

ART

Division: Fine Arts

Division Dean

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Faculty

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Kristin Mihaylovich

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Jaime Perez

Daniel Pope

Michael Sheehan

Todd Smith

Carl Stanaway

Michele Van Ry

- Advertising and Graphic Design Associate in Arts Degree (<https://catalog.nocccd.edu/fullerton-college/degrees-certificates/art/advertising-graphic-design-associate-arts-degree/>)
- Advertising and Graphic Design Certificate (<https://catalog.nocccd.edu/fullerton-college/degrees-certificates/art/advertising-and-graphic-design-certificate/>)
- Art Associate in Arts Degree (<https://catalog.nocccd.edu/fullerton-college/degrees-certificates/art/art-associate-arts-degree/>)
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- Children's Book Illustration Certificate (<https://catalog.nocccd.edu/fullerton-college/degrees-certificates/art/childrens-book-illustration-certificate/>)
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- Studio Arts Associate in Arts Degree for Transfer (<https://catalog.nocccd.edu/fullerton-college/degrees-certificates/art/studio-arts-associate-arts-degree-transfer/>)

ART 090 F Advanced Topics in Art

3 Units

Advisory: 3-6 units of commercially related art or computer graphics courses, or professional equivalent

18-54 hours lecture and 18-162 hours lab per term. This course is designed to address new and emerging topics and trends and technology in Commercial Art and Design, as well as to provide personal growth to students in a variety of Art and computer graphics lab courses. This course will be offered in modules of advanced topics. Unit credit may range from 1 to 3 units per module. Consult the class schedule to verify topic areas and credit offered for each topic.

ART 100 F Fundamentals of Art

3 Units

54 hours lecture per term. This introductory course investigates the visual elements and principles of art through lectures, reading, films and hands-on experience. It also examines, in the same manner, historical styles and themes in art as well as materials and techniques. Pass/No Pass/Letter Grade option. (Degree Credit) (CSU) (UC) AA GE, CSU GE, IGETC

ART 118 F Color Theory

3 Units

36 hours lecture and 72 hours lab per term. This course is an introduction to fundamentals of color theory through lecture and applied exercises in paint and collage. Includes discussion of cultural differences in color symbolism and the historical development of conceptual models of color usage in both science and art. Theoretical focus will be on the 12 color system of color organization with emphasis on the color theories of Itten and Albers. The lab exercises focus on practical applications of color theory in the visual arts professions. The course concludes with an introduction to digital color as used in computer graphics. (Degree Credit) (CSU) (UC) AA GE, CSU GE (C-ID: ARTS 270)

ART 120 F Basic Design

3 Units

36 hours lecture and 72 hours lab per term. This is an introduction to strategies and techniques for crafting, selecting and arranging visual elements in order to create artwork that engages the viewer. (Degree Credit) (CSU) (UC) AA GE, CSU GE

ART 121 F Three-Dimensional Design

3 Units

Advisory: ART 120 F

36 hours lecture and 72 hours lab per term. This course is an introduction to three-dimensional design. This course defines the contrast of three-dimensional form to the two-dimensional format. The focus is on composition of a 360 degree form, in materials selected to best depict this contrast. This course involves the use of hand tools and some power equipment. (Degree Credit) (CSU) (UC) AA GE, CSU GE (C-ID: ARTS 101)

ART 123 F Business Practices in Art

3 Units

54 hours lecture per term. This course examines the basic business and professional practices needed to begin or continue a career in the visual arts. The class will require portfolio presentation, creation of resume and self-promotional pieces in addition to an understanding of proposals, contracts, and personal business practices. Also, a personal business notebook is to be kept by the students for future use. (Degree Credit) (CSU)

ART 127 F Beginning Floral Painting (formerly Applied Painting - Floral)

2 Units

Prerequisite(s): ART 188 F or ART 189 F, with a grade of C or better.

18 hours lecture and 54 hours lab per term. This course emphasizes realism as it applies to form, value and color. Students will learn the fundamentals of color harmony and structure; work is from nature, still life and photography in various painting media. (Degree Credit) (CSU) (UC)

ART 128 F Portrait Painting**2 Units****Advisory:** ART 129 F or ART 186 F and ART 189 F.

18 hours lecture and 54 hours lab per term. This course will offer the student the opportunity to develop portraiture through schematic studies and observational methods using models and plaster busts. Representational observation of facial features and varied facial types and expressions will be developed into portrait painting. Costume, setting, color harmony and historical and contemporary portraiture concepts to be studied. (Degree Credit) (CSU) (UC)

ART 129 F Portrait Drawing**2 Units****Advisory:** ART 182 F and ART 186 F

18 hours lecture and 54 hours lab per term. This is a basic course in portrait drawing based upon the study of the human head. Facial structure and the representation of many types of people in various art media are explored. (Degree Credit) (CSU) (UC)

ART 130 F Intermediate Portrait Drawing**2 Units****Prerequisite(s):** ART 129 F with a grade of C or better

18 hours lecture and 54 hours lab per term. This course covers the advanced study of portrait drawing through schematic studies and observational methods using models and plaster busts. Costume, setting, historical and contemporary portraiture concepts will be studied. Observation of facial features and varied facial types and expressions will be developed. (CSU) (UC)

ART 131 F Introduction to Printmaking**3 Units****Advisory:** ART 120 F or ART 182 F

36 hours lecture and 72 hours lab per term. This course provides experience with materials and processes involved in non-toxic approaches to relief, intaglio, screen-print and lithography, including the exploration of digital print processes. Designed to encourage graphic creativity and professional skill in the development of plates and their printing augmented by an awareness of traditional and contemporary methods and styles. (Degree Credit) (CSU) (UC) (C-ID: ARTS 220)

ART 132 F Intermediate Printmaking**3 Units****Prerequisite(s):** ART 131 F with a grade of C or better

36 hours lecture and 72 hours lab per term. This course provides students with an opportunity to build skills and expand the knowledge and experience with materials and processes of a variety of printmaking procedures that was initiated in the first semester of Printmaking. Emphasis and concentration is on creating an edition of prints. (Degree Credit) (CSU)

ART 134 F Serigraphy - Screenprint**3 Units****Advisory:** ART 1210 F or DART 100 F

Pass/No Pass or Letter Grade option. 36 hours lecture and 72 hours lab per term. This course provides experience with materials and processes involved in water-based, non-toxic approaches to multi-color screen printing. This course is designed to encourage graphic creativity and professional skill in the development of screen prints on paper augmented by an awareness of traditional and contemporary methods and styles. (Degree Credit) (CSU)

ART 136 F Relief Printmaking**3 Units****Advisory:** ART 120 F or ART 131 F.

36 hours lecture and 72 hours lab per term. This course provides experience with materials and processes involved in approaches to various relief-print techniques in wood, linoleum, and letterpress. Designed to encourage graphic creativity and professional skill in the development of print blocks and their printing augmented by an awareness of traditional and contemporary methods and styles. (Degree Credit) (CSU)

ART 137 F Basic Drawing for Entertainment Arts**3 Units**

36 hours lecture and 72 hours lab per term. This course is an introduction to the fundamentals of representational drawing focusing on entertainment art preparation. Media used may include pencil, colored pencil, markers, watercolor, and mixed media. This course has class field trips dedicated for out-of-class sketchbook requirements emphasizing drawing from life by observing people, plants and architecture. This course is designed for art majors who have an interest in pursuing illustration and entertainment art courses. (Degree Credit) (CSU)

ART 139 F Fashion Sketching**2 Units**

18 hours lecture and 54 hours lab per term. This course is designed for the student interested in a fashion career or the graphic design or illustration major wanting to develop fashion sketching skills. The course will include refinement of basic skills in drawing of the clothed figure as well as rendering of fabrics and patterns. Media used includes graphite, ink, marking pens, charcoal, colored pencils, photocopy, and mixed media. Development of a personal sketching style will be encouraged. (Degree Credit) (CSU)

ART 143 F Basic Drawing for Entertainment Arts - Drawing from the Imagination**3 Units****Prerequisite(s):** ART 137 F with a grade of C or better.

36 hours lecture and 72 hours lab per term. This course applies the fundamentals of representational drawing and form, focusing on drawing and designing from the imagination, to complete industry level assignments. This course is designed for art majors who have an interest in pursuing careers in animation and entertainment art design. (Degree Credit) (CSU)

ART 144 F Fundamentals of Cartooning**2 Units****Advisory:** ART 182 F or ART 179 F

This course is an introduction to basic cartooning techniques and includes sketching, inking, and the development of characters. Projects include gag line cartooning, political cartooning, and the development of a weekly cartoon strip. In addition, there will be an analysis of the elements of both the humorous and the dramatic in cartoon art. This analysis will include a review of historically significant Sunday funnies and comic book characters, as well as an examination of major trends in comic art from 1895 to the present. (Degree Credit) (CSU)

ART 152 F Ceramics Lab**1 Unit****Corequisite(s):** ART 153 F with a grade of C or better.

54 hours lab per term. This course provides students with an opportunity to work in the ceramics lab doing studio ceramics' activities including handbuilding techniques, slab, coil, pinch construction, glaze preparation and application, throwing on the potter's wheel, sculptural and combined building techniques and other studio activities. Open Entry/Open Exit. Pass/No Pass only. (Degree Credit) (CSU) (UC)

ART 153 F Ceramics: Beginning Handbuilding (formerly ART 150AF)**3 Units**

36 hours lecture and 72 hours lab per term. This is a survey course dealing with three-dimensional design in clay as an entry into appreciation of the creative process and its physical execution using ceramic hand building techniques. Emphasis is placed on imagining, designing, creating, and evaluating vessel and sculptural form, using the coil, slab and pinch processes, and on textural and sculptural embellishment of surface. In addition, review of historical and traditional models, glazes, and firing are included. (Degree Credit) (CSU) (UC) AA GE, CSU GE

- ART 154 F Ceramics: Beginning Throwing** 3 Units
Prerequisite(s): ART 153 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is primarily about developing skill and technique in the use of the potter's wheel to create and finish controlled standard hollow forms. The class also includes an introduction to design, decoration, and glazing of wheel-thrown utilitarian forms, and basic technology of clay, glazes and firing. (Degree Credit) (CSU) (UC) AA GE, CSU GE
- ART 155 F Intermediate Ceramics** 3 Units
Prerequisite(s): ART 153 F or ART 154 F, with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course will offer the student more in-depth knowledge and refined skills in the study of hand building and/or wheel throwing techniques, design of forms, and surface decoration. Kiln operation is also emphasized. Development of further skills, knowledge, and conceptual ability is accomplished through individually determined projects. (Degree Credit) (CSU)
- ART 156 F Animal Drawing** 3 Units
Advisory: ART 182 F
 54 hours lecture per term. This course covers the principles and practices of classical animal drawing skills, including comparative anatomy, form construction, gesture and motion. (Degree Credit) (CSU)
- ART 157 F Sketching for Animators and Illustrators** 3 Units
Prerequisite(s): ART 182 F with a grade of C or better
Advisory: ART 186AF
 36 hours lecture and 72 hours lab per term. This course is designed to enable the art student who wishes to develop drawing skills in the commercial fields of animation and/or illustration through focused study on quick sketch visualization, expressive anatomy, freehand perspective, character and storyboard development. (Degree Credit) (CSU)
- ART 160 F Fundamentals of Sculpture** 3 Units
 36 hours lecture and 72 hours lab per term. This course is an examination of sculpture as a vehicle for social, political and cultural expression. Students are introduced to sculpture including basic concepts, materials, techniques, and terminology. This course focuses on modeling, casting, mold-making, and basic fabrication. This course is appropriate for the beginning student and those with limited sculpture experience. (Degree Credit) (CSU) (UC) AA GE, CSU GE
- ART 161 F Advanced Sculpture** 3 Units
Advisory: ART 160 F.
 36 hours lecture and analysis and 72 hours lab per term. This course is an introduction to the support processes of sculpture, to expand the development of techniques, materials and processes. Class requirements are arranged by contract to allow a wide diversity of projects. Emphasis is on development of individual style and the ability to plan and direct a semester of sculpture. (Degree Credit) (CSU) (UC)
- ART 162 F Sculpture Cast Metal - Beginning** 3 Units
 36 hours lecture and 72 hours lab per term. This course is an introduction to the lost wax bronze casting process. This course includes wax model production and mold making. Metal chasing and patination complete the cast bronze sculpture. In consecutive semesters, the complexity of the projects require alternative skills, techniques, and materials. (Degree Credit) (CSU)
- ART 163 F Sculpture Open Studio** 1 Unit
Corequisite(s): Completion of, or concurrent enrollment in any of these 3-Dimensional courses: ART 121 F or ART 160 F or ART 161 F or ART 162 F or ART 164 F or ART 173 F or ART 174 F or ART 175 F or ART 176 F or ART 185 F or ART 262 F or ART 273 F or ART 274 F or ART 275 F or ART 276 F or ART 278 F or ART 285 F with a grade of C or better.
 54 hours lab per term. This course gives access to the sculpture facility and equipment to work on new or ongoing projects. Activities include independently furthering technical development, exploring diverse sculptural media, and developing personal subject matter. (Degree Credit) (CSU)
- ART 164 F Sculpture: Metal Fabrication** 3 Units
 36 hours lecture and 72 hours lab per term. This course is an introduction to the support processes of sculpture and is designed to expand student development of sculptured techniques, materials and processes. This course will focus on basic techniques and processes used for fabricating metal sculpture. An historical examination of sculpture as a vehicle for social, political and cultural expression. This course is not a substitute for any welding course. (Degree Credit) (CSU)
- ART 166 F Contemporary Art Studio** 3 Units
Advisory: Any art studio course or art history course with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is an introduction to the practices of contemporary art, including approaches to painting, sculpture, installation art, performance art, video, sound, and digital technologies. Students use traditional and digital processes to create works of art. This course is designed for Art majors. (Degree Credit) (CSU) (UC)
- ART 170 F Sketching for Animators and Illustrators- Visual Development** 3 Units
Prerequisite(s): ART 157 F and ART 182 F with a grade of C or better.
Advisory: ART 243 F and DART 135 F
 36 hours lecture and 72 hours lab per term. This course is designed to introduce the student to the visual development workflow of production for animated feature films. Visual development artists are responsible for establishing the look and feel of a movie before it begins production. Visual development combines the highest level of design encompassing environments, characters, props and staging. (Degree Credit) (CSU)
- ART 173 F Jewelry Casting** 3 Units
 36 hours lecture and 72 hours lab per term. This course is an introduction to basic concepts and techniques in designing and casting jewelry including reproduction techniques and wax models. The focus of this course is on originality in fine art jewelry design, relating to contemporary and historical design. (Degree Credit) (CSU)
- ART 174 F Beginning Jewelry Fabrication** 3 Units
 36 hours lecture and 72 hours lab per term. This course is an introduction to the concepts and techniques in the design and construction of jewelry and small metal objects. Fabrication techniques will require the cutting, forming, and soldering techniques of sheet metal. The focus of this course is on original design of fine art jewelry in precious metals. (Degree Credit) (CSU) AA GE, CSU GE
- ART 175 F Intermediate Jewelry Fabrication** 3 Units
Prerequisite(s): ART 174 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This class builds on skills and information gained in ART 174 F with refined concepts and techniques in the design and construction of jewelry and metal objects using cutting, forming and soldering. The focus of this course is on original design for fine art jewelry. (Degree Credit) (CSU)

ART 176 F Stained Glass**3 Units**

36 hours lecture and 72 hours lab per term. This course is an introduction to the stained glass process, including the basics of designing and constructing both two and three-dimensional stained glass projects using the "Tiffany Foil" technique and other cold glass processes such as mosaic and lamp building. Project emphasis will be in the design and fabrication of residential and commercial pieces. Other topics include overlay, sandblasting, fusing, and three dimensional and large scale projects. Production hours outside of class time are required. (Degree Credit) (CSU)

ART 179 F Drawing for Non-Art Majors**3 Units**

36 hours lecture and 72 hours lab per term. This is a beginning, introductory course in traditional drawing techniques with an emphasis on representational drawing. Students will use a limited variety of media, including graphite and charcoal. (Degree Credit) (CSU) (UC) AA GE, CSU GE

ART 180 F Rendering**3 Units**

Prerequisite(s): ART 182 F with a grade of C or better.

36 hours lecture and 72 hours lab per term. The main objective of this class is creating the illusion of three dimensions on a two-dimensional drawing surface. The lectures cover the basics of the visual perception of space, and the artistic techniques based on it. Rendering topics include explanations of the surface qualities of various materials, and the accurate depiction of the materials' interaction with light. Basics of perspective drawing will also be covered in this course. This course also meets student needs in advertising, illustration, and industrial design. (Degree Credit) (CSU)

ART 181 F Drawing from the Masters**3 Units**

Advisory: ART 182 F and ART 186 F.

54 hours lecture per term. This course covers working methods and media of master draftsmen from previous centuries. There is an emphasis on analyzing and copying master drawings in a variety of media. Further emphasis is placed on the traditional approach to drawing as practiced by masters such as Durer, Michelangelo, da Vinci, Raphael, Rubens and others. (Degree Credit) (CSU) (UC)

ART 182 F Basic Drawing**3 Units**

36 hours lecture and 72 hours lab per term. This course is an introduction to the fundamentals of representational drawing. Media used may include pencil, ink, charcoal, conte, pastels, watercolor, and mixed media. This course is designed for art majors. (Degree Credit) (CSU) (UC) AA GE, CSU GE (C-ID: ARTS 110)

ART 183 F Representational Drawing**3 Units**

Advisory: ART 127 F or ART 182 F.

36 hours lecture and 72 hours lab per term. This course is a study in contemporary and traditional realism in the area of drawing. Media may include pencil, ink, charcoal, conte, pastel, watercolor, and/or mixed media. This course is recommended for Art majors. (Degree Credit) (CSU) (UC)

ART 184 F Expressive Drawing**3 Units**

Prerequisite(s): ART 182 F with a grade of C or better.

Advisory: ART 186 F

36 hours lecture and 72 hours lab per term. This course surveys a variety of drawing styles introduced by artists whose mark making itself communicates emotion, whether or not recognizable objects are depicted. Starting with Van Gogh and continuing through German Expressionism and Abstract Expressionism, the course leads toward the development of a personal, contemporary drawing style. Media covered include ink, pastel, watercolor, collage and mixed media. (Degree Credit) (CSU) (UC) AA GE, CSU GE

ART 185 F Life Sculpture**3 Units**

36 hours lecture and 72 hours lab per term. This course is an introduction to figurative sculpture with emphasis on accurate anatomical training in sculpture. This course is designed to develop an understanding of the human form, this course focuses on structure, gesture and detail. The skeleton, plaster casts, and the life model are used in this process. (Degree Credit) (CSU) (UC)

ART 186 F Beginning Life Drawing**3 Units**

Advisory: ART 137 F or ART 182 F.

36 hours lecture and 72 hours lab per term. This course is an introductory course in drawing from the human figure. Course emphasis is on the development of a basic understanding of structure, anatomy and movement. The focus of this course is on accurate anatomical study, through continued use of the skeleton and life models. Required for all art majors. (Degree Credit) (CSU) (UC) AA GE (C-ID: ARTS 200)

ART 187 F Watercolor for Non-Art Majors**2 Units**

18 hours lecture and 54 hours lab per term. This is an introductory course in watercolor painting with emphasis on a wide variety of traditional and contemporary techniques and skills. Creative self-expression is encouraged using the themes of still life, landscape and figurative. Media includes both transparent and opaque watercolor and related materials. Letter Grade or Pass/No Pass option. (Degree Credit) (CSU) (UC)

ART 188 F Beginning Watercolor Painting**3 Units**

Advisory: ART 182 F

36 hours lecture and 72 hours lab per term. This course will provide an understanding of the structure, techniques, and vocabulary of transparent watercolor painting as well as encourage the student to develop conceptual, perceptual, and technical knowledge of all the design elements. A variety of traditional and contemporary methods are presented through demonstration, lecture, videotapes, individual instruction, critiques and class discussions. (Degree Credit) (CSU) (UC) AA GE

ART 189 F Beginning Painting**3 Units**

Advisory: ART 118 F and ART 182 F.

36 hours lecture and 72 hours lab per term. This course is an introduction to materials and techniques of painting. The focus is on using observational skills to render basic objects using value, textures and principals of design. Students are developing elementary skills of painting as a means of self-expression. This course is required for art majors. (Degree Credit) (CSU) (UC) AA GE (C-ID: ART 210)

ART 190 F Beginning Landscape Painting (formerly titled Applied Landscape)**2 Units**

Prerequisite(s): ART 188 F or ART 189 F, with a grade of C or better.

18 hours lecture and 54 hours lab per term. This course is designed to provide students with the latest ideas in the study of landscape painting. Students will learn to paint landscapes, using oil or watercolor. Students will investigate landscape painting, both classic and contemporary approaches, using a variety of painting techniques. (Degree Credit) (CSU)

ART 194 F Studio Painting Lab**2 Units**

Prerequisite(s): ART 189 F with a grade of C or better.

18 hours lecture and 54 hours lab per term. This course provides the opportunity for the painting student to work on new or ongoing projects. Painting activities include improving skill level, furthering technical development, exploring diverse media, developing personal subject matter and style. Open Entry/Open Exit. (Degree Credit) (CSU)

- ART 195 F Anatomical Drawing** 3 Units
Advisory: ART 137 F or ART 182 F.
 54 hours lecture per term. The course explains and demonstrates how a specific area of the human body is constructed, how it moves and how it looks in different positions. The emphasis is on breaking the figure down into manageable components and learning to draw their three-dimensionality. There is an added emphasis on copying and analyzing a variety of anatomical studies to compile a notebook representing all of the components of the figure. This class serves the needs of the student in drawing, painting and sculpting the human figure. (Degree Credit) (CSU) (UC)
- ART 197 F Mural and Faux Painting** 3 Units
Advisory: ART 182 F or ART 189 F.
 36 hours lecture and 72 hours lab per term. This is an introductory course in which the fundamentals of faux (fake) finishes and mural painting will be explored. Students will learn how to execute a variety of finishes and create murals, how to bid jobs and how to work with a variety of materials. (Degree Credit)
- ART 201 F Intermediate Painting** 3 Units
Prerequisite(s): ART 189 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is a continuation of the study of painting techniques and media. Emphasis is on color theory, including use of color harmonies and creating atmospheric perspective. Recommended for art majors. (Degree Credit) (CSU) (UC)
- ART 202 F Advanced Painting I** 3 Units
Prerequisite(s): ART 201 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course is a continuation in the study of painting techniques and media for the advanced student. This course is a study of painting problems including: traditional and contemporary painting composition and methods with an emphasis on concept. (Degree Credit) (CSU) (UC)
- ART 203 F Advanced Painting II** 3 Units
Prerequisite(s): ART 202 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This is a course in painting for advanced level students. Students will continue to build skills, including mastering their craft and techniques. Students will also develop competent skills in conveying challenging concepts and build a personal body of work. (Degree Credit) (CSU)
- ART 207 F Intermediate Mural and Faux Painting** 3 Units
Prerequisite(s): ART 197 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is a continuation of the study of mural painting techniques. Emphasis is on color, including use of color harmonies, rendering objects and perspective. Recommended for art majors. (Degree Credit) (CSU)
- ART 208 F Intermediate Watercolor** 3 Units
Prerequisite(s): ART 188 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is a continuation of development of watercolor techniques and processes. Emphasis is placed on understanding color and more complicated textures. (Degree Credit) (CSU) (UC)
- ART 209 F Intermediate Landscape Painting** 2 Units
Prerequisite(s): ART 190 F with a grade of C or better.
Advisory: ART 182 F and ART 188 F.
 18 hours lecture and 54 hours lab per term. This course is designed to provide students with expanded and in-depth studies of landscape painting as a continuation from ART 190 F. Students will learn to paint using transparent and opaque painting methods from direct observations using a variety of painting techniques. Students will learn techniques of handling landscape painting in oil, watercolor, or gouache. (Degree Credit) (CSU)
- ART 210 F Life Painting** 3 Units
Advisory: ART 186 F and ART 189 F
 36 hours lecture and 72 hours lab per term. This course is an introduction to painting the human figure, nude and clothed. The emphasis is on realistic representation of the human form in oils and/or acrylic paint, using structure, color, value, lighting and composition. Historical and contemporary uses of the figure in art as well as various styles of painting will be explored. (Degree Credit) (CSU) AA GE
- ART 214 F Perspective and Staging for Storyboarding** 3 Units
Prerequisite(s): ART 137 F or ART 182 F, with a grade of C or better.
Advisory: ART 243 F, DART 100 F and DART 107 F
 36 hours lecture and 72 hours lab per term. This course is designed to prepare and equip the art student with a functional understanding of draftsmanship and perspective as it relates to the staging/drawing of characters, animals, and vehicles in a perspective environment for storyboarding. (Degree Credit) (CSU)
- ART 215 F Beginning Storyboarding and Narrative Composition (formerly ART 090BF)** 3 Units
Prerequisite(s): ART 182 F with a grade of C or better
 54 hours lecture per term. 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. (Degree Credit) (CSU)
- ART 216 F Advanced Storyboarding and Pre-Visual Preparation** 3 Units
Prerequisite(s): ART 182 F, ART 215 F and DART 100 F, with a grade of C or better.
 54 hours lecture per term. This advanced course is designed to equip the art student with a functional understanding of storyboarding and production skills for animatic and pre-visualization for feature films, TV, animation, and video games through focused study on storyboarding with Photoshop software. (Degree Credit) (CSU)
- ART 217 F Children's Book Illustration (formerly ART 090DF)** 3 Units
Advisory: ART 182 F and ART 186 F
 36 hours lecture and 72 hours lab per term. This course focuses on a specific format: the page-by-page layout of "picture books" that give the reader an image on every page. It involves an understanding of the history, methods, and markets of children's books, and the components of illustrated children's stories. Emphasis is on developing an efficient creative process to produce a unified collection of images that serve a story in children's terms. This includes research and immersion in children's books to understand their forms, moods, themes, and styles; exercises to develop compositional and storytelling skills; and producing page layouts to be developed into finished art. This course will spotlight classic masters, deriving lessons from their work, processes and careers. (Degree Credit) (CSU)
- ART 218 F Visual Storytelling: Structure and Form** 3 Units
Advisory: ART 182 F or portfolio review with instructor.
 36 hours lecture and 72 hours lab per term. This course will introduce students to the classic structures of story and why the visual story requires unique demands and offers unique opportunities. The camera and the image reveal structure to the audience, and the form gives meaning to the events. Students will study the forms and formats of graphic novels, animations, and films, to help them create their own story works and characters to be developed into finished visual stories. This class is recommended to first semester Visual Storytelling students but can be taken at any time. (Degree Credit) (CSU)

ART 219 F Visual Storytelling: Image and Sequence 3 Units**Advisory:** ART 182 F or portfolio review

36 hours lecture and 72 hours lab per term. This course is an introduction to how professional visual storytellers create characters, craft story structure, design images, and assemble them in a sequence to entertain an audience. The class features analysis of master stories in visual media, and feedback on student assignments, which include developing story ideas and creating a finished image-told story "pitch" for animation or film. (Degree Credit) (CSU)

ART 220 F Genre and Style in Entertainment Art 3 Units**Advisory:** ART 182 F and DART 100 F or portfolio review by instructor

36 hours lecture and 72 hours lab per term. This course will introduce students to the variety of genres in entertainment and visual storytelling, to offer a broad knowledge base from which to design and develop content for global markets. This course features analysis of genre elements, visual styles, and the interplay between form and content that allows genres to evolve while keeping a consistent historical continuity. Students will research a visual story genre to trace its evolution, and develop a story premise into contrasting styles. (Degree Credit) (CSU)

ART 221 F Staging and Scene Development 3 Units**Prerequisite(s):** ART 182 F with a grade of C or better.**Advisory:** ART 243 F.

36 hours lecture and 72 hours lab per term. This course will introduce students to the techniques of story illustrators and animators of how to create scenes that hook, compel, and satisfy an audience, using the tools that writers and actors use on stage within a pictorial frame that has unique limitations, opportunities, and dynamics. The emphasis is on individual scenes, how character objectives and emotions lead to visible action, and how to frame a scene for the camera to augment the emotional effect. Lessons will apply to a variety of styles and moods of visual stories. Assignments include analysis of master scenes, creation of original scenes, and reducing multi-panel scenes to single images. (Degree Credit) (CSU)

ART 222 F Composition for Artists: Elements and Principles 3 Units**Advisory:** ART 182 F and DART 100 F.

54 hours lecture and 72 hours lab per term. This course focuses on how master artists evoke feeling, not from the subject matter, but from the design. We will learn how image makers create work in many different styles using basic compositional principles that guide all artistic forms. (Degree Credit) (CSU)

ART 223 F Composition for Artists: Master Studies 3 Units**Advisory:** ART 182 F and ART 222 F and DART 100 F.

36 hours lecture and 72 hours lab per term. This course is a continuation in the development of the lessons and principles presented in ART 222 F by focusing on a variety of compositional forms used in different eras and schools throughout art history. Students will be assigned a series of historical masterpieces to analyze by naming the elements used in the composition, and identifying the strategies used by the artist in applying the principles of unity and diversity. (Degree Credit) (CSU)

ART 225 F Illustrating Literature 3 Units**Advisory:** ART 137 F or ART 182 F and ART 243 F.

36 hours lecture and 72 hours lab per term. This course focuses on adapting stories from classic literature into a unified collection of single images. Unlike graphic novel or storyboard imagery, classic book illustrations augment a story rather than tell it. This involves research and immersion in the story to understand its context, form, and themes; understanding story elements such as character crises, scenes, and beats; and image elements such as characterization, point of view, and image style. Students will develop an efficient creative process by generating multiple image options through thumbnails and comp studies before developing finished images. The course spotlights classic masters such as Gustave Dore, Edmund Dulac, Howard Pyle, N.C. Whyeth, and many others, deriving lessons from their work, processes and careers. (Degree Credit) (CSU)

ART 236 F Intermediate Life Drawing 3 Units**Prerequisite(s):** ART 186 F with a grade of C or better.

36 hours lecture and 72 hours lab per term. This is an intermediate course in drawing the human figure. The course emphasis is on the refinement of basic skills, exercises and anatomy. Complex techniques and the continued use of the skeleton and life model to reinforce the technical skill and knowledge as it relates to gesture, structure and anatomy. Recommended for all art majors. (Degree Credit) (CSU) (UC)

ART 243 F Applied Perspective 3 Units**Advisory:** ART 182 F

36 hours lecture and 72 hours lab per term. This course will introduce the student to the rules of perspective and demonstrate application methods applied to common projects within the field of entertainment, strengthening student draftsmanship. Instructor lectures and demonstrations will illustrate application methods governing the principles of mathematical perspective applied to drawing techniques. (Degree Credit) (CSU)

ART 244 F Illustration 3 Units**Advisory:** ART 182 F

36 hours lecture and 72 hours lab per term. The lecture portion of this course covers problems of creating finished illustrations from thumbnail sketches to final art. Emphasis in this course is on illustration for printed media such as books, newspapers, and magazines, as well as conceptual design for industrial products, and illustration for the electronic entertainment, theme park, and motion picture industries. Projects are designed to prepare the student for the professional skills necessary in creating an industry appropriate portfolio of work. (Degree Credit) (CSU)

ART 245 F Classical Cast Drawing 3 Units**Advisory:** ART 182 F and ART 186 F.

36 hours lecture and 72 hours lab per term. This course is the study and depiction of the human head and body through the process of drawing and rendering of classical cast sculpture. Drawings will be executed in a variety of media including charcoal, colored pencil, and graphite. This course is design for Art majors. Field trips may be required outside of regularly-scheduled class times. (Degree Credit) (CSU)

- ART 246 F Advanced Illustration** 3 Units
Advisory: ART 244 F
 36 hours lecture and 72 hours lab per term. This advanced course presents the student with the opportunity to create an elevated and accelerated level of problem solving within the creation of finished illustrations, from thumbnail sketches to final art. Emphasis in this course is on illustration for printed media such as books, newspapers, and magazines, as well as illustration for the electronic entertainment, theme park, and motion picture industries. Projects are designed to prepare the student for the professional skills necessary in creating an industry appropriate portfolio of work. (Degree Credit) (CSU)
- ART 247 F Sketching for Animators and Illustrators - Traditional Media Techniques** 3 Units
Prerequisite(s): ART 182 F with a grade of C or better
Advisory: ART 186 F and ART 243 F
 36 hours lecture and 72 hours lab per term. This course will introduce the student to the professional application practices of using traditional media techniques for developing artwork for the fields of entertainment. Areas of focus include rapid visualization to final art production using watercolor, markers, pen, ink, and color pencil. (Degree Credit) (CSU)
- ART 254 F Advanced Ceramics** 3 Units
Prerequisite(s): ART 155 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course is an advanced study of hand building and/or wheel throwing techniques, design of form, and surface decoration. Kiln operation is also emphasized. Development of refined skills, expanded knowledge, and a higher level of conceptual ability is accomplished through individually determined projects. (Degree Credit) (CSU)
- ART 258 F Tile I** 3 Units
Advisory: ART 120 F and ART 153 F
 36 hours lecture and 72 hours lab per term. This course is an introduction to ceramic tile making techniques. Emphasis is placed on tile design and its purpose, production, and finish. Multiple methods of production and decoration will be covered as well as basic setting procedures. In addition, review of historical and traditional models and their relevance to contemporary tile design and tile making will be included. (CSU)
- ART 259 F Tile II** 3 Units
Prerequisite(s): ART 258 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course is an advancement into ceramic tile design and production techniques. Emphasis is placed on development of the tile designs that are more advanced in both design and finish while having the student develop a personal approach to the medium. (Degree Credit) (CSU)
- ART 260 F Tile III** 3 Units
Prerequisite(s): ART 259 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course is a deeper exploration into ceramic tile design and production techniques. Emphasis is placed on development of tile designs that are challenging in scope and scale while having the student hone their own personal approach to the medium. Field trips may be required outside of regularly-scheduled class times. (Degree Credit) (CSU)
- ART 261 F Sculpture - Ceramics** 3 Units
Prerequisite(s): ART 153 F or ART 160 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is an exploration of the methods, limitations and characteristics of various clays when used to create sculpture in the round and bas-relief. (Degree Credit) (CSU) (UC)
- ART 262 F Cast Metal: Intermediate** 3 Units
Advisory: ART 162 F
 36 hours lecture and 72 hours lab per term. This course is designed for the student to acquire improved skills in the concepts of cast metal sculpture. Student will employ and refine skills in lost wax bronze casting process. This class includes wax model production and mold making. Metal chasing and patination complete the cast bronze sculpture. (Degree Credit) (CSU)
- ART 263 F Cast Metal: Advanced** 3 Units
Prerequisite(s): ART 262 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This is an advanced course investigating the concepts of cast metal sculpture. Students will create work using the lost wax bronze casting process. This class includes wax model production and mold making. Metal chasing and patination complete the cast bronze sculpture. The complexity of the designs requires alternative skills, techniques and materials. (Degree Credit) (CSU)
- ART 264 F Cast Metal: Studio Concepts** 3 Units
Prerequisite(s): ART 263 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is an advanced investigation into the concepts of cast metal sculpture. Students will employ lost wax bronze casting process. This course includes wax model production and mold making. Metal chasing and patination complete the cast bronze sculpture. In consecutive semesters, the complexity of the projects require alternative skills, techniques and materials. (Degree Credit) (CSU)
- ART 268 F Advanced Sculpture II** 3 Units
Prerequisite(s): ART 161 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course is an investigation of advanced sculptural concepts with an emphasis on the development of an individual body of work. This course advances the research, execution, and artistic intention of a body of work. Class requirements are arranged by contract to allow a wide diversity of projects. (Degree Credit) (CSU)
- ART 271 F Fabrication III: Mold Making, Casting and Vacuum Forming** 3 Units
 36 hours lecture and 72 hours lab per term. This course teaches both principles and practical application of mold making, casting and vacuum-forming for the reproduction of prototypes. From health and safety consideration, tools, materials and their application, students will have extensive hands-on practice, allowing them to acquire experience necessary to advance in the creative industries of their choice. (Degree Credit) (CSU)
- ART 273 F Intermediate Jewelry Casting** 3 Units
 36 hours lecture and 72 hours lab per term. This intermediate course focuses on concepts and techniques acquired in previous exercises, in the designing of wax models and casting of fine art jewelry and small objects. This course involves advanced problems in casting. (Degree Credit) (CSU)
- ART 274 F Advanced Jewelry Casting** 3 Units
Advisory: ART 173 F.
 36 hours of lecture and 72 hours lab (studio) per term. This advanced jewelry course focuses on concepts and techniques that are essential in refined levels of jewelry design. The progression of skills is necessary for the success of the advanced student in jewelry casting. (Degree Credit) (CSU)
- ART 275 F Studio Concepts: Jewelry Casting** 3 Units
Advisory: ART 173 F
 36 hours lecture and 72 hours lab per term. This course focuses on acquiring skills, concepts, and techniques that are essential in the highest levels of jewelry casting. This course also focuses on the development of a portfolio of design, drawings, wax models, molds and cast metal Fine Art Jewelry. (Degree Credit) (CSU)

- ART 276 F Advanced Jewelry Fabrication** 3 Units
Prerequisite(s): ART 175 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course builds on skills on previous skills, design concepts and information gained in ART 175 F. In addition to the refinement of previous skills, use of mechanically-formed components are used in combination. (Degree Credit) (CSU)
- ART 277 F Studio Concepts: Jewelry Fabrication** 3 Units
Prerequisite(s): ART 276 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course focuses on previous exercises and further emphasis is on technical skill in jewelry fabrication, development of a portfolio with presentation of jewelry designs, working drawings, renderings, and fabricated metal fine art jewelry. (Degree Credit) (CSU)
- ART 278 F Intermediate Stained Glass** 3 Units
Prerequisite(s): ART 176 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course demonstrates further progress in developing the skill of contemporary and traditional processes in cold glass within the "Tiffany Foil" techniques of overlay and sandblasting. The student will also be introduced to the hot glass processes of fusing, slumping, and glass painting. The hot glass process will include both kiln and torch work. Project emphasis will be in the design and fabrication of three dimensional and large scale projects in both hot glass and cold glass. (Degree Credit) (CSU)
- ART 280 F Rendering II** 3 Units
Prerequisite(s): ART 182 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course is a continuation of the focus and skill-building of the first Rendering course. The main objective of this course is creating the illusion of three dimensions on a two-dimensional drawing surface. The work covers the visual perception of space, and the artistic techniques based on it. Rendering topics include explanations of the surface qualities of various materials, and the accurate depiction of the materials' interaction with light. This course also meets student needs in advertising, illustration and industrial design. Field trips may also be required outside of regularly-scheduled class times. (Degree Credit) (CSU)
- ART 281 F Drawing from the Masters II** 3 Units
Advisory: ART 182 F and ART 186 F.
 54 hours lecture per term. This course covers working methods and media of master draftsmen from the 18th through the 21st centuries. There is an emphasis on analyzing and copying master drawings in a variety of media. Further emphasis is placed on the traditional approach to drawing as practiced by masters such as Daumier, Degas, Goya, Sargent, Homer, and illustrators from the Golden Age of American Illustration. Field trips may be required outside of regularly-scheduled class times. (Degree Credit) (CSU)
- ART 285 F Intermediate Life Sculpture** 3 Units
Prerequisite(s): ART 185 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This is an intermediate level course in Life Sculpture. This course is focused on a review of sculpture exercises in figurative sculpture with emphasis on refinement of accurate anatomical sculpture. (Degree Credit) (CSU)
- ART 286 F Advanced Life Drawing** 3 Units
Prerequisite(s): ART 236 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This is an advanced course in drawing the human figure, the emphasis of this course is a focused review of previous drawing exercises and the refinement of techniques. Advanced studio problems will be addressed, with historical and contemporary examples. Recommended for art majors. (Degree Credit) (CSU) (UC)
- ART 287 F Advanced Life Sculpture** 3 Units
Prerequisite(s): ART 285 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course focuses on previous exercises and further development of advanced skills and techniques used in the sculpting of accurate human anatomy with consistent detail. (Degree Credit) (CSU)
- ART 288 F Advanced Life Sculpture II** 3 Units
Prerequisite(s): ART 287 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This course focuses on the previous exercises and further development of sculpture, skills, techniques and fine detail used in accurate human anatomy. Further development of the figure in bas-relief will be explored. (Degree Credit) (CSU)
- ART 290 F Portfolio Preparation and Artwork Presentation** 3 Units
Advisory: Six units of art, design or computer graphics (DART) courses
 54 hours lecture per term. This course will help studio arts and design majors in the creation of a portfolio that will assist in the transfer towards a BA or BFA university art program. Major emphasis is placed on the development of a professional portfolio and the quality of the artwork in it. (Degree Credit) (CSU)
- ART 291 F Applied Painting: Expressive** 3 Units
Prerequisite(s): ART 189 F with a grade of C or better
 36 hours lecture and 72 hours lab per term. This class surveys a variety of painting styles. Emphasis is on emotionally and expressive interpretation of an object or idea through use of color, composition and paint application. Fundamental painting skills, will be needed. Classic and contemporary approaches will be applied. (Degree Credit) (CSU)
- ART 292 F Painting: Political and Social Issues** 3 Units
Prerequisite(s): ART 189 F with a grade of C or better.
 26 hours and 72 hours lab per term. This course is to give students the tools for communicating ideas, concepts, observations and opinions through painting, using style, compositions, application of paint and mixed media. Classic and contemporary approaches will be applied to this subject matter. (Degree Credit) (CSU)
- ART 293 F Painting: Narrative** 3 Units
Prerequisite(s): ART 189 F with a grade of C or better.
 36 hours lecture and 72 hours lab per term. This course surveys a variety of painting styles to give students the tools for communicating a narrative theme through painting. (Degree Credit) (CSU)
- ART 294 F Independent Study: Illustration** 1-2 Units
Prerequisite(s): ART 244 F and ART 246 F, with a grade of C or better
 54-108 hours independent study per term. This independent study course is for the student who wishes to pursue a more thorough understanding of the field of Illustration through application of creative design, technical ability, and execution of craft. Instructor approval is required. (Degree Credit) (CSU) (UC review required)
- ART 295 F Independent Study: Painting** 1-2 Units
Prerequisite(s): ART 188 F or ART 201 F, with a grade of C or better
Advisory: ART 120 F
 54-108 hours independent study per term. This course is for the advanced student who wishes to pursue painting through individual study. Instructor approval is required. (Degree Credit) (CSU) (UC review required)
- ART 296 F Independent Study: Museum Studies** 1-2 Units
Prerequisite(s): ART 122 F with a grade of C or better
 54-108 hours independent study per term. This course is for students who wish to pursue museum studies through individual study. Students will pursue a more thorough understanding of the field of museum studies through application of skills to gallery and permanent collection projects. Instructor approval is required. (Degree Credit) (CSU) (UC review required)

ART 297 F Independent Study: Ceramics 1-2 Units

Prerequisite(s): ART 254 F or ART 260 F with a grade of C or better
54-108 hours independent study per term. This course is for students who wish to pursue ceramics through individual study. Students will plan an appropriate project or group of projects that allow greater development and understanding of the ceramic process through applied practice of the specific techniques chosen by the student. Instructor approval is required. (Degree Credit) (CSU) (UC review required)

ART 298 F Arts Internship 2-4 Units

Advisory: 6-9 units of art courses which may include art history, design, studio art, business practices in art, portfolio preparation or digital art.
18 hours lecture and 75-225 hours of supervised employment or 60-180 hours of unpaid internship per term. This course is designed to provide professional artistic work experience directly related to the student's area of study. This course offers career development opportunities for students and industry professionals who need to strengthen or broaden their skills. This course awards 1 unit per 75 hours of paid internship or 1 unit per 60 hours of unpaid internship. (Degree Credit) (CSU)

ART 299 F Art Independent Study 1-2 Units

Prerequisite(s): A grade of C or better in at least one semester's previous work in the subject of the independent study as well as a foundation in creative design, technical ability, and execution of craft.
54-108 hours independent study per term. This course is for students who wish to pursue a particular area of art through individual study. Instructor approval is required. (Degree Credit) (CSU) (UC Credit Limitation)