

Department of Art and Design

Accredited by the National Association of Schools of Art and Design

Visual Arts Center, Room 105

(909) 537-5802 Department of Art & Design website (<http://art.csusb.edu>)

CSUSB's Department of Art & Design offers outstanding teaching in Art History, Design, Art Education, and Studio Art at both undergraduate and postgraduate levels. Housed within the 100,000 sq. ft. Visual Arts Building at the San Bernardino Campus, the department has some of the best art and design making facilities in the CSU system.

The following bachelor's degrees are offered: the BA in Art History & Global Cultures, the BA in Design Studies, the BFA in Design (with concentrations in 3D, Interface Design, Motion Graphics, and Marketing), the BA in Visual Art Studies, the BA in Art (with concentrations in Studio Art & Art Education), and the BFA in Art (with a concentration in Studio Art).

We also offer an MA in Art and an MFA in Studio Art. The MA in Art is a 30-unit degree for those interested in further development of their studio practice. The MFA in Art, a 3-year, 60-unit degree, is the terminal degree for the field, and requires the mounting of an exhibition of artwork as the culminating experience. Those with an MFA can also teach at the University level.

In the studio arts degrees, we have specialized workshops and studios for painting, drawing, ceramics, glassmaking, photography, sculpture, illustration, wood, and furniture design, as well as printmaking and digital electronic fabrication.

The design degrees cover a broad range of design sub-disciplines, including graphic design (also known as interface design), web design, UX/UI (user-experience/user-interface) design, 3D modelling, virtual and augmented reality design, motion graphics and video editing design, or students can study design in tandem with marketing. The design studios and workshops are equipped with iMacs and digital electronic fabrication tools (such as large-scale color printers, plotters, 3D printers, 3D scanners, laser cutters, and CNC routers) to prepare students for the diverse and rapidly changing design universe.

The art history degree is for those students wishing to move into careers in museums, galleries, archives and other arts organizations or to pursue graduate study. The art history classes also feed into all our other teaching, bringing rigorous research, analysis and contextualization skills to every artist and designer in our department to help develop all types of scholarly and creative professional practices.

A long-standing collaboration with the College of Education on campus also sees the art education area creating innovative, skilled, and thoughtful K-12 teachers for our community as well as a whole host of other collaborations with community partners, giving our students the opportunity to become life-long educators, community leaders, and arts activists.

The Department of Art & Design also has a long partnership with RAFFMA, the campus museum, which hosts a year end, juried student exhibition of art and design work. Students can also opt to exhibit their

work and curate exhibitions in some of the galleries and exhibition spaces throughout the Visual Arts Building.

Students in our department also benefit from access to The Visual Resource Center (room VA208, and online at Visual Resource Center website (<https://www.csusb.edu/visual-resource-center/>)). The VRC has a wealth of study materials for the study of art and design, both in hard copy form and many more online resources specially chosen for the department's curricula. Also, the VRC is home to the Innovative Materials Collection, from which students can learn about new materials for art and design making of any kind by handling and researching the samples of materials.

Studio and design courses meet typically for five hours per week, while art history courses meet for three hours per week. The workshops and studios are open from 8am to 10pm through the week, and for 6 hours on Saturdays, so students can continue working on their projects outside of class time. Field trips are mandatory in most art history courses and many studio art and design courses. Materials fees are required in all courses in the department.

Departmental Honors

To be awarded Honors in Art & Design, a student must:

1. Achieve a university grade point average of 3.25;
2. Achieve a grade point average of 3.5 in the major;
3. In special circumstances, the department may grant honors to students who fail to meet some or all the above requirements but have in some other way demonstrated exceptional achievement in the field of art & design. In these cases, the student must be recommended by three faculty, at least one of whom is in their area of specialization.

Students who meet criteria #1 and 2 will automatically be notified that they will be receiving an honors designation. For those interested in receiving honors who do not meet criteria #1 and 2, the student must initiate the process by making a formal application to the Department of Art & Design prior to their final term of study.

Current Faculty

Francis Almendarez, Assistant Professor
MFA Fine Art (with Distinction), Goldsmiths, University of London, UKBFA Sculpture/New Genres, minor in Teacher Credential Preparation: Single Subject in Art, Otis College of Art and Design, Los Angeles, CA, USA
Mobility/Exchange Program, École Nationale Supérieure des Beaux-Arts, Paris, France
Photography and Foundation, Pasadena City College, Pasadena, CA, USA

Kurt Collins, Professor
B.A. 1995, University of Colorado
M.S. 1996, Ferris State University

Jane Chin Davidson, Professor
BA, 2001, Reed College
Ph.D, 2007, University of Manchester

Ed Gomez, Associate Professor
B.F.A. 1999, Arizona State University
M.F.A. 2003, Otis College of Art and Design

Katherine Gray, Professor, Chair
B.A. 1989, Ontario College of Art

M.F.A. 1991, Rhode Island School of Design

Taylor Moon, Assistant Professor

B. A. 2018, UC Santa Barbara

M.A. 2019, University of Oxford

Andrew Oakes, Associate Professor

B.A. 1997, California State University, San Bernardino

M.F.A. 2014, Azusa Pacific University

Matthew Poole, Professor

B.F.A. 1996, Ruskin School of Fine Art, University of Oxford

M.F.A. 1997, University of Northumbria, Newcastle-Upon-Tyne

Alison Petty Ragguette, Professor

B.F.A. 1997, Concordia University

M.F.A. 2004, California College of the Arts

Robert Ray, Associate Professor

B. A. 2006, Northeastern Illinois University

M. A. 2010, Rensselaer Polytechnic Institute - Troy NY

Brad Spence, Professor

B.A. 1990, University of Florida

M.F.A. 1996, California Institute of the Arts

Beth Steffel, Associate Professor

B.F.A. 2004, University of Akron

M.F.A. 2006, University of Cincinnati

Meng-Jung Yang, Assistant Professor

Ph.D. Northern Illinois University, DeKalb, IL. M.F.A. National Taiwan

Normal University, Taiwan.

Emeriti

Leo G. Doyle, Professor

Robert R. Harrison, Professor

Julius D. Kaplan, Professor

Sant K. Khalsa, Professor

Roger Lintault, Professor

George McGinnis, Professor

Thomas McGovern, Professor

Billie P. Sessions, Professor

William Warehall, Professor

Don Woodford, Professor

Undergraduate Degrees

Bachelor of Arts

- Art (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-ba/>) with concentrations in:
 - Art Education
 - Studio Art
- Art History and Global Cultures (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-history-ba/>)

- Design Studies (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/design-studies-ba/>)

- Visual Art Studies (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/studio-art-studies-ba/>)

Bachelor of Fine Arts

- Art (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-bfa/>) with a concentration in:
 - Studio Art
- Design (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/design-bfa/>) with concentrations in:
 - Interface Design
 - Motion Graphics
 - 3D
 - Marketing

Graduate Degree

Master of Arts in Art (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-ma/>)

Master of Fine Arts

- Studio Art (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/studio-art-mfa/>)

Minors

- Animation & Illustration (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/animation-minor/>)
- Art History (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-history-minor/>)
- Digital Arts (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/digital-arts-minor/>)
- Photography & Video (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/vid-photo-minor/>)
- Studio Art (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/studio-art-minor/>)

Certificates

- Art and Restorative Justice (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/art-and-restorative-justice-certificate/>)
- Arts and Entrepreneurship (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/business-skills-artist-certificate/>)
- Video and Photography (<https://catalog.csusb.edu/colleges-schools-departments/arts-letters/art/vid-photo-cert/>)

Art Courses

ART 1120. 2D Foundation: Line, Color and Composition. Units: 3

An introduction to analogue and digital applications used to explore elements and principles of two-dimensional art, focusing on line, color and composition as related to contemporary art concepts. Creative problem solving and developing visual literacy skills using traditional and non-traditional media. Formerly ART 120. Materials fee required. One hour lecture and four hours activity.

ART 1130. 3D Foundation: Form, Space & Time. Units: 3

An introduction to analogue and digital applications used to explore elements and principles of three-dimensional art, focusing on contemporary art concepts and form in space. Experimentation with materials such as paper, clay, metal, plastic, and wood using both traditional and innovative techniques will be developed. Formerly ART 121. Materials fee required. One hour lecture and four hours activity.

ART 1140. Creative Technology for Artists. Units: 3

An introduction to computer-based technology used by visual artists. Student projects will include the use of vector and raster based computer software as well as 3D modeling, digital video, and photography. Formerly ART 123. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 1150. Language of Art. Units: 3

Students will gain foundational knowledge of the terminology, diversity of approaches, and potential career options related to the practice, interpretation, exhibition, and teaching of art. Materials fee required.

ART 1160. Introduction to Drawing and Life Drawing. Units: 3

An introduction to drawing techniques and expression. Emphasis on rendering form and space, mark making, value, line, gesture and linear perspective, including direct observation of live model. Formerly ART 122. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 1200. Creativity, Imagination, and the Consciousness. Units: 3

An exploration of the integration of creativity, imagination, and understandings of consciousness through the lens of diverse cultural perspectives, philosophies and the way individuals and cultures have applied these in creative practices. In addition to research and analysis, students will engage in meditative and reflective activities including conscious breathing, writing, and drawing. This is a university foundations seminar, satisfying GE Category E. Three hours per week seminar. Materials fee required.

ART 2240. Beginning Imaging and Illustration. Units: 3

Semester Prerequisite: ART 1140
Combining digital and analogue mediums to explore visual communication. Emphasis on expressive problem solving, story-telling, modeling and rendering. Formerly ART 238. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 2260. Beginning Photography. Units: 3

Fundamentals of creative photography including digital camera operation, capture, editing, printing and basic studio lighting. Emphases on technology, content and theory for creative, commercial and scientific applications. Formerly ART 291. Materials fee required.

ART 2290. Beginning Painting. Units: 3

Develop the basic technical and conceptual skills of painting. Provide an introduction to the medium's fundamental techniques and materials. Emphasis on color theory, composition, and naturalistic style as well as the expressive and conceptual potential of paint. Formerly ART 235. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 2320. Beginning Ceramics. Units: 3

An introduction to beginning techniques including pinch, coiling, slab building, and wheel throwing to create pottery and ceramic sculpture. Experimentation with clay and glaze chemistry and digital ceramics applications will be introduced. Lectures will provide an introduction to the ceramic art movement from a global perspective, both historical and contemporary. Formerly ART 254. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 2329. Xicanx Art. Units: 3

This project based learning course examines the origin, meanings, practitioners, diverse approaches, and sociopolitical context of Xicanx Art. Students will apply what is learned through the design and implementation of original multidisciplinary projects that are public, participatory, or community based and inspired by Xicanx art. One hour lecture and four hours activity. Formerly offered as Art 329. Materials fee required.

ART 2330. Beginning Glass. Units: 3

Quarter Prerequisite: ART 121 or consent of instructor
Basic creative glassworking techniques, including working with molten glass (glassblowing, solid sculpting,) coldworking (cutting, grinding, polishing, surface decoration) and kilnworking (fusing, casting). Lectures, demonstrations, visiting artists, and field trips as needed. Formerly offered as ART 270. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 2350. Beginning Sculpture. Units: 3

Approaches to sculpture using a variety of materials, tools, processes, and concepts. Introduction to working with traditional (wood, metal, plaster, wax) and non-traditional media to creatively problem solve. Formerly ART 240. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 2400. Introduction to Chicanx Art. Units: 3

Examination of the origin, meaning, practitioners, characteristics, motivations, and sociopolitical context of Chicanx Art and activism. Satisfies GE Category C1; GE DI designation.

ART 3000. Art and Activism. Units: 3

This Project-based Learning course explores the histories of art and activism from a multidisciplinary perspective. Students will reflect on their own experiences and design and facilitate a collaborative project with the campus or larger community applying learning about the theories and practices of art and activism. Satisfies GE category C4; DI, WI designation. Satisfies Diversity and Social Justice pathway. Materials fee required.

ART 3160. Intermediate Drawing and Life Drawing. Units: 3

Semester Prerequisite: ART 1160 or consent of instructor
Intermediate drawing and figure drawing with an emphasis on creative expression and developing an artistic voice using elements of mark making. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3240. Intermediate Imaging and Illustration. Units: 3

Semester Prerequisite: ART 2240
Intermediate level combination of digital and analogue mediums to explore visual communication. Emphasis on expressive problem solving, storytelling, modelling and rendering. Formerly ART 350. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3260. Intermediate Photography. Units: 3

Semester Prerequisite: ART 2260 or consent of instructor. Quarter Prerequisite: ART 290 and ART 291 or consent of instructor
Introduction to analog film and traditional darkroom processes including manual operation of 35mm, medium, and large format cameras, hand-processing film, negative enlargement, wet lab printing, and digital scanning in both color and B&W. Materials fee required. One hour of lecture per week, plus four hours of studio activity. Formerly ART 391.

ART 3265. Special Topics in Photo/Video. Units: 3

Semester Prerequisite: ART 2260 and ART 3260 or consent of instructor
An advanced course providing the opportunity for studio work in a predetermined area of specialization, with each semester focusing on a particular topic or theme. Students will examine critical issues and texts related to the topic, and develop a portfolio or body of work in relation to the topic over the course of the semester. May be taken up to three times for a maximum of 9 units as topics change. Materials fee required. One hour lecture and four hours of studio activity per week.

ART 3270. Printmaking. Units: 3

Semester Prerequisite: ART 1120 or consent of instructor
Intensive study of printmaking including the study of etching, collagraph, silkscreen, lithography, wood and lino' printing or experimental processes and combinations stressing individual growth and aesthetic control of imagery and technique. Formerly ART 362. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3290. Intermediate Painting. Units: 3

Semester Prerequisite: ART 2290 or consent of instructor. Quarter Prerequisite: ART 235 or consent of instructor
Intermediate research in painting introducing the medium's expressive and conceptual possibilities. Includes color theory, composition, and material techniques developed in relation to the medium's historical background and contemporary practices. Formerly ART 335. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3320. Intermediate Ceramics. Units: 3

Semester Prerequisite: ART 2320 or consent of instructor. Quarter Prerequisite: ART 254 or consent of instructor
Intermediate level exploration of functional and sculptural approaches to ceramics utilizing mold making slip casting, wheel throwing, hand building techniques, digital ceramics, and multiple glazing applications. Laboratory training in clay and glaze chemistry, kiln loading, firing methods, and health and safety practices that are standard for creative and industrial applications. Lectures will focus on historical and contemporary aspects of the craft and ceramic art movement from a global perspective. Formerly ART 355. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3330. Intermediate Glass. Units: 3

Semester Prerequisite: ART 2330 or consent of instructor. Quarter Prerequisite: ART 270 or consent of instructor
Continued explorations in glass with an emphasis on developing skills that articulate a personal artistic vision. Demonstrations of more advanced and/or refined techniques in various glassworking areas will supplement image presentations, field trips, and independent in-studio work time. Laboratory training in glass formulations and melting, color chemistry and health and safety practices that are standard for creative and industrial applications. Formerly ART 370. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3332. Case Studies in Art and Activism. Units: 3

Semester Prerequisite: ART 3000 and ART 4450
This course will explore the interrelated histories of art and activism through select case studies focusing on artists and collectives addressing a diversity of issues throughout time and around the globe. Students will further reflect on social issues that are compelling to them and do research to familiarize themselves more deeply with the issue and with artists and activists who have taken on similar causes. Students will apply what learning through collaborative projects and student-led research. May be taken two times for a total of 6 units. Materials fee required.

ART 3350. Intermediate Sculpture. Units: 3

Semester Prerequisite: ART 2350 or instructor consent. Quarter Prerequisite: ART 240
Intermediate sculpture using a variety of materials, tools, processes, and concepts. Further explorations in material studies and fabrication techniques incorporating analog and digital technologies for artistic self-expression in three-dimensional space. Formerly ART 340. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3370. Woodworking and Furniture Design. Units: 3

Woodworking and furniture design using a variety of materials, tools, processes, and concepts to produce art and design objects. Hand and power tools, various machines, layout, and material selection. Formerly ART 308. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3430. Digital Fabrication: Functional Art/Object Design 1. Units: 3

Semester Prerequisite: ART 1140 or consent of instructor. Quarter Prerequisite: ART 123
This course is designed for artists and designers interested in making three-dimensional forms from digital files. Students will explore direct 3D modeling, parametric modeling, and creating vector files. Students will model simple and complex objects for both fine art and commercial applications and fabricate them by using laser cutters, 3D printers and CNC milling processes. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3520. Socially-engaged Art. Units: 3

This course will investigate new and non-traditional approaches to socially-engaged art, including social practice and participatory art. Students will research and reflect on relevant social issues to identify their area of interest and use this as the basis for creating original socially-engaged art projects. One hour lecture and 4 hours activity. Course may be taken 2 times for a total of 6 units.

ART 3700. Public Art. Units: 3

Semester Prerequisite: 1 lower-division studio course or consent of instructor. Quarter Corequisite: UCC amended - removed as content changes from catalog description. Quarter Prerequisite: ART 120, 121, 122 and 123, or consent of instructor
The study and practice of art for public places including the history, theory, conceptualization, production, combined with professional and business practices. Laboratory training in methods, materials, operating equipment, and health and safety practices. May be taken up to 4 times for a maximum of 12 units. Formerly ART 441. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3710. Video Art. Units: 3

Semester Prerequisite: ART 1140 or consent of instructor. Quarter Prerequisite: ART 123 or consent of instructor
Creative research and experimentation in digital video art including history, theory, production (camera, lighting, sound, and editing techniques), presentation (single channel, multi-channel, projection, and installation), and contemporary practices. May be taken up to 4 times for a maximum of 12 units. Formerly ART 387. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3720. Performance Art. Units: 3

Semester Prerequisite: 1 lower-division studio course or consent of instructor
Exploration of action, movement, media, and audience in the development and practice of performative works. History, theory, methodology of performance art and its cultural impact will be discussed in the context of individual or group, narrative or non-narrative events. May be taken up to 4 times for a maximum of 12 units. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3730. Installation Art. Units: 3

Semester Prerequisite: ART 1130 and 1 lower-division studio course or consent of instructor. Quarter Prerequisite: Art 121, 122, 123, 124, and successful completion of two lower-division studio courses or consent of instructor
A cross-disciplinary sculptural practice that incorporates or is characterized by its environment or site. Theoretical and conceptual issues, practical concerns and techniques, and history of installation art. Art making, lectures, critiques, visiting artists, and field trips as needed. May be taken up to 4 times for a maximum of 12 units. One hour of lecture per week, plus four hours of studio activity. Formerly ART 373. Materials fee required.

ART 3740. Visiting Artist Residency: Collaborative Production & Exhibition Practice. Units: 3

Semester Prerequisite: Senior standing or consent of instructor
Working directly with a visiting resident artist, students will participate in the production of an artwork and/or exhibition for the campus community. Students will gain service-learning experience in collaborative approaches to art-making processes, from conception to fabrication to installation and/or exhibition. Specific lectures and skills taught will be dictated by the requirements of the project. Laboratory training in methods, materials, operating equipment, and health and safety practices. May be taken 2 times for up to 6 units as content will change with each visiting artist. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3760. Border Art. Units: 3

Semester Prerequisite: 1 lower division studio course or consent of instructor; no pre-requisites for non-art majors
This course will study the cultural dynamics, politics, and art that is produced where neighboring regions meet. Students will also explore making socially engaged artworks that relate to the course content by working individually and collectively in the studio. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 3780. Special Topics in Art. Units: 3

Studio/laboratory course with varying topics addressing genres, media, and interdisciplinary studies with coursework focused on a selected topic. Formerly ART 366. Materials fee required. May be taken 4 times for 12 units.

ART 4160. Advanced Drawing and Life Drawing. Units: 3

Semester Prerequisite: ART 3160 or consent of instructor. Quarter Prerequisite: ART 122 or consent of instructor
Advanced exploration of drawing and figure drawing with an emphasis on creative expression and developing an artistic voice using elements of mark-making. May be taken up to 4 times for a total of 12 units. Formerly ART 304. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4240. Advanced Imaging and Illustration. Units: 3

Semester Prerequisite: ART 3240 or consent of instructor
Advanced level combination of digital and analogue mediums to explore visual communication. Emphasis on expressive problem solving, storytelling, modeling and rendering. May be taken 4 times for a total of 12 units. Formerly ART 320. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4260. Advanced Photography/Video Studio. Units: 3

Semester Prerequisite: ART 3260, two sections of ART 3265, and ART 3710, or consent of instructor. Quarter Prerequisite: ART 290, ART 291 and ART 391 or consent of instructor
Research and development of individual photography and/or video projects for creative, commercial, and scientific applications. Students are expected to conduct research, develop a portfolio, and take on long-term or large-scale projects that effectively engage with contemporary issues. Extensive development of both technical skills and critical analysis. May be taken up to 2 times for up to 6 units. Materials fee required. One hour lecture and four hours of studio activity per week.

ART 4270. Advanced Printmaking. Units: 3

Semester Prerequisite: ART 3270 or consent of instructor
Creative research in intermediate studio printmaking techniques in intaglio methods, including metal, collagraph and related materials; methods used to create stencils for multi-color registration and printing including photo processing; lithographic methods on stone or metal plates; black and white and color processes and polymer relief processes. May be taken up to 4 times as content changes. Formerly ART 361. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4290. Advanced Painting. Units: 3

Semester Prerequisite: ART 3290 or consent of instructor. Quarter Prerequisite: ART 335 or consent of instructor
Advanced exploration of individual artistic vision in paint. Formerly ART 336. May be taken up to 4 times as content changes. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4320. Advanced Ceramics. Units: 3

Semester Prerequisite: ART 3320 or consent of instructor. Quarter Prerequisite: ART 355 or consent of instructor
Advanced exploration of mold making, wheel throwing, slip casting, digital ceramics, and hand-building techniques that will result in the development of individual aesthetics and concepts. Advanced laboratory training in clay and glaze chemistry, kiln loading, firing methods, and health and safety practices that are standard for creative and industrial applications. Lectures and research will focus on the craft and ceramic art movement from a global perspective, both historical and contemporary. Formerly offered as ART 357. May be taken up to 4 times for a total of 12 units. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4330. Advanced Glass. Units: 3

Semester Prerequisite: ART 3330 or consent of instructor. Quarter Prerequisite: Ten units of ART 370 or consent of instructor
Students observe demonstrations and work independently to articulate and refine a cohesive body of work using glass as an integral part of the artistic vision. Additional instruction in studio management, equipment maintenance, safe practices in glass melting and color mixing as needed. May be repeated for a maximum of 12 units. Formerly offered as ART 471. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4350. Advanced Sculpture. Units: 3

Semester Prerequisite: ART 3350 or consent of instructor. Quarter Prerequisite: ART 340 or consent of instructor
Advanced approaches to sculpture using a variety of materials, tools, processes, and concepts including digital fabrication with CNC milling tools and laser cutters. Formerly offered as ART 341. May be taken up to 4 times for a maximum of 12 units. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 4370. Advanced Woodworking and Furniture Design. Units: 3

Semester Prerequisite: ART 3370 or consent of instructor. Quarter Prerequisite: ART 308 or consent of instructor
Advanced work in woodworking and furniture design. May be taken up to 4 times for a maximum of 12 units. One hour of lecture per week, plus four hours of studio activity. Formerly offered as ART 369. Materials fee required.

ART 4430. Digital Fabrication: Functional Art/ Object Design 2. Units: 3

Semester Prerequisite: ART 3430 or consent of instructor
This course covers advanced methods and procedures for making three-dimensional forms from digital files. Students will explore direct 3D modeling, parametric modeling, and creating vector files. Students will model simple and complex objects for both fine art and commercial applications and fabricate them by using laser cutters, 3D printers, and CNC milling processes. May be taken 2 times for a total of 6 units. One hour lecture and four hours of studio activity. Materials fee required.

ART 4450. Arts in Action: Visual Art. Units: 3

The applied practice of arts education in the community. Projects will vary based on participants. May be repeated for credit if taken under a different Fine Arts subject (Dance, Visual Art, or Music). One hour lecture and four hours studio activity per week. Materials fee required.

ART 4500. Advanced Art Laboratory. Units: 2

Advanced art production in any chosen studio art area. Students develop self-directed research, experimentation, and practice in close consultation with the professor. Art production maintains best practices in studios and laboratories in methods, materials, operating equipment, and health and safety practices. May be taken up to 3 times for a total of 6 units. Department consent required. Materials fee required.

ART 4530. Art Writing. Units: 3

Semester Prerequisite: ART 1150 or consent of instructor. Quarter Prerequisite: Completion of the upper-division writing requirement and eight units of upper-division Visual Studies or Art History
This project-based learning course explores critical and creative approaches to writing about art, multiple perspectives on interpreting and analyzing art, and the interrelated processes of writing, editing, and publishing. The course will proceed from foundations in writing and editing to a more in-depth analysis of the craft and includes the initiation, development, and completion of a full-fledged student-led publication project. May be taken 2 times for a maximum of 6 units. One hour lecture and four hours of studio activity per week. Materials fee required.

ART 5500. Undergraduate Professional Practices. Units: 3

Semester Prerequisite: Senior standing or consent of instructor
Preparation and documentation of a portfolio and ancillary materials that is representative of the student's work. Additional research about opportunities, resources, and further professional development. Formerly ART 416. Graded Credit/No-Credit. Materials fee required.

ART 5510. BFA Project. Units: 3

Quarter Prerequisite: Art major Plan I or II, senior status and 10 units of advanced level studio coursework, or consent of instructor
Preparation and completion of individual project or exhibition supplemented by interdisciplinary critiques, readings, research, visiting speakers, and discussions relevant to contemporary ideas and issues in art. Materials fee required. Formerly known as ART 414.

ART 5540. Social Practice and Participatory Art. Units: 3

Semester Prerequisite: Must be junior or senior standing in the Visual Studies concentration or by consent of instructor
In this advanced course, students will apply what was learned in Visual Studies and Studio Art courses to develop and create original projects in the area of social practice or participatory art. Students will be guided to consider context and media and to thoughtfully integrate viewers and communities as part of the visual art experience. May be taken twice for a total of 6 units. One hour of lecture and 4 hours of activity. Materials fee required.

ART 5550. Capstone: Visual Studies Project. Units: 3

In this culminating course in the Visual Studies track, students will develop a comprehensive project in the discipline. Projects may include community-based research in the arts, curriculum in the arts, a research paper on art pedagogy or art and public policy, or a related project of student's choosing. Students will be supported in the process of designing and implanting project and participate in reflective feedback and peer review to support the evolution of each project. Materials fee required.

ART 5750. Internship in Art - Reflection Component. Unit: 1

Semester Prerequisite: Junior or senior standing. Prerequisite: Junior or senior standing
Semester Corequisite: ART 5751, 5752 or 5753
Guided reflection on the internship experience to support deeper learning and personal growth. Students will participate in guided reflections and the opportunity to discuss issues and questions. May be offered in person or online. May be taken twice for up to 2 units.

ART 5751. Internship in Art. Unit: 1

Semester Prerequisite: Consent of instructor. Quarter Prerequisite: Junior or senior standing or consent of instructor

Semester Corequisite: ART 5750

Supervised learning on-site with work in a business, artist, local community partner, private or another relevant project in public setting which provides professional experience in the field. May be taken 2 times for a maximum of 2 units. Formerly offered as ART 575A. Materials fee required.

ART 5752. Internship in Art. Units: 2

Semester Prerequisite: Consent of instructor. Quarter Prerequisite: Consent of instructor

Semester Corequisite: ART 5750

Supervised learning on-site with a business, artist, local community partner, or other relevant projects in the field. May be taken 2 times for a maximum of 4 units. Formerly offered as ART 575B. Materials fee required.

ART 5753. Internship in Art. Units: 3

Semester Prerequisite: consent of instructor. Quarter Prerequisite: consent of instructor

Semester Corequisite: ART 5750

Supervised learning on-site with a business, artist, local community partner, or other relevant projects in the field. May be taken 2 times for a maximum of 6 units. Formerly offered as ART 575C. Materials fee required.

ART 5951. Independent Study. Unit: 1

Quarter Prerequisite: a minimum overall grade point average of 3
Academic or community-based research in the arts and/or visual studies conducted under the direction of a faculty member. May be repeated for credit, a total of 6 units may apply toward graduation. Enrollment is dependent on the consent of instructor and departmental approval of a written proposal of a project submitted by the student in advance of course. Formerly offered as Art 595A. Materials fee required.

ART 5952. Independent Study. Units: 2

Academic or community-based research in the arts and/or visual studies conducted under the direction of a faculty member. Enrollment is dependent on the consent of instructor and departmental approval of a written proposal of a project submitted by the student in advance of course. May be repeated for credit for up to 6 units. Formerly ART 595B. Materials fee required.

ART 5953. Independent Study. Units: 3

Academic or community-based research in the arts and/or visual studies conducted under the direction of a faculty member. Enrollment is dependent on the consent of instructor and departmental approval of a written proposal of a project submitted by the student in advance of course. May be repeated for credit for up to 9 units. Formerly ART 595C. Materials fee required.

ART 6604. Graduate Studio in Art. Units: 3

Semester Prerequisite: admission to the MFA in Studio Art program.

Quarter Prerequisite: admission to the MFA in Studio Art program

Investigation of advanced studio problems focusing on the development of individual directions. May be taken 5 times for up to 15 units. Graded Credit/No credit. Formerly offered as ART 604. One hour discussion and four hours of activity. Materials fee required.

ART 6617. Graduate Seminar in Critical Theory and Methodology. Units: 3

Quarter Prerequisite: admission to the MFA in Studio Art or the MA in Art, Studio Art

Theoretical, critical and methodological approaches with emphasis on contemporary visual arts. Materials fee required. Formerly offered as ART 617.

ART 6618. Graduate Seminar in Contemporary Art Issues and Practices. Units: 3

Quarter Prerequisite: admission to the MA in Art, Studio Art or MFA in Studio Art

Current issues and practices and their relevance to contemporary artists. Materials fee required. Formerly offered as ART 618.

ART 6620. Graduate Studio Critique. Units: 3

Quarter Prerequisite: admission to the MFA in Studio Art program

Weekly critique and discussion of individual student work. May be repeated for credit 6 times for up to 18 units. Formerly offered as ART 620. Materials fee required.

ART 6630. Graduate Seminar in Professional Practices. Units: 3

Quarter Prerequisite: must be a second- or third-year classified student in the MFA in Studio Art program

Portfolio development and selection of art markets; legal and financial issues in the production and protection of art; teaching practicum and creation of teaching philosophy and postgraduate professional development. Writing an extended artist's statement that fulfills the graduate writing requirement. Formerly offered as ART 630 and ART 670. Materials fee required.

ART 6695. Master's Project in Studio Art. Units: 3

Semester Prerequisite: - completion of ART 6630 with a B or better and successful completion of advancement review conducted by the Department of Art graduate committee. Quarter Prerequisite: successful completion of advancement review conducted by the Department of Art graduate committee

Preparation for and completion of culminating exhibition of works produced by student in the M.F.A. in Studio Art program. A report, presentation and documentation of the project is required. Open only to students who have been advanced to candidacy. Formerly offered as ART 695E.

ART 6990. Continuous Enrollment for Graduate Candidacy Standing. Units: 0

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6991. Continuous Enrollment for Graduate Candidacy Standing. Unit: 1

Quarter Prerequisite: Advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6992. Continuous Enrollment for Graduate Candidacy Standing. Units: 2

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6993. Continuous Enrollment for Graduate Candidacy Standing. Units: 3

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6994. Continuous Enrollment for Graduate Candidacy Standing. Units: 4

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6995. Continuous Enrollment for Graduate Candidacy Standing. Units: 5

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

ART 6996. Continuous Enrollment for Graduate Candidacy Standing. Units: 6

Quarter Prerequisite: advancement to candidacy and approval of program graduate coordinator or, if an interdisciplinary studies major, consent of the Dean of Graduate Studies

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses. Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

Art Education Courses

AAED 2431. Art in the Classroom. Units: 3

Provides experiential art skills and current art education theory and practice for the elementary classroom teacher and for Art students wishing to facilitate art in school or community settings. Students will learn how to design art lessons and art activities based on works of art in accordance with National Visual Arts Standards. Formerly known as ART 2395 / ART 395. One hour lecture and four hours of studio activity per week. Materials fee required.

AAED 2432. From Teaching Artists to Social Practice: A History. Units: 3

This course examines a historical arc of how educators, artists, and activists have utilized the arts to actively engage communities and impact social issues. Course analyzes historical, geographical and gender, racial, and ethnic components of global social processes and problems and the role of art to promote social change. One hour lecture and four hours of studio activity per week. Materials fee required. Formerly offered as ART 2280.

AAED 3431. Art and Human Development. Units: 3

Human development is rooted in dynamic changes in biological, cognitive, and socioemotional processes that interact over time. This course will utilize the perspective of art to explore who we are, how we came to be this way, and where our future will take us. Students learn philosophical, psychological, and methodological perspectives on art and human development with emphasis on the impact of diversity in socio-cultural, communal, linguistic, and other areas in teaching and learning art. One hour lecture and three hours activity each week. Satisfied non-GE DI designation. Materials fee required. Formerly ART 460 and ART 4460.

AAED 3432. Critical and Pedagogical Theories in Contemporary Art and Design Education. Units: 3

This project-based learning course examines pedagogical theories and the ways that social and cultural issues inform the construction of meaning in diverse learning spaces throughout society. Students will analyze practices of visual studies including collaboration processes and pedagogy for K-12 and community-based art education. Students will engage in an interactive process of research, theory, and practice and apply learning through the creation of art. Materials fee required. One hour of lecture and three hours of activity per week. Formerly known as ART 3400.

AAED 4431. Visual Literacy and Media Technology in Art and Design Education. Units: 3

Semester Prerequisite: ART 1140 and ART 2260

This course focuses on the integration of emerging technologies and visual literacy into art and design education for K-12 classroom settings. Using basic browser-based applications to more advanced multimedia production, students will gain experience with creating works of art, interpreting visual culture, and integrating technology into art and design education curriculum. Students will also understand accessibility-related challenges and implement creative solutions. At the end of the course, students will develop a critical understanding of technology in contemporary society to promote visual literacy by finding accessibility-based technology to create artwork and curriculum that engages with visual culture. One hour lecture and three hours studio activity per week. Materials fee required.

AAED 4432. Community-based Art Practicum. Units: 3

Semester Prerequisite: AAED 3431: Art and Human Development and AAED 3432: Art in the Classroom

In this service-learning course, students apply theories of contemporary art and pedagogy in practice to reflect on, design, and implement relevant art activities, a community-based project, or a participatory research project in the arts with a local community partner. Formerly known as ART 4551 / ART 540. May be taken two times for a total of 6 units. One hour lecture and three hours studio activity per week. Materials fee required.

AAED 4433. Leadership and Engagement in the Arts. Units: 3

Prerequisites: AAED 3431 and AAED 3432

This senior level course emphasizes topics critical to arts administration such as organizational theory, budgeting, board development, and fundraising. The course will examine the historical development of arts administration as a professional field, issues that affect contemporary organizations, and how individual skills relate. In this course, students will develop their own professional profiles. Students should have background knowledge about art and human development as well as current art education theory and practice. Formerly ART 4520. Materials fee required.

AAED 4434. Art and Restorative Justice. Units: 3

This course will introduce restorative justice and investigate the theoretical and practical applications of the arts in building awareness and impacting communities. Students will apply learning in the field through a pedagogical or social practice project and will participate in a related Service Learning project. One hour lecture and three hours studio activity per week. Formerly offered as ART 3331. Materials fee required.

AAED 4435. Arts in Corrections Practicum. Units: 3

In this service-learning course, students learn the history of Arts in Corrections in California, analyze the role of art within rehabilitative programming, study the social and cultural impact of mass incarceration, and apply learning through active participation in Arts in Corrections programming. Satisfies DI designation. May be taken two times for a total of 6 units. Materials fee required. Formerly known as ART 4552.

AAED 5431. Methodologies and Curriculum Development in Art and Design Education. Units: 3

This course is a synthesis of educational theory, studio practice, student assessment, and contemporary topics in art education for teaching art and design in secondary school classrooms. Students will gain experience with sequential curriculum writing, art creation, and pedagogical implementation. Additionally, students will observe and participate with diverse populations in secondary school settings. On completion, learners will be proficient in curriculum development and instruction with an emphasis on an interdisciplinary approach, technological content, and practice of cultural responsiveness with diverse student populations. One hour lecture and three hours studio activity per week. Formerly known as ART 5499 / ART 499. Materials fee required.

Art History Courses

AH 1103. Art History Methodologies 1. Units: 3

Introduction to methodologies in art history and research: how to navigate archives, collections, libraries, an art bibliographies to obtain peer-reviewed art historical scholarship. Engage in critical reading and analysis, and learn practices of writing for art history. Broad survey of examples from the fine arts and design. Materials fee required.

AH 1104. Art History Methodologies 2. Units: 3

Survey of historical traditions, mythologies, and exhibitions types in the fine arts and design. Focus on understanding methodologies of art history and research into specific themes of art in the global context. Broad range of fine arts and design examples used. Materials fee required.

AH 1120. Globalization, Art, and Visual Culture. Units: 3

Introduces definitions and concepts for the term globalization through a critical inquiry into visual culture. Providing an overview of historical world art and contemporary global art, and an update on the conditions of globalization in the 21st century, this course will reveal how global issues, global communities, and digital forms of communication are more and more constructed through visual expressions. Satisfies non-GE DI, G, and WI designations. Materials fee required.

AH 1221. Art History Foundations 1. Units: 3

Introduction and survey of periodizations such as premodern, modernity/modernisms, postmodernisms, digimodernisms, and beyond as a defining time-categorization of art history in the globalized field of art and design. Exploration of terms and meanings of art historical periodization is conducted in different cultural contexts. Broad range of fine arts and design examples explored. Materials fee required.

AH 1222. Art History Foundations 2. Units: 3

Introduction to and survey of discourses and theories used in art historical interpretation and analyses, including but not limited to studies in viewing and reception of art, material and immaterial conceptions of art and philosophy, colonial/postcolonial discourses for artistic heritages, and the different theories on exhibiting art in museums and in galleries. Broad range of fine arts and design examples explored. Materials fee required.

AH 3210. Visualizing Gender, Performing Identity. Units: 3

This course examines the ways in which gender, ethnicity, race, sexuality, and disability are visual forms of identification, in addition to how identities are performed through stylized repetitions accepted as social norms across diverse cultural communities. From prehistory forward, visual forms for expressing gender have been a part of every culture globally since the earliest traceable representations of the feminine or masculine, heteronormative, queer, raced, and disabled identifications. Materials fee required. Satisfies GE Category C4, WI, DI, & G designation.

AH 3250. Topics and Themes of Art History and Exhibitions. Units: 3

Concentrated studies in art historical or exhibitionary topics and themes that could include historical movements, periods, image programs, patronages, artists, groups of artists, and events related to art, design and/or exhibitions in the global context. Topical studies include but are not limited to social or political studies of a particular focus in relation to a specific culture or region. May be repeated twice for a total of six units as topics change. Materials fee required.

AH 3310. Asian Contemporary Art. Units: 3

Exploration of aesthetic experiences of the contemporary visual arts of Asian cultures such as China, India, Korea, and Japan. Examination of Asian contemporary culture through the study of diverse Asian artistic practices. Satisfies GE category C4; DI designation; G designation; WI designation, and Global Connections Pathway.

AH 3350. Contemporary Art and Culture of the Americas. Units: 3

Exploration of arts of the Americas since the mid 20th century through the present. Study of aesthetic experiences of contemporary arts and cultures across the hemisphere. Focus on colonial/decolonial discourses in the region that goes from Canada to Tierra del Fuego and that includes the multilingual Caribbean, Latinx cultures in the United States and their diasporas. Examination of contemporary culture in the Americas through the study of diverse artistic practices and discourses. Satisfies GE category C4; DI designation; G designation; WI designation, and Global Connections Pathway.

AH 4250. Art History Seminar. Units: 3

Concentrated studies in art and design history and/or exhibition discourses, theories, methodologies, philosophies, traditions, mythologies, and cultural/aesthetic approaches as they relate to artists and artworks, designers and works of design. This discursive approach to the subjects of art, design, and exhibitions engages in the literature and structures of art historical knowledge. May be taken two times for six units, as topics change. Satisfies non-GE DI, G, and WI designations. Materials fee required.

AH 5250. Art History Capstone Research Seminar. Units: 3

Seminar course, developing subject matter, discursive context, research methods, bibliography, and photographic images for final Art History project. Satisfies non-GE DI, G, and WI designations. Materials fee required.

AH 5270. Art History Capstone Research Methodology. Units: 3

Methodology course, specifically focusing on further development of research methods, writing methodology, refining bibliography and photographic images for final Art History project. May be taken three times for a total of nine units. Materials fee required.

AH 5290. Art History Conference. Units: 3

The culminating project for undergraduate art history. Preparation of paper and presentation for the annual on-campus Art History Student Conference, for completion of the BA in Art History. Coursework will also be prepared for publication. Satisfies non-GE DI, G, and WI designations. Materials fee required.

AH 5753. Internship in Art History. Units: 3

Supervised learning on-site with a museum, gallery, arts organization, local community partner, or other relevant project in the field. Requires 90 hours at the internship site during the term. May be taken two times for 6 units. Graded Credit/No Credit.

AH 5953. Independent Study. Units: 3

Academic, art historical or community-based research in the arts conducted under the direction of a faculty member. Enrollment is dependent on the consent of instructor and departmental approval of a written proposal of a project submitted by the student in advance of course. May be three times for nine units.

Design Courses**DES 1100. Digital Applications Basics. Units: 3**

Fundamental use and introduction to the features and functions within current design software applications. Course taught from the perspective of using the application (software) to produce communication design including image-based communication solutions. Two hours of lecture/discussion and three hours of design studio activity per week. Materials fee required.

DES 1103. Social History of Design. Units: 3

An introduction to the social history of design movements. A critical survey of influential design forms, tendencies, and aesthetics from antiquity to the present from a broad range of cultures across the globe. This course will traverse and explore the development, influence, intertwining, and persistence of a range of important and noteworthy design styles, types, and systems to explore how they developed from their social context and the lasting effects they have had on societies around the world.

DES 1104. Design Theory in Context. Units: 3

An exploration of how design theories impact the practice of designers and how design practices develop theory. Students will study several influential design theories to understand their impact on the work of designers, deepening understanding of the social and political impact of key designers, design movements, and styles. These theories will be used as case studies to critically examine the work of notable designers in a range of design areas.

DES 1110. Fundamental Design Principles. Units: 3

Critical examination and theories on how to work with compositional space and interrelated basic principles, attributes, and elements of design. Students will learn the relationships between form and space, color fundamentals, image studies, and visual logic as it relates to design disciplines. Two hours of lecture/discussion and three hours of design studio activity per week. Materials fee required.

DES 1125. Design Thinking - Problem Solving & Critical Thinking in Visual Studies. Units: 3

Semester Prerequisite: DES 1100, DES 1110

Semester Corequisite: DES 1305

Introduction to basic design and production techniques to transform initial concepts and ideas into various formats for concept presentation and user-experience testing. Principles of rapid prototyping, ideation processes, and materials determination will be discussed. Multiple approaches including 2D, 3D, motion, and video will be explored in an innovation lab environment and using the Design Thinking methodology. Two hours of discussion and two hours of activity. Materials fee required.

DES 2005. Typography and Layout. Units: 3

Introduction to the study of letterforms and fundamental typographic principles including an intensive practicum on the application of a typographic form to compositional strategies including grid formation and layout structures and an overview of the vocabulary of typography, type as image, and typography's relationship to message making and meaning. Emphasis on understanding current and historical typographic trends including the importance of technology in their development. Two hours of discussion and two hours of activity. Materials fee required.

DES 2405. Application Programming for Designers. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600

Semester Corequisite: DES 2005

Introduction to mobile app development. Script programming, application development, syntax, object-oriented principles, memory management, and functional concepts and will use storyboards and wireframes to design a user interface for apps with multiple views. Two hours of discussion and two hours of activity. Materials fee required.

DES 2600. Digital 3D and Time-Based Media. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125

Integration of digital 3D, immersive-video, 2D or 3D animation, virtual reality, and/or motion graphics for communication. Applied research, project planning, scripting, storyboarding, and storytelling techniques to create contemporary projects for the field. Appropriate and current industry-standard applications will be applied. Two hours of discussion and two hours of activity. Materials fee required.

DES 3001. Innovator's ToolBox - An Introduction to Creative Problem Solving and Design Thinking. Units: 3

Semester Prerequisite: Junior or senior standing

An introduction to problem-solving tools derived from the creative disciplines of design. The course's primary aim is to demonstrate to students that design and its methods of research, conceptualization, ideation, prototyping, production, and communication can be applied usefully to affect productive change in any circumstance. Satisfies GE category C4; G designation. Three hours of lecture/discussion per week. Formerly ART 3001.

DES 3020. Branding and Brand Identity Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405; enrollment preference to students in the BFA in Design or BS in Design

Application of design and aesthetic principles to the process of branding and brand identity design. The course will include the study of the brand mark and logo design, including historical trademark design, the study of symbols, and the relationship of design to the brands they serve. Students will conduct research, plan strategies, and apply brand identity elements to multiple touch points in physical and digital form. Two hours of discussion and two hours of activity. Materials fee required.

DES 3100. Junior Portfolio Review. Units: 0

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405

Semester Corequisite: DES 3500

Review of design work to assess each student's design potential, abilities, and technical progress. Graded Credit/No credit. Materials fee required.

DES 3130. Junior Design Topics. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405

Advanced exploration and application of contemporary topics in design. May be taken three times for up to nine units as topics change. Two hours of discussion and three hours of activity. Materials fee required.

DES 3205. Web and Application Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Integration of research, analysis, and technical skills to design effective, compelling digital experiences across different mobile platforms, the web, and the Internet of Things. Appropriate and current industry-standard applications will be applied. Two hours of discussion and two hours of activity. Materials fee required.

DES 3300. Digital Illustration. Units: 3

Semester Prerequisite: DES 1125

This course teaches students how to translate design principles and illustrated imagery into a digital display format. Students will convert photo references and their own hand-drawn illustrations into stylized vector graphics. Through guided software demonstrations, pre-recorded tutorials, critiques, and image analyses, students will explore how branding OR narrative in their illustrations can enhance their portfolio. Students will be able to take their designs from ideation to conceptualization. The course will anticipate and reflect real world illustration projects. Students will initiate project proposals and be able to make variations to their work to satisfy different applications of their illustrations. Students will learn a variety of illustrative styles and techniques and become confident utilizing industry-standard illustration-based softwares. Two hours lecture and three hours lab per week.

DES 3500. Business of Creativity. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Semester Corequisite: DES 3130, DES 3100

This course introduces the best practices and professional standards required to be successful in creative careers or in building a creative arts-related business. Topics include business processes and structures, intellectual property, ethical and legal issues, and the importance of fostering an entrepreneurial mindset as an overarching business philosophy. Two hours of discussion and two hours of activity. Materials fee required.

DES 3600. Digital Motion Graphics. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Introduction to motion graphic design and composition, timing, storytelling, storyboarding and planning. Students design video effects and animated sequences, layer and composite video, add video effects to footage, and design motion graphics such as title sequences, lower thirds, and text animations. Appropriate and current industry-standard applications will be introduced and applied. Two hours of discussion and two hours of activity. Materials fee required.

DES 3615. Video Editing. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Introduction to video post-production. Exploration of the theory and practice of various editing styles in order to gain a better understanding of how stories are constructed and how communication is achieved through editing. Through demonstrations and hands-on experience, students learn advanced editing techniques with appropriate and current industry-standard applications. Two hours of discussion and two hours of activity. Materials fee required.

DES 3700. Infographic and Data Visualization Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Exploration of data interpretation and data visualization and the differences between them. Students learn how to acquire data and structure it into graphic visualization formats using digital tools to create 2D, 3D, and 4D solutions for electronic, print, mobile and/or interactive purposes. Two hours of discussion and two hours of activity. Materials fee required.

DES 3715. User Interface and User Experience Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, enrollment preference to students in the BFA in Design or BS in Design

Semester Corequisite: DES 3130

Exploration of the principles and practices of user experience and user interface design concepts and processes utilizing user-research, personas, heuristic evaluation, information architecture, and usability assessment. Students will learn to model and test navigation design and information architecture for the purpose of optimal human-computer interaction. Two hours of discussion and two hours of activity. Materials fee required.

DES 3800. Advanced Modeling. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

An advanced exploration into the production, compositing, dynamics, scripting, and other advanced 3D automation procedures. Students will create models from scratch and models generated from scanning and photogrammetric sources. Two hours of discussion and two hours of activity. Materials fee required.

DES 3835. Character Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Application of advanced 3D design principles to character design, props, and environments targeting specific parameters, needs, and audiences. Emphasis on development of technical and practical skills while applying traditional principles of animation; creating the illusion of thought, emotion, and personality; movement theory; and animation timing. Two hours of discussion and two hours of activity. Materials fee required.

DES 4015. Advertising and Promotion Design. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Exploration of the history, theory, and processes involved in developing design solutions that relate to promotion and advertising. Students will engage in the design process that explores theories, strategies, and methodologies in promotion design such as the creation of marketing communication collateral, dimensional design projects, or the creation of digital design solutions. Emphasis on subject matter and processes involved in product creation that specifically address the needs of a creative brief, an intended audience, and a defined and intentional response. Two hours of discussion and two hours of activity. Materials fee required.

DES 4100. Design Center - Collaborative Project-Based Learning. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, DES 3130, DES 3715, DES 3100, enrollment preference to students in the BFA in Design or BS in Design

Semester Corequisite: DES 4130

Team-based engagement with real-world problem identification, analysis, and responsive design projects. Two hours of discussion and two hours of activity. Materials fee required.

DES 4130. Senior Design Topics. Units: 3

Semester Prerequisite: DES 2600

Advanced exploration and application of contemporary topics in design. May be taken three times for up to nine units. Individual topics cannot be repeated. Two hours of discussion and three hours of activity. Materials fee required.

DES 4195. Design Portfolio. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, DES 3130, DES 3715, DES 4100, DES3100 and enrollment preference to students in the BFA in Design or BS in Design

Semester Corequisite: DES 4130

Design capstone course to prepare students for post-graduation. Survey of current state of the design industry and materials preparations to prepare students for post-graduation goals. Topics include portfolio preparation, resumes, professional promotion, and/or websites. Materials fee required.

DES 4610. Virtual Reality. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Fundamentals of Virtual Reality hardware, tools, knowledge, and skills required to create live-action, immersive experiences including terminology, theory, conceptualization, and production through post-production and distribution. Provides laboratory experiences where students develop immersive, interactive, and animated 3D computer applications using authoring tools for creating unique applications in the arts, engineering, humanities, medicine, science, or any other area. Two hours of discussion and two hours of activity. Materials fee required.

DES 4625. Storyboarding. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405

Research, concept development, planning, and prototyping for design projects across applications, media, and platforms. Two hours of discussion and two hours of activity. Materials fee required.

DES 4800. Computer-Aided Design (CAD). Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Introduction to design techniques and capabilities of solid modeling using mechanical design software. A broad introduction to 2D and 3D Computer-Aided Design (CAD) and modeling with a focus on object and product applications, major CAD commands and user interface, part drawings, assembly modeling, basic motion, and stress analysis. Projects include part modeling using sketches, constraints, and dimensions. Two hours of discussion and two hours of activity. Materials fee required.

DES 4825. 3D Animation. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, enrollment preference to students in the BFA in Design or BS in Design

Introduction to theories, techniques, concepts, and professional practices of 3D computer animation from initial concept to final production.

Application of traditional principles of animation to the 3D digital environment. Topics include rigging, motion capture, modeling, simulation, character/object animation, texturing, and rendering. Two hours of discussion and two hours of activity. Materials fee required.

DES 5100. Design Capstone Thesis: Research. Units: 6

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, DES 3130, DES 3715; enrollment preference to students in the BFA in Design

Research for the culminating project demonstrating professional competence in area of concentration. Requires presentation and defense of the student's proposed project. Course focuses on research concerning current issues in design fields. Students will develop an individual design approach, process, and methodology for the application of design solutions for the thesis project. Materials fee required.

DES 5115. Design Capstone Thesis: Project. Units: 6

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, DES 3130, DES 3715, DES 5100; enrollment preference to students in the BFA in Design

Culminating project demonstrating professional competence in area of concentration. Requires presentation and defense of the student's project. Students will complete a culminating project concerning current issues in design fields. Materials fee required.

DES 5590. Design Internship. Units: 3

Semester Prerequisite: DES 1100, DES 1110

Supervised work that provides professional design experience. May be completed five times for a total of 15 units. Materials fee required.