

ART (ART)

ART A100 3 Units (54 lecture hours)

Survey of Western Art from Prehistory Through Gothic

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides an overview of western art and architecture from prehistory through the medieval period. Graded or Pass/No Pass option.

C-ID: ARTH 110.

ART A100H 3 Units (54 lecture hours)

Honors Survey of Western Art from Prehistory Through Gothic

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides an overview of western art and architecture from prehistory through the medieval period. Graded or Pass/No Pass option.

C-ID: ARTH 110.

ART A101 3 Units (54 lecture hours)

Survey of Western Art from Renaissance to Modern

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides an overview of art and architecture from the Renaissance to the Contemporary period. Graded or Pass/No Pass option. **C-ID:** ARTH 120.

ART A101H 3 Units (54 lecture hours)

Honors Survey of Western Art from Renaissance to Modern

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC

This course provides an overview of art and architecture from the Renaissance to the Contemporary period. Graded or Pass/No Pass option.

ART A102 3 Units (54 lecture hours)

Survey of Modern and Contemporary Art History

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides an overview of modern and contemporary art and architecture from the late 19th century to the present. Graded or Pass/No Pass option. Lecture.

ART A103 3 Units (54 lecture hours)

Survey of Asian Art

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides a select overview of art and architecture from India, Southeast Asia, China, Korea, and Japan from pre-history to modern times. Graded or Pass/No Pass option. Lecture. **C-ID:** ARTH 130.

ART A107 3 Units (54 lecture hours)

Introduction To Art

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

This course provides a general introduction to art that offers a look at works of art through the study of theory, terminology, themes, design principles, media, techniques, with an introduction to the visual arts across time and diverse cultures. Topics will include drawing, painting, sculpture, film arts, printmaking, and architecture. Gallery/museum visits are required. Graded or Pass/No Pass option.

ART A108 3 Units (54 lecture hours)

Women in Art

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

Women artists and the image of women in art from the Paleolithic period to the present day. Art criticisms, the feminist art movement, and the status of contemporary women artists. Graded or Pass/No Pass option.

ART A109 3 Units (54 lecture hours)

Ancient Greek Art and Architecture

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

A study of Ancient Greek art and architecture beginning with prehistory and ending with the Hellenistic period. This course will relate artistic styles and major developments with the social and political events of the period. Graded or Pass/No Pass option.

ART A109H 3 Units (54 lecture hours)

Ancient Greek Art and Architecture Honors

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU.

A study of Ancient Greek art and architecture beginning with prehistory and ending with the Hellenistic period. This course will relate artistic styles and major developments with the social and political events of the period. Graded or Pass/No Pass option.

ART A110 3 Units (27 lecture hours; 81 lab hours)

Color and Design: Two-Dimensional

Grading Mode: Standard Letter

Transfer Credit: CSU; UC.

Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments. Required for art majors and certificate programs. **C-ID:** ARTS 100.

ART A111 **3 Units (27 lecture hours; 81 lab hours)**
Color and Design: Three-Dimensional
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to the concepts, applications, and historical references related to three-dimensional design and spatial composition, including the study of the elements and organizing principles of design as they apply to three-dimensional space and form. Development of a visual vocabulary for creative expression through lecture presentations and use of appropriate materials for non-representational three-dimensional studio projects. Required for art majors and recommended for certificate programs. This course may also be offered online. **C-ID:** ARTS 101.

ART A114 **3 Units (54 lecture hours)**
Art of the Ancient Americas
Advisory: ENGL A100.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU; UC.

Survey of visual culture within the historical context of select ancient civilizations in Mexico, Central America, and South America up to European contact. Graded or Pass/No Pass option. **C-ID:** ARTH 145.

ART A115 **3 Units (54 lecture hours)**
Art of Africa, Oceania, and Indigenous North America
Advisory: ENGL A100.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU; UC.

Survey of visual culture within select regions in Africa, Oceania, and indigenous North America. Graded or Pass/No Pass option. **C-ID:** ARTH 140.

ART A116 **4 Units (54 lecture hours; 54 lab hours)**
Furniture Making and Design
Grading Mode: Standard Letter
Transfer Credit: CSU.

The student will design, construct, and manufacture furniture and related products. Same as CNST A116. Students completing ART A116 may not receive credit for CNST A116.

ART A118 **3 Units (27 lecture hours; 81 lab hours)**
Visual Communication 1
Advisory: ART A120.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Introduction to illustrating design concepts and the industry standard graphic language of design. This is a foundation course with the focus on preparing students to excel in Entertainment Art, Industrial Design, Product Design, Architecture and Interior Design. Students in this course will develop the fundamentals of line weight, constructive drawing, xyz sectional drawing, lighting, applied perspective, surface materials and graphic presentation. Media includes pen, marker, colored pencil, pastel and digital tools. May be taken for grades or on a pass-no pass basis.

ART A120 **3 Units (27 lecture hours; 81 lab hours)**
Beginning Drawing
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to principles, elements, and practices of drawing, employing a wide range of subject matter and drawing media. Focus on perceptually based drawing, observational skills, technical abilities, and creative responses to materials and subject matter. **C-ID:** ARTS 110.

ART A120H **3 Units (27 lecture hours; 81 lab hours)**
Beginning Drawing Honors
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to principles, elements, and practices of drawing, employing a wide range of subject matter and drawing media. Focus on perceptually based drawing, observational skills, technical abilities, and creative responses to materials and subject matter. **C-ID:** ARTS 110.

ART A121 **3 Units (27 lecture hours; 81 lab hours)**
Life Drawing 1
Prerequisite(s): ART A120 or ART A120H.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to drawing the human figure from observation using a wide variety of drawing media and techniques. Topics include an introduction to human anatomy and the historical and contemporary roles of figure drawing in the visual arts. Students in this course will learn both descriptive and interpretive approaches to drawing the figure. Required of art majors. **C-ID:** ARTS 200.

ART A122 **3 Units (27 lecture hours; 81 lab hours)**
Human Anatomy for Artists
Advisory: ART A120 or ART A120H.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

A drawing and study course using the human figure as a model. Emphasis will be on human anatomy and how it relates to drawing the figure. This course is recommended for art majors.

ART A124 **3 Units (27 lecture hours; 81 lab hours)**
Advanced Drawing
Prerequisite(s): ART A120 or ART A120H.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Designed as a continuation of Art A120, the emphasis will be to advance artistic concepts, style, and creative expression for intermediate and advanced students using a variety of drawing mediums, techniques and methodologies. This course may also be offered online. **C-ID:** ARTS 205.

ART A125 3 Units (27 lecture hours; 81 lab hours)
Perspective Drawing
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Drawing of three dimensional objects using perspective as a tool. Emphasis on fundamentals and different procedures used. Emphasizes methods which are directly related to the artist's needs including short cuts. Recommended for art majors and certificate programs.

ART A126 3 Units (27 lecture hours; 81 lab hours)
Life Drawing 2
Grading Mode: Standard Letter
Transfer Credit: CSU.

This course offers a continuation of drawing the nude human figure from observation using a wide variety of drawing media and techniques. It is an exploration of artistic concepts, styles, and creative expression related to intermediate-level life drawing, centering on complex subject matter and concepts using a variety of drawing mediums, techniques, and methodologies. Students in this course will build on fundamental observational life drawing skills to develop personalized approaches to content and materials in exercises covering multiple historical and contemporary approaches to life drawing. **PREREQUISITE:** ART A121.

ART A127 3 Units (27 lecture hours; 81 lab hours)
Introduction to Storyboarding
Prerequisite(s): ART A110.

Advisory: ART A121.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

This course is designed to equip the art student with a functional understanding of narrative composition, storytelling, sequence design, and production skills for feature film storyboarding through focused study on narrative design and illustration, script breakdowns and storyboard development and formatting. Graded or Pass/No Pass option.

ART A128 3 Units (27 lecture hours; 81 lab hours)
Advanced Storyboarding and Previsualization
Prerequisite(s): ART A127.

Advisory: ART A121.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This course is designed to equip the art student with an advanced understanding of storyboarding, and functional production skills for animatics and pre-visualization for feature films, TV, animation, and video games, through focused study on storyboarding with a timeline and audio track.

ART A129 3 Units (27 lecture hours; 81 lab hours)
Figure Drawing for Animators and Illustrators
Prerequisite(s): ART A121.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This figure drawing course for animators, illustrators and art students focuses on gesture and how to capture the essential movement, dynamic expression, and the individual attitude of the model. It provides an introduction to figure drawing for animation and is designed to promote deeper understanding of life drawing that will serve as a foundation for further studies in animation and entertainment arts. Students will refine basic skills in drawing human anatomy while learning to draw the figure in sequential movement, understand weight and balance, facial and body expression, and figure invention.

ART A130 3 Units (27 lecture hours; 81 lab hours)
Painting 1
Prerequisite(s): ART A110 and ART A120 or ART A120H.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to the basic craft of painting focusing on the examination of selected materials, perceptual skills, and techniques used to explore elemental and theoretical design practices while rendering landscape, still life, and figurative compositions. **C-ID:** ARTS 210.

ART A131 3 Units (27 lecture hours; 81 lab hours)
Painting 2
Prerequisite(s): ART A130.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Continuation of ART A130 with emphasis on personal expression. Alternate painting mediums introduced.

ART A132 3 Units (27 lecture hours; 81 lab hours)
Painting 3
Advisory: ART A131.

Grading Mode: Standard Letter
Transfer Credit: CSU.

A continuation of ART A131 with emphasis on personal expression in one painting style and methodology. Conceptual approaches and theme development will be taught.

ART A133 3 Units (27 lecture hours; 81 lab hours)
Painting 4
Advisory: ART A132.

Grading Mode: Standard Letter
Transfer Credit: CSU

A continuation of student painting and conceptual skills with emphasis on materials of painting production and their application to the practice of painting.

ART A135 **3 Units (27 lecture hours; 81 lab hours)**
Digital Painting
Prerequisite(s): ART A110; ART A120 or ART A120H.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

An introduction to digital painting focusing on techniques for creating digital artwork for the entertainment industry. Students will also be introduced to industry standard digital painting hardware and software commonly used within entertainment and other commercial art industries. Graded or Pass/No Pass option.

ART A141 **3 Units (27 lecture hours; 81 lab hours)**
Sculpture 1
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Introduction to three-dimensional sculptural principles, techniques, and concepts utilizing a wide range of materials and practices. Various sculpture methods are practiced with attention to creative self-expression and historical context. Exploration of sculptural material and concepts, technical experiences may include modeling, casting and fabricating with sculptural media.

ART A142 **3 Units (36 lecture hours; 72 lab hours)**
Life Sculpture 1
Prerequisite(s): ART A110.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Exploration of figurative sculpture from the human model. Emphasizing anatomical structure and expression. Experiences will include armature building, clay modeling, Kiln firing, glazing and staining of the finished sculpture.

ART A143 **3 Units (27 lecture hours; 81 lab hours)**
Story Illustration Techniques
Prerequisite(s): ART A110 and ART A121.

Advisory: ART A120 or ART A120H.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Principles of Illustration applied to various drawing and painting media. Imaginative application of theories and techniques that produce original illustrations with clear communication of concept.

ART A144 **3 Units (27 lecture hours; 81 lab hours)**
Illustration 2 - Sequential Illustration
Prerequisite(s): ART A143 or concurrent enrollment.

Advisory: ART A118; ART A125; ART A251.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Sequential Illustration with an emphasis on advanced visual storytelling techniques and the development of a personal style. Application of principles of concept, character and background design. One and one-half hours lecture, one and one-half hours lab.

ART A145 **3 Units (27 lecture hours; 81 lab hours)**
Exhibition Design 1
Grading Mode: Standard Letter
Transfer Credit: CSU.

Includes the solving of design problems related to gallery and museum exhibits. Emphasis on spatial planning, crowd flow and thematic presentation based on curatorial criteria. Development of skills related to art handling, lighting and signage graphics. Development of skills for framing, pedestal construction and model making for exhibition presentation. Recommended for all visual art and architecture students.

ART A147 **3 Units (27 lecture hours; 81 lab hours)**
Jewelry 1
Grading Mode: Standard Letter
Transfer Credit: CSU.

Introduction to a wide range of methods, techniques, and materials used to create jewelry and small-scale metal artwork and objects. Includes examination of the history and contemporary practices of jewelry making and small metal casting / fabrication with a global cultural perspective. This course may also be offered online.

ART A148 **3 Units (54 lecture hours)**
World History of Ceramics
Advisory: Completion of any level ceramics course or concurrent enrollment.

Grading Mode: Standard Letter
Transfer Credit: CSU.

The World History of Ceramics provides us with a foundation of information dating as far back as the Old Stone Age, commonly known as the Paleolithic era. Most every culture has produced some type of fired clay object, ranging from utilitarian ware, religious icons, musical instruments, play toys and wall coverings in the form of tile. The tactile versatility, permanence and historical significance are all reasons why ceramics should be considered a phenomenon. This course will cover the evolution of clay and the production of pottery made by early man, Greek, Islamic, Pre-Columbian and Asian cultures right up to the time of Post Modern ceramics.

ART A150 **3 Units (27 lecture hours; 81 lab hours)**
Ceramics 1
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

An introduction to ceramic materials and various techniques associated with and necessary to work in ceramics. Exploration in Historical and traditional pottery form as well as trends in contemporary ceramics. Various glazing and firing techniques will include Stoneware, Porcelain and Earthenware.

ART A151 Ceramics 2 Prerequisite(s): ART A150. Grading Mode: Standard Letter Transfer Credit: CSU; UC. Students will be introduced to the Potters Wheel and to various wheel thrown techniques. Students will be familiarized with functional Ceramics, studio organization and advanced technical language. The study of selected historic and contemporary information will be covered.	ART A175 Screen Process Printing 1 Grading Mode: Standard Letter Transfer Credit: CSU. Theory and practice of screen process printing; treatment of screen, techniques of photo stencil making, color registration, and printing on various surfaces pertinent to fine art and commercial application. Emphasis on execution of original designs and understanding of contemporary applications.
ART A152 Intermediate Ceramic Design Prerequisite(s): ART A151. Grading Mode: Standard Letter Transfer Credit: CSU. This third semester ceramics course is an exploration in surface, form, and researching the interface of clay and glaze. Combinations of various forming techniques in handbuilding and wheel thrown form will be executed.	ART A176 Silk Screen Process Printing 2 Prerequisite(s): ART A175. Grading Mode: Standard Letter Transfer Credit: CSU A screen printing course for artists and the art student. Theory and practice of screen-process printing; techniques of stencil making, registration, and printing on various surfaces pertinent to fine art and commercial application.
ART A153 Ceramics and its Narrative Prerequisite(s): ART A152. Grading Mode: Standard Letter Transfer Credit: CSU. A formal, critical look at ceramics through its social, political, and contemporary historical value. Students will design objects that are narrative driven.	ART A180 Professional Studies Grading Mode: Standard Letter Transfer Credit: CSU. An exploration and identification of areas of employment and professional activity in art making. Presentation techniques including a portfolio of art work, personal artistic statement, and critiques and reports reflecting an understanding of the information presented through guest lecturers, films and field trips. Recommended for all Visual Arts majors. This course may also be offered online.
ART A170 Printmaking 1 Grading Mode: Standard Letter Transfer Credit: CSU; UC. Introduction to contemporary practices and aesthetics of printmaking. Formal elements and techniques using a broad range of materials and processes including: relief (linocut, woodcut), intaglio (drypoint, etching, collograph), lithography, and monoprinting.	ART A220 Figure Composition Prerequisite(s): ART A121. Grading Mode: Standard Letter Transfer Credit: CSU; UC. An advanced drawing and painting course. The primary focus is pictorial composition. Creative solutions to the posed model situations are emphasized. Design of the picture plane using traditional compositional devices will be taught. Examples from old master art reproductions and their art history will be integral part of the class.
ART A171 Printmaking 2 Prerequisite(s): ART A170. Grading Mode: Standard Letter Transfer Credit: CSU; UC. Further development of formal, technical, and conceptual skills in printmaking. Emphasis on color printing and combinations of print techniques as well as development of personal handling of the media. Rotating concentration of specific print processes such as intaglio, relief and planographic.	ART A236 Life Painting 1 Prerequisite(s): ART A121. Grading Mode: Standard Letter, Pass/No Pass Transfer Credit: CSU; UC. A course in figure painting using the live model. Various painting media and analysis of light, shade, and color will be covered. Graded or Pass/No Pass option.

ART A237 **3 Units (27 lecture hours; 81 lab hours)**
Life Painting 2
Prerequisite(s): ART A236.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This is an intermediate course and a continuation of A236 with emphasis on visual devices used by artists in a variety of styles. An additional emphasis on personal expression, painting style, and methodology.

ART A241 **3 Units (27 lecture hours; 81 lab hours)**
Sculpture 2
Prerequisite(s): ART A141.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

Advanced study in the creative use of techniques and materials of sculpture with an emphasis on metal manipulation, mold making and casting, additive sculpture, and assemblage as performed in fine and applied arts. Focus is on portfolio building for career or transfer.

ART A244 **3 Units (27 lecture hours; 81 lab hours)**
Metal Casting and Forming
Prerequisite(s): ART A141.

Advisory: ART A241.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to various processes in metalworking for sculpture and industry. Activities will include direct and indirect techniques of developing wax models to be used in the lost wax metal casting process. Students will design unique sculptural forms which will be cast in metal using either plaster investment or ceramic shell molds. Students will fabricate metal forms using techniques of forging and forming. Course emphasis will be placed on the safe and proper use of hand and power tools and upon a variety of foundry and metal-forming practices such as: mold making, sprue and gating systems, mold dewaxing, metal pouring procedures, forging, fastening, cold finishing, metal finishing, and coloring techniques.

ART A247 **3 Units (27 lecture hours; 81 lab hours)**
Jewelry 2
Prerequisite(s): ART A147.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Further development of hand wrought jewelry fabrication techniques to include explorations in casting, hollow form construction, linking devices and lapidary. Emphasis will also be on individual student's field of interest. This course may also be offered online.

ART A249 **3 Units (27 lecture hours; 81 lab hours)**
Digital Sculpture with ZBrush
Grading Mode: Standard Letter
Transfer Credit: CSU.

This is an introductory course in digital sculpting introducing the student to the Pixologic ZBrush 3-D Digital Sculpting application. The ZBrush application can simulate traditional sculpting in clay by using a stylus and tablet to create high resolution digitally sculpted models. These models are often used in creating illustrations and 3-D models for film, game, and animation productions.

ART A251 **3 Units (27 lecture hours; 81 lab hours)**
Character Design
Prerequisite(s): ART A120 or ART A120H; ART A121.

Advisory: ART A118; ART A135.

Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

An introduction to techniques and strategies used for developing characters for the entertainment industry focusing on animation and game design. Assignments will explore how the story affects the design and development of characters both individually and in groups. Graded or Pass/No Pass option.

ART A252 **3 Units (27 lecture hours; 81 lab hours)**
Prop and Vehicle Design
Prerequisite(s): ART A120 or ART A120H.

Advisory: ART A118; ART A125; ART A135.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This course explores the process of designing compelling props and vehicles for entertainment projects. Students will learn how to visually develop concepts from initial sketches to final renderings of objects from the everyday mundane to the fantastic. Emphasis is placed on principles of three-dimensional drawing and the application of design research.

ART A253 **3 Units (27 lecture hours; 81 lab hours)**
Environment Design and Illustration
Prerequisite(s): ART A120 or ART A120H.

Advisory: ART A118; ART A125, ART A135.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This course explores the process of designing compelling environments for illustration and entertainment projects. Students will develop strategies to understand, evaluate and create a variety of environments for film, animation, interactive, immersive, and real-world themed environments. Topics covered include visual composition, perspective drawing, cinematography, architectural styles, and user/guest experience.

ART A255 3 Units (27 lecture hours; 81 lab hours)**Entertainment Art Project****Prerequisite(s):** ART A135.**Advisory:** ART A121; ART A251; ART A252; ART A253.**Grading Mode:** Standard Letter**Transfer Credit:** CSU.

This course covers the design and production of a faculty-supervised project for portfolio development to be used in the entertainment industry. Students will learn how to visually develop an idea for production in Animation, Film or Games. Areas covered by this course include story/concept development, art direction, and the design and illustration of props, vehicles, environments, and characters necessary for world building.

ART A263 3 Units (27 lecture hours; 81 lab hours)**Watercolor 1****Advisory:** ART A110.**Grading Mode:** Standard Letter**Transfer Credit:** CSU; UC.

Materials, methods, composition, and color for still life and landscape painting.

ART A269 3 Units (27 lecture hours; 81 lab hours)**Cartooning 1****Grading Mode:** Standard Letter**Transfer Credit:** CSU; UC.

A basic course in cartooning for students interested in learning how to cartoon without any previous formal art training.

ART A270 3 Units (27 lecture hours; 81 lab hours)**Cartooning 2****Prerequisite(s):** ART A269.**Grading Mode:** Standard Letter**Transfer Credit:** CSU.

A continuation of Cartooning 1 with an emphasis on developing skills, story idea interpretation, and a professional approach to cartooning.

ART A286 2 Units (18 lecture hours; 54 lab hours)**Book Arts****Grading Mode:** Standard Letter**Transfer Credit:** CSU; UC.

An exploration into historical and modern approaches in the making, construction and binding of artists' books. Preliminary exercise and experiments with different types of bindings will lead the student to a final project in book form.