

# ART & DESIGN

Dexter Bldg. (34), Room 169

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<https://artdesign.calpoly.edu>

Department Chair: James Werner

## Academic Programs

| Program name   | Program type |
|--|--------------|
| Art and Design   | BFA          |
| Art History  | Minor        |
| Cross Disciplinary Studies Minor in Computing for Interactive Arts | Minor        |
| Media Arts, Society and Technology                                 | Minor        |
| Photography and Video  | Minor        |
| Studio Art   | Minor        |

The Department of Art and Design provides students with a diverse program of study, including courses in: art history, digital media, graphic and interaction design, photography, video, and visual art. Art and Design courses integrate hands-on creative work with critical thinking; visual and conceptual experimentation; interdisciplinary collaboration; and a commitment to diversity, equity, and inclusion.

Students are admitted into the Bachelor of Fine Arts (BFA) degree program through submission of a portfolio in their chosen concentration: Graphic Design, Photography and Video, or Studio Art. The Department offers minors in Art History, Photography, and Studio Art. We also offer two affiliate minors: Computing for Interactive Arts and the Media Arts, Society and Technology minor. There are a number of Art and Design Courses that fulfill general education requirements in the C1 and Upper-Division C areas.

The department is also home to the University Art Gallery that showcases nationally and internationally known artists, designers, and photographers, as well as creative work from students, alumni, and faculty.

## Undergraduate Programs

### BFA Art and Design

The Bachelor of Fine Arts degree (BFA) program in Art and Design offers a progressive and innovative major with concentrations in Graphic Design, Photography and Video, and Studio Art. The BFA in Art and Design is accredited by the National Association of Schools of Art and Design (<https://nasad.arts-accredit.org/>). We cultivate unbiased and diverse designers, photographers, filmmakers, artists, and creative professionals who become leaders in their professional, social, and cultural contexts.

### Concentrations

All three concentrations support creative growth and require the development of technical skills, conceptual skills, and cultural competency as a foundation for advanced study and practice in the student's chosen area. The BFA is a pre-professional degree and students in each concentration prepare for either positions in the creative industry or competitive graduate school programs.

### Graphic Design

As a discipline and a profession, graphic design is diverse and expanding. It encompasses: branding, package design, interaction design, environmental graphic design, publication design, and motion design. Students in the graphic design concentration study a variety of subjects relevant to the field, including: typography, identity design, user experience design, user interface design, animation, illustration, book arts, and design history. Our curriculum emphasizes a human-centered approach; students research, analyze, prototype, and design creative concepts and solutions for businesses, social, and cultural contexts. Our program encourages students to think innovatively, ethically, and inclusively, and to engage in hands-on creative exploration and problem solving. Graduates in the graphic design area obtain competitive positions in design studios, creative agencies, in-house creative departments, and in the entertainment and tech industries.

*The Graphic Design concentration in the Department of Art and Design is distinct from the Design Reproduction Technology (<http://www.grc.calpoly.edu/students/design-reproduction-technology-drt/>) concentration in the Graphic Communication Department (<http://www.grc.calpoly.edu/>), which focuses on the technical and electronic aspects of preparing design pieces for reproduction in print media. In contrast, the emphasis of the Graphic Design concentration is on the preparation of a professional portfolio that showcases one's creative and conceptual design abilities.*

### Photography and Video

The study and practice of the lens-based arts of photography and video. Emphasis is placed on concept development, photographic expression, 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

The studio art concentration is a program designed for students who are seeking a comprehensive study of visual art for their undergraduate education. This program is distinctive in its depth of required coursework across a range of contemporary art practices, from two-dimensional media in painting and drawing, to three- and four-dimensional media in sculpture and time-based art. The upper division curriculum allows students to specialize in a discipline pertinent to their career choice in the visual arts. Courses in portfolio preparation, professional practices, and a senior project prepare the student to enter the workplace or pursue advanced degrees.

Our concentration is small and rigorous. Students are able to work closely with their art professors and peers, while having access to the resources of a larger, nationally-ranked university. Students within the concentration are presented with an environment where imagination, intellectual rigor, self-expression, cultural competency, and skill development are expected and explored within a community dedicated to their success. The studio art concentration is committed to cultivating creative professionals with a worldview that is informed by issues of diversity, inequality, and power.

## Art and Design Minors and Affiliate Minors

The Department offers minors in Art History, Photography, and Studio Art. We also offer two affiliate minors: Computing for Interactive Arts (CIA) and the Media Arts, Society and Technology (MAST) minor.

### 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: Giancarlo Fiorenza or Allison Myers

### Photography and Video 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 as specified on the minor curriculum sheet.

Advisor: Sky Bergman or Lana Caplan

### Studio Art Minor

Coursework across a range of contemporary art practices, from two-dimensional media in painting and drawing, to three- and four-dimensional media in sculpture and time-based art. Students select their area(s) of interest after consultation with an advisor.

Advisor: Sara Frantz, Laura Krifka, or Elizabeth Folk

### Cross Disciplinary Studies Minor in Computing for Interactive Arts

An interdisciplinary minor sponsored by the Art and Design department and the Computer Science department. For more information, see the Computer Science and Software Engineering (<https://catalog.calpoly.edu/collegesandprograms/collegeofengineering/computersciencesoftwareengineering/#undergraduatetext>) section of the catalog.

Advisor: Enrica Lovaglio Costello

### Media Arts, Society and Technology (MAST) Minor

An interdisciplinary minor sponsored by the Art and Design department and the Interdisciplinary Studies in the Liberal Arts department. For more information, the Interdisciplinary Studies in the Liberal Arts (<https://catalog.calpoly.edu/collegesandprograms/collegeofliberalarts/interdisciplinarystudiesliberalarts/#undergraduatetext>) section of the catalog.

Advisor: James Werner

## ART Courses

### ART 101. Fundamentals of Drawing. 4 units

Term Typically Offered: F, W, SP

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

Introduction to the artistic practice and cultural value of drawing with emphasis on the practical skills of observation, rendering, and understanding meaning in visual art. Projects encourage growth in technical skill, conceptual innovation, critical thinking, and visual communication. 3 lectures, 1 laboratory. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

### 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 104. Art and Design Foundation Studies II. 4 units

Term Typically Offered: SP

Prerequisite: ART 102.

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 the Visual Arts. 4 units

Term Typically Offered: F, SP

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

Introduction to the material techniques and social purposes of painting, graphic arts, sculpture, performance, and architecture across diverse cultures. Builds visual analysis skills and research techniques needed to interpret and talk about the visual arts broadly. 4 lectures. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

### ART 112. Western Art: A Thematic History. 4 units

Term Typically Offered: F, W, SP

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

Introduction to artistic production, reception, and meaning throughout different eras and contexts of Western civilization. Evaluates the role of art in relation to religion, politics, and commemoration while considering the expressive nature and affective qualities of images and objects. Field trip required. 4 lectures. Fulfills GE Area C1 (GE Area C3 for students on the 2021-22 or earlier catalogs).

### ART 122. Introduction to Digital Photography. 4 units

Term Typically Offered: F, W, SP

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

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 Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

**ART 145. Ceramics I. 4 units**

Term Typically Offered: SP

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

Introduction to artistic practice and cultural value from antiquity to 21st Century. Basic clay working emphasizing design quality, hand building, and potter's wheel. Exercises encouraging growth in technical skill, use of materials for personal expression, conceptual innovation, critical thinking, and visual communication. 3 lectures, 1 laboratory. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

**ART 148. Beginning Sculpture. 4 units**

Term Typically Offered: F, W

2020-21 or later catalog: GE Area C1

2019-20 or earlier catalog: GE Area C3

Introduction to the challenges, methods, and modalities within the expanding field of contemporary sculpture. Emphasis on understanding the signs of meaning produced in visual art. Exploration of materials, tools, and techniques including found objects, casting, carving, wood, and metal. 3 lectures, 1 laboratory. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

**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: F, 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: W, 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

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: TBD

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: F, W

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: SP

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.

**ART 222. Black and White Photography. 4 units**

Term Typically Offered: F, 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: TBD

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 260. Critique, Discourse and Practice. 4 units**

Term Typically Offered: SP

Prerequisite: ART 101 and ART 104; Art and Design majors only.

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 Class Schedule will list topic 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

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: SP

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**

Term Typically Offered: TBD

2020-21 or later: Upper-Div GE Area C

2019-20 or earlier catalog: GE Area C4

Prerequisite: Junior standing; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and one of the following: ART 111, ART 112, 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 Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

**ART 313. Design History. 4 units**

Term Typically Offered: TBD

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**

Term Typically Offered: F, W

2020-21 or later: Upper-Div GE Area C

2019-20 or earlier catalog: GE Area C4

Prerequisite: Junior standing or Art and Design major; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and completion of GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

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 Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

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

Term Typically Offered: W, SP

Prerequisite: ART 112 or ART 211 or ART 212 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 317. Asian Art Survey. 4 units**

Term Typically Offered: TBD

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**

Term Typically Offered: F

2020-21 or later: Upper-Div GE Area C

2019-20 or earlier catalog: GE Area C4

Prerequisite: Junior standing; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and completion of GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

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 Class Schedule will list topic selected. Total credit limited to 12 units. 4 lectures. Fulfills GE Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

**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 through concept-driven projects. Mastery of multiple photographic and video cameras used in available and artificial lighting situations. 3 lectures, 1 laboratory.

**ART 329. Editorial Photography. 4 units**

Term Typically Offered: W

Prerequisite: ART 224.

Creating, lighting and executing editorial assignments on location and in studio. Producing photography and video for the needs of editorial and corporate clients, i.e. print and online publications. Emphasis on creating compelling content and working with clients. 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 333. Concept Art and Storyboarding. 4 units**

Term Typically Offered: F

Prerequisite: ART 182 or CSC 123.

Students develop critical thinking and technical skills to storyboard for animation and interactive immersive projects. Thumbnail sketching, character design, and storyboarding to convey emotions. Students complete an animatic for a short animation, virtual or augmented reality experience. Total credit limited to 8 units. 3 lectures, 1 activity.

**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 145, 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 103 or CSC/CPE 202; 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: SP

Prerequisite: ART 101; ART 102 or ART 106; and ART 148; or Computing for Interactive Arts Minors and ART 182.

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 Class Schedule 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**

Term Typically Offered: F, W, SP

2020-21 or later: Upper-Div GE Area C

2019-20 or earlier catalog: GE Area C4

Prerequisite: Junior standing or Art and Design major; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and ART 211, ART 212, or ART 213 for Art and Design majors or completion of GE Area C1 for all other majors (GE Area C3 for students on the 2019-20 or earlier catalogs).

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 Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

**ART 371. Topics in Renaissance Art. 4 units**

Term Typically Offered: F

2020-21 or later: Upper-Div GE Area C

2019-20 or earlier catalog: GE Area C4

Prerequisite: Junior standing or Art and Design major; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and ART 211, ART 212, or ART 213 for Art and Design majors or completion of GE Area C1 for all other majors (GE Area C3 for students on the 2019-20 or earlier catalogs).

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 Class Schedule will list topic selected. Total credit limited to 12 units. 4 lectures. Fulfills GE Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

**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 375. Intersectional Feminist Art Histories. 4 units**

Term Typically Offered: F, SP

USCP

Prerequisite: Junior standing; and one of the following: ART 112, ART 212, ART 213, or WGQS 201.

Intersectional feminist exploration of the role of women, gender, and sexuality in the visual arts and art history. In-depth focus on intersectional feminisms as they impact the study of the visual arts and art history. Not open to students with credit in ART 316. Course may be offered in classroom-based, online, or hybrid format. 4 lectures. Crosslisted as ART/WGQS 375. Fulfills USCP. Formerly WGS 375.

**ART 376. The Art of Mixed Reality. 4 units**

Term Typically Offered: W

Prerequisite: ART 182 or CSC 123. Recommended: ART 384.

Conceptual creation of mixed reality (MR) worlds, visual styles, and metaphors. Theory-based view of mixed reality, including design of the experience and exploration of the technical challenges and constraints. Students research and propose their own MR project. 3 lectures, 1 laboratory.

**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; or Computing for Interactive Arts minor and ART 182.

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: TBD

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: F, 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: TBD

Prerequisite: ART 438; or Computing for Interactive Arts minor and ART 182.

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: F

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 Class Schedule 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: TBD

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 activities. Crosslisted as ART/CSC 450.

**ART 463. Senior Portfolio Project. 4 units**

Term Typically Offered: SP

Prerequisite: Senior standing and ART 260; Art and Design majors only.

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. The 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. The Class Schedule will list topic selected. Total credit limited to 8 units. 1 to 4 laboratories.

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

Term Typically Offered: TBD  
Prerequisite: ART 122 or ART 182. Recommended: ART 384.

A collaborative visualization studio focused on designing a story and building a short animation. Modeling and animation software for design conceptualization and expression, materials, lighting and rendering techniques. Collaboration in teams. Total credit limited to 8 units. 3 lectures, 1 laboratory.

**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**

Term Typically Offered: F, W, SP  
CR/NC  
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**

Term Typically Offered: F, W, SP  
CR/NC  
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.