4 lectures.

ART 212. Art History - Renaissance through Baroque Eras. 4 units

Term Typically Offered: W, SP

The significant visual expressions of Northern and Southern European art of the Renaissance and Baroque period. Relevant parallel examples of the art of antiquity and non-European cultures. 4 lectures.

ART 213. Art History- Modern Art, 1900-1945. 4 units

Term Typically Offered: F

Examines the development of significant styles and movements in modern art, including Fauvism, German Expressionism, Cubism, Futurism, Neo-Plasticism, Russian and Soviet avant-gardes, Dada, Surrealism, and/or American modernism. Also introduces selected modern developments in graphic design and photography. 4 lectures. Replaces ART 312.

ART 222. Black and White Photography. 4 units

Term Typically Offered: SP

Control and understanding of tonal range under available light. Composition, camera based visual communication skills and concept development. Emphasis on 'photographic seeing' and professional quality printing. 2 lectures, 2 laboratories.

ART 224. Introduction to Artificial Lighting for Photography. 4 units

Term Typically Offered: F, W, SP

Introduction to studio lighting and contemporary professional studio photography. Production of professional quality prints using digital camera and printing methods. 3 lectures, 1 laboratory.

ART 227. Portrait Photography. 4 units

Term Typically Offered: W

Prerequisite: ART 224.

Studio and environmental portraiture. Emphasis on light ratios/patterns; posing and methods of personality portrayal. 3 lectures, 1 laboratory.

ART 237. Graphic Design I. 4 units

Term Typically Offered: F

Prerequisite: ART 104 and ART 183; Art and Design majors only.

Exploration of the technical and conceptual underpinnings of graphic design. Focus on the design process and how raw ideas are translated into professional work. 3 lectures, 1 laboratory.

ART 238. Typography I. 4 units

Term Typically Offered: W

Prerequisite: ART 104 and ART 183; Art and Design majors only.

Fundamentals of theory, practice, technology and history of typography. Exercises include the study of letterforms, type with image, proportion and grids, hierarchy, and legibility. 3 lectures, 1 laboratory.

ART 245. Ceramics I. 4 units

Term Typically Offered: SP

Prerequisite: ART 104 or ART 107.

Studio course in basic clay working with emphasis on design quality, hand building, and use of the potter's wheel. 3 lectures, 1 laboratory.

ART 260. Critique, Discourse and Practice. 4 units

Term Typically Offered: SP

Prerequisite: ART 101 and ART 104.

Developing an individual body of artwork. Rigorous critiques, lectures, and seminar-style discussions aimed at forming a process for discussing artwork. Art writing, research, and individual conceptual and formal development. 4 lectures.

ART 270. Selected Topics. 1-4 units

Term Typically Offered: TBD

Prerequisite: Open to undergraduate students and consent of instructor.

Directed group study of selected topics. The Schedule of Classes will list title selected. Total credit limited to 8 units. 1 to 4 lectures.

ART 288. Interaction Design I. 4 units

Term Typically Offered: SP

Prerequisite: ART 237 and ART 238.

An introduction to concepts, uses and design principles of interactive media. Exploration of methods for planning and implementing interaction design projects. Not open to students with credit in ART 380. 3 lectures, 1 laboratory.

ART 302. Figure Drawing. 4 units

Term Typically Offered: F, W

Prerequisite: ART 101.

Development of advanced drawing methods and techniques in the study of the human form and structure as it relates to proportion, anatomical analysis, and figure/ground relationships. Understanding materials, techniques, and ideas in the practice of contemporary figure drawing. 3 lectures, 1 laboratory.

ART 309. Intermediate Painting. 4 units

Term Typically Offered: W

Prerequisite: ART 209.

Continued study of technical and formal problems in painting. Emphasis on the creative process, development of individual ideas, and the connection between form and content. Contemporary issues in painting introduced. 3 lectures, 1 laboratory.

ART 310. Art History - American Art. 4 units

Term Typically Offered: TBD

Prerequisite: ART 112, ART 211, or ART 212.

Major historical periods of American art from the colonial period to the present. Special emphasis will be given to the broader notion of American art as a process of developing an identity of the varied historical and sociological forces that have shaped images in American art. 4 lectures.

ART 311. Art History - Nineteenth Century Art. 4 units

GE Area C4

Term Typically Offered: F

Prerequisite: Junior standing; completion of GE Area A and ART 111 or ART 112 or ART 211 or ART 212.

History of painting and sculpture from the French Revolution to the beginning of the 20th century. Focuses on significant movements such as Neo-Classicism, Romanticism, Realism, Impressionism and Post-Impressionism. 4 lectures. Fulfills GE C4 except for Art and Design majors.

ART 313. Design History. 4 units

Term Typically Offered: SP

Prerequisite: One of the following: ART 112, ART 211, ART 212, or ART 213.

Survey of design from the Victorian era to the present, including major philosophies and movements, political, social, cultural, and technological trends that influenced designers in the 20th century. 4 lectures.

ART 314. History of Photography. 4 units

GE Area C4

Term Typically Offered: W

Prerequisite: Junior standing and completion of GE Areas A and C3.

In-depth survey of the artistic and cultural achievements in photography from its invention to the present day. Significant photographers, the evolution of aesthetic criteria in the context of other visual arts as well as social/cultural impact. 4 lectures. Fulfills GE C4 except for Art and Design majors.

ART 315. Art History - Art Since 1945. 4 units

Term Typically Offered: W

Prerequisite: ART 112 or ART 213; and Junior standing.

History of visual art from 1945 to the present. Focus on significant movements such as Abstract Expressionism, Pop art, minimalism, conceptual art, earthworks, feminism, and postmodernism. Also focus on new mediums such as performance, video, and installation. 4 lectures.

ART 316. Women as Subject and Object in Art History. 4 units

Term Typically Offered: TBD

Prerequisite: one of the following: ART 111, ART 112, ART 211, ART 212, ART 213, or WGS 201.

Exploration of the role of women in the visual arts. Women as artists, women as portrayed in art, and feminist theory as it applies to the study of the visual arts and art history. 4 lectures. Crosslisted as ART/WGS 316.

ART 317. Asian Art Survey. 4 units

Term Typically Offered: F

Prerequisite: One of the following: ART 111, ART 112, ART 211, or ART 212.

Survey of the traditional arts of Asia - primarily India, China and Japan. Emphasis on the connections between the visual arts in Asia and the philosophical, social and cultural environments in which they arose. 4 lectures.

ART 318. Asian Art Topics: National, Religious, and Intellectual Movements. 4 units

GE Area C4

Term Typically Offered: W, SP

Prerequisite: Junior standing; completion of GE Areas A and C3.

In-depth examination of significant art movements in Asia. Each topic will focus on the development of art in Asia within the context of a specific geographical or theoretical framework. Details will vary depending on topic. The Schedule of Classes will list topic selected. Total credit limited to 12 units. 4 lectures. Fulfills GE C4 except for Art and Design majors.

ART 324. Photographic Expression. 4 units

Term Typically Offered: F

Prerequisite: ART 122 or ART 224. Recommended: ART 222.

Emphasis on personal expression and developing style, introduction to symbology, visual source development and the work of contemporary creative photographers. Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 325. Advanced Camera and Lighting Techniques. 4 units

Term Typically Offered: F

Prerequisite: ART 224.

Emphasis on advanced camera and lighting techniques. Use of architectural exteriors, interiors, landscapes and studio set-ups to assist mastery of large format cameras. Other topics include perspective and sharpness correction, lighting (available and artificial), digital imaging and studio equipment. 3 lectures, 1 laboratory.

ART 329. Editorial Photography. 4 units

Term Typically Offered: W

Prerequisite: ART 325.

Creating, lighting and executing editorial assignments. Producing photography for corporate needs, i.e. annual reports, online presentations, brochures and in-house publications. Emphasis on selecting subject matter and handling lights. 3 lectures, 1 laboratory.

ART 330. Book Arts. 4 units

Term Typically Offered: TBD

Numerous traditional book structures and derivations including accordion, pamphlet, stab, and multiple signature construction. Emphasis on both craftsmanship and experimentation. Hands-on experience and a broad historical overview of paper and book arts. 3 lectures, 1 laboratory.

ART 334. Illustration I: Techniques and Tools. 4 units

Term Typically Offered: SP

Prerequisite: ART 101.

Introduction to the basic practices of commercial illustration as used in the visual communications industry. Emphasis on the generation of ideas, rendering techniques and tools, and self marketing methods, with an overview of the history of illustration. 3 lectures, 1 laboratory.

ART 337. Graphic Design II. 4 units

Term Typically Offered: F

Prerequisite: ART 237 and ART 238; Art and Design majors only.

Exploration of identity design problems through the use of symbolism and metaphor. Design and implementation of corporate logos. 3 lectures, 1 laboratory.

ART 338. Typography II. 4 units

Term Typically Offered: W

Prerequisite: ART 238; Art and Design majors only.

Exploration of typography in the form of text. Application of different typefaces, composition, layout and page systems for the design of periodicals and books. 3 lectures, 1 laboratory.

ART 345. Ceramics II. 4 units

Term Typically Offered: SP

Prerequisite: ART 104 or ART 107; and ART 148 or ART 245.

Studio course in hand, wheel, mold, extruder, jigger, and press forming skills. Design of single and multiple forms and kiln firing procedures.

Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 348. Intermediate Sculpture. 4 units

Term Typically Offered: W

Prerequisite: ART 104 or ART 107 and ART 148.

Intermediate sculpture course in expressive use of form with modeling, casting, carving, and/or assembly. Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 350. Computing for Interactive Arts Capstone I. 2 units

Term Typically Offered: W

Prerequisite: ART 384; CSC/CPE 102 and CSC/CPE 103, or CSC/CPE 202 and CSC/CPE 203; and junior standing.

Definition and specification of a team-based creative collaboration on a digital interactive art project (e.g. animation, video game, interactive media display, etc). Research and techniques, project planning and project team organization, prototype creation. 1 lecture, 1 laboratory. Crosslisted as ART/CSC 350.

ART 353. Intermedia / Art. 4 units

Term Typically Offered: TBD

Prerequisite: ART 101; ART 102 or ART 106; and ART 148.

Studio course emphasizing individual and collaborative creative exploration with project content derived from student's experience. Focus on using traditional as well as new genres of artistic expression such as site specific installations, video art, book works, and performance art. The Schedule of Classes will list topic selected. Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 366. Junior Studio Art Practice. 4 units

Term Typically Offered: F

Prerequisite: ART 148, ART 201, ART 260, ART 209 and junior standing.

Critiques, lectures, and seminar-style discussions aimed at establishing a rigorous creative practice. Includes art writing, research, and individual conceptual and formal development. 3 lectures, 1 laboratory.

ART 370. Michelangelo. 4 units

GE Area C4

Term Typically Offered: W

Prerequisite: For non-ART majors: Junior standing; completion of GE Area A; and one course from Area C3; For ART majors: ART 211, or ART 212, or ART 213.

The art and life of Michelangelo (1475-1564), the renowned painter, sculptor, architect, and poet, with reference to early biographies, his artistic development, and the demands of his patrons. 4 lectures. Fulfills GE C4 except for Art and Design majors.

ART 371. Topics in Renaissance Art. 4 units

GE Area C4

Term Typically Offered: SP

Prerequisite: For non-ART majors: Junior standing; completion of GE Area A; and one course from Area C3; For ART majors: ART 211, or ART 212, or ART 213.

A thematic analysis of Renaissance Art (1300-1600) with special attention paid to politics, patronage, myth, religion, and the development of new genres and subject matter. The Schedule of Classes will list topic selected. Total credit limited to 12 units. 4 lectures. Fulfills GE C4 except for Art and Design majors.

ART 373. New Media Art History. 4 units

Term Typically Offered: SP

Prerequisite: ART 111 or ART 212 or ART 213.

In-depth study of past and contemporary media arts practices. Explores different approaches used by media artists in the 20th and 21st centuries to examine new media and how the lenses of new technologies are used by artists to present knowledge and alter social, cultural and political behaviors. 4 lectures.

ART 383. Digital Video I. 4 units

Term Typically Offered: F, SP

Prerequisite: ART 122 or ART 224.

Introduction to the use of the DSLR camera as a tool for shooting video and basic digital editing including audio editing. Topics will include scripting, storyboarding, composition, motion, editing, lighting and sound. Emphasis on effective communication and expression. 2 lectures, 2 laboratories.

ART 384. Digital 3D Modeling and Design. 4 units

Term Typically Offered: W

Prerequisite: ART 182.

Development of skills and techniques in the use of three-dimensional design and modeling via digital technology. Capabilities of current software in the design and modeling of three-dimensional form. 2 lectures, 2 activities.

ART 388. Interaction Design II. 4 units

Term Typically Offered: F

Prerequisite: ART 288.

Design of original and innovative digital products of interaction design in different media, using user-centered design and usability analysis. Design research methods to engage potential users form the beginning to the end of the design process. 3 lectures, 1 laboratory.

ART 400. Special Problems for Advanced Undergraduates. 1-2 units

Term Typically Offered: F, W, SP

Prerequisite: Senior standing and consent of instructor.

Individual investigation, research, studies, or surveys of selected problems. Total credit limited to 4 units, with a maximum of 2 units per quarter.

ART 402. Advanced Figure 2D. 4 units

Term Typically Offered: W
Prerequisite: ART 302.

Advanced problems in figure drawing and painting. Advanced methods and techniques in the study of the human form as it relates to technical and conceptual issues. Includes working from direct observation of the figure and the development of individual content and approaches. Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 409. Advanced 2-D. 4 units

Term Typically Offered: SP
Prerequisite: ART 201 or ART 309.

Advanced problems in painting and drawing. Emphasis on the creative process from initial concept to the finished work of art. Investigation of traditional, non-traditional and explorative work to encourage development of personal approach. Total credit limited to 8 units. 3 lectures, 1 laboratory.

ART 427. Advertising Photography. 4 units

Term Typically Offered: W
Prerequisite: ART 325 and senior standing.

Applied principles of design and color to produce a photograph that sells an idea, product, or service. Joint projects with ART 432, Advertising Design. Emphasis on thinking, planning, interpreting, and presenting an idea photographically. 3 lectures, 1 laboratory.

ART 432. Advertising Design. 4 units

Term Typically Offered: W
Prerequisite: ART 337 and ART 338 and senior standing or consent of instructor.

Development of print advertising from concept to final presentation. Emphasis on art direction, photo direction and copywriting. For Art and Design majors only. Computer applications are required for appropriate problems. 3 lectures, 1 laboratory.

ART 434. Illustration II. 4 units

Term Typically Offered: SP
Prerequisite: ART 209, ART 334, or consent of instructor; for Art and Design majors only.

Advanced development of concepts and illustration techniques and skills, both as analogue and digital, for use in a variety of graphic design applications such as editorial/publication, retail, educational, technical, or advertising purposes. 3 lectures, 1 laboratory.

ART 437. Graphic Design III. 4 units

Term Typically Offered: W
Prerequisite: ART 337 and ART 338; for Art and Design majors only.

Advanced graphic design. The creation of basic 3-D structures, and the application of graphics in 3-D environments (such as package design and signage). Emphasis on integrative communication activity of all elements including: color, graphics, 3-D forms, typography, and constructions, and includes market research. 3 lectures, 1 laboratory.

ART 438. Typography III. 4 units

Term Typically Offered: SP
Prerequisite: ART 338; for Art and Design majors only.

Advanced exploration of communication and structural aspects of typography. Focus on experimentation and expressively using type to enhance meaning. 3 lectures, 1 laboratory.

ART 439. Type in Motion. 4 units

Term Typically Offered: W
Prerequisite: ART 438, ART 488; for Art and Design majors only.

Sequential organization of typographic information in time and how ideas such as intonation, proximity, pacing, rhythm and progression can influence and shape meaning. Focus on animated typography for a range of applications. 3 lectures, 1 laboratory.

ART 448. Advanced Topics in Sculpture. 4 units

Term Typically Offered: SP
Prerequisite: ART 348.

Studio course specializing in three-dimensional form. Materials include clay, plaster, metal, or wood. Course content will be selected from various topics that are representational, abstraction, non-objective, or conceptual. The Schedule of Classes will list topic selected. Total credit limited to 8 units; may be in same term. 3 lectures, 1 laboratory.

ART 450. Computing for Interactive Arts Capstone II. 2 units

Term Typically Offered: SP
Prerequisite: ART/CSC 350.

Team-based design, construction and deployment of a collaborative interactive computational art project typically found in the fields of animation, game design, and interactive media. Management of interdisciplinary teams, documentation, creative development, testing, and assessment. 2 laboratories. Crosslisted as ART/CSC 450.

ART 463. Senior Portfolio Project. 4 units

Term Typically Offered: SP
Prerequisite: Senior standing; and ART 260.

Planning, preparation, and physical production of a portfolio of work for entrance into the professional job market or graduate school. 3 lectures, 1 laboratory.

ART 466. Senior Studio Art Practice. 4 units

Term Typically Offered: F
Prerequisite: ART 366 and senior standing.

Builds upon content explored in ART 366. Critiques, lectures, and seminar-style discussions aimed at establishing a rigorous creative practice. Art writing, research, and individual conceptual and formal development. 3 lectures, 1 laboratory.

ART 470. Selected Advanced Topics. 1-4 units

Term Typically Offered: TBD
Prerequisite: Consent of instructor.

Directed group study of selected topics for advanced students. Open to undergraduate and graduate students. Class Schedule will list topic selected. Total credit limited to 8 units. 1 to 4 lectures.

ART 471. Selected Advanced Laboratory. 1-4 units

Term Typically Offered: TBD

Prerequisite: Consent of instructor.

Directed group laboratory study of selected topics for advanced students. Open to undergraduate and graduate students. Class Schedule will list topic selected. Total credit limited to 8 units. 1 to 4 laboratories.

ART 474. Collaborative Studio: Rendering, Animation and Modeling. 4 units

Term Typically Offered: TBD

Prerequisite: ART 384.

A collaborative visualization and design studio focusing on rendering, animation and modeling. Modeling and animation software for design conceptualization and expression. Collaboration in teams. Total credit limited to 8 units. 2 lectures, 2 activities.

ART 483. Digital Video II. 4 units

Term Typically Offered: W

Prerequisite: ART 383.

Advanced practices in digital video. Creation of genre-specific narratives using methods in storyboarding, shooting, editing, and sound design. Advanced methods of storytelling, including documentary video, web-based narratives, and fine art video practices. Creation of quality expressive videos. 2 lectures, 2 laboratories.

ART 484. Animation, Video, and Interactive Design. 4 units

Term Typically Offered: TBD

Prerequisite: ART 122 or ART 182 or ART 224.

Creation of in-depth animations and interactive presentations. Advanced scripting, storyboarding, video production, and interactive communication techniques. 3 lectures, 1 laboratory.

ART 488. Interaction Design III. 4 units

Term Typically Offered: TBD

Prerequisite: ART 388.

Advanced development of complex systems in the interaction design space and an exploration of emerging technologies. 3 lectures, 1 laboratory.

ART 489. Advanced Interactive Media Art. 4 units

Term Typically Offered: TBD

Prerequisite: ART 488.

Advanced topics in the digital media field such as interface design, information architecture techniques, digital typography and interactive storytelling. Survey of new applications of design for the new media, and the development of digital portfolio pieces. 3 lectures, 1 laboratory.

ART 494. Cooperative Education Experience. 6 units

CR/NC

Term Typically Offered: F, W, SP

Prerequisite: Sophomore standing and consent of instructor.

Part-time work experience in business, industry, government, and other areas of student career interest. Positions are paid. Formal report and evaluation by work supervisor required. Major credit limited to 12 units; total credit limited to 12 units. Credit/No Credit grading only.

ART 495. Cooperative Education Experience. 12 units

CR/NC

Term Typically Offered: F, W, SP

Prerequisite: Sophomore standing and consent of instructor.

Full-time work experience in business, industry, government, and other areas of student career interest. Positions are paid. Formal report and evaluation by work supervisor required. Major credit limited to 12 units; total credit limited to 12 units. Credit/No Credit grading only.