

Program Modification

Program modifications must be submitted by November 2, 2009 for priority catalog review

Date (Change if modified and update the file name with the new date): October 29, 2009

Program Area: ART

Semester /Year First affected: Fall 2010

Instructions: Please use this Program Modification form for changes to existing program requirements, units, outcomes, emphases or options, or for other programmatic concerns. For minor changes (faculty or address changes, additions of approved electives, minor editing for clarity, and other minor updates) use the Program Update form, available at the Curriculum website.

Paste the latest approved version of your entire program in the left AND right boxes below. Make your deletions in the LEFT column by using the **strikeout** feature in Word or underlining, and highlight. Insert new language or other changes to the program on the RIGHT and highlight in **YELLOW** for easy identification. If possible, please align the two columns so that changes appear side-by-side with the original text.

CURRENTLY APPROVED PROGRAM

PROPOSED PROGRAM

<p>ART</p> <p>Catalog Description of the Program CSUCI ART MAJOR - Bachelor of Arts Degree in Art LOWER DIVISION ART REQUIREMENTS (Total 24 Units)</p> <p>Complete a minimum of 24 units of lower division required Art courses in preparation for upper division studies.</p> <p>Art Studio Fundamentals (12 units) ART 105 Drawing and Composition (3) ART 106 Color and Design (3) ART 107 Life Drawing (3) ART 108 Visual Technologies (3)</p> <p>Art History (6 units) Select two courses from the following: ART 110 Prehistoric Art to the Middle Ages (3) ART 111 Renaissance to Modern Art (3) ART 112 Arts of the Eastern World (3)</p> <p>Lower Division Studio Courses (6 units minimum) In selecting lower division studio courses (100 and 200 level), students are</p>	<p>ART</p> <p>Catalog Description of the Program CSUCI ART MAJOR - Bachelor of Arts Degree in Art LOWER DIVISION ART REQUIREMENTS (Total 24 Units)</p> <p>Complete a minimum of 24 units of lower division required Art courses in preparation for upper division studies.</p> <p>Art Studio Fundamentals (12 units) ART 105 Drawing and Composition (3) ART 106 Color and Design (3) ART 107 Life Drawing (3) ART 108 Visual Technologies (3)</p> <p>Art History (6 units) Select two courses from the following: ART 110 Prehistoric Art to the Middle Ages (3) ART 111 Renaissance to Modern Art (3) ART 112 Arts of the Eastern World (3)</p> <p>Lower Division Studio Courses (6 units minimum) In selecting lower division studio courses (100 and 200 level), students are</p>
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encouraged to enroll in courses that satisfy prerequisites for upper division study in specific areas. Transfer students may substitute CSU transferable lower division studio art, graphic design and multimedia courses subject to the approval of the CSUCI art program. Select a minimum of two courses from the following:

ART 201 Painting (3)
ART 202 Sculpture (3)
ART 203 Illustration (3)
ART 204 Graphic Design (3)
ART 205 Multimedia (3)
ART 206 Animation (3)
ART 207 Ceramics (3)
ART 208 Physics of Art and Visual Perception (3)
ART 209 Photography

UPPER DIVISION REQUIREMENTS (Total 33 Units)

Upper Division ART Majors are required to select an option within the major and complete a minimum of thirty-three units of upper division ART courses.

STUDIO ART OPTION

Upper Division Art Studio Courses (18 units)
Upper Division Art History-Interdisciplinary Courses (6 units)
Professional Preparation Courses (9 units)

ART HISTORY OPTION

Upper Division Art History-Interdisciplinary Courses (18 units)
Upper Division Art Studio Courses (6 units)
Professional Preparation Courses (9 units)

Upper Division Studio Art Courses

Students are encouraged to pursue an integrated approach in the exploration of media and artistic processes by integrating traditional methods of art production with digital technologies in at least two areas of study. Assignments incorporate projects created with basic art materials working in conjunction with digital art technologies that lead toward development of artistic skills and computer literacy, (six hours studio/lab activity per week). All ART Majors are required to select a minimum of two (6 units) of the following courses: (310, 311, 312, 313, 314, 315, 316, 317). Upon completion of these courses, ART Majors in the Studio Art Option are required to select an additional four courses (12 units) of upper division 300/400 level studio art courses.

ART 310 Two-dimensional Art: Painting Media and Techniques (3)
ART 311 Three-dimensional Art: Sculpture Media and Techniques (3)
ART 312 Digital Media Art: Time-Based Imaging and Compositing (3)

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ART 202 Sculpture (3)
ART 203 Illustration (3)
ART 204 Graphic Design (3)
ART 205 Multimedia (3)
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ART 208 Physics of Art and Visual Perception (3)
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ART 310 Two-Dimensional Art: Painting Media and Techniques (3)
ART 311 Three-Dimensional Art: Sculpture Media and Techniques (3)
ART 312 Digital Media Art: Time-Based Imaging and Compositing (3)

<p>ART 313 Communication Design Technology: Graphic Design for Print Media (3) ART 314 Digital Media Art: Digital Photography (3) ART 315 Animation Media and Techniques (3) ART 316 Digital Illustration and Painting (3) ART 317 Video Game Production (3)</p> <p>Upon completion of prerequisite courses, select additional studio art courses from at least two areas of study. Assignments focus on the development artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (six hours activity per week - 3 unit courses, repeatable one time for additional credit).</p> <p>ART 320 Two-dimensional Art: Painting Theory and Processes (3) ART 321 Three-dimensional Art: Sculpture Theory and Processes (3) ART 322 Digital Media Art: Time-Based Graphics and Visual Effects (3) ART 323 Communication Design Technology: Packaging and Pre-Press (3) ART 324 Communication Design Technology: Web Design (3) ART 325 Digital Media Art: Digital Filmmaking (3) ART 326 Digital Media Art: 3D Computer Animation (3) ART 327 Communication Design Technology: Multimedia Theory and Process (3) ART 328 Digital Media Art: Photographic Theory and Process: (3) ART 329 Three-Dimensional Art: Ceramics Theory and Process (3) ART 383 Scenic Design (3) ART 384 Costume Design (3)</p> <p>Advanced artistic problems courses provide students with the opportunity to continue in-depth investigations working in selected media, leading to the development of sound artistic concepts and proficiency in advanced artistic processes. Continued exploration into the integration of media and technologies lead students to the development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work (six hours studio/lab activity per week - 3 unit courses, repeatable one time for additional credit).</p> <p>ART 420 Advanced Artistic Problems: Two-Dimensional Art (3) ART 421 Advanced Artistic Problems: Three-Dimensional Art (3) ART 422 Advanced Artistic Problems: Digital Media Art (3) ART 423 Advanced Artistic Problems: Communication Design Technology (3)</p> <p>Art History-Interdisciplinary Art Courses Upper division Art History courses focus on the History of Art and Art Theory, Interdisciplinary Art Courses integrate academic study of Art with related content from other disciplines. All ART Majors are required to select a minimum of two (6 units) of Art History-Interdisciplinary Art Courses. ART Majors in the Art History Option are required to select an additional four courses (12 units) of upper division</p>	<p>ART 313 Communication Design Technology: Graphic Design for Print Media (3) ART 314 Digital Media Art: Digital Photography (3) ART 315 Animation Media and Techniques (3) ART 316 Digital Illustration and Painting (3) ART 317 Video Game Production (3)</p> <p>Upon completion of prerequisite courses, select additional studio art courses from at least two areas of study. Assignments focus on the development artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (six hours activity per week - 3 unit courses, repeatable one time for additional credit).</p> <p>ART 320 Two-Dimensional Art: Painting Theory and Processes (3) ART 321 Three-Dimensional Art: Sculpture Theory and Processes (3) ART 322 Digital Media Art: Time-Based Graphics and Visual Effects (3) ART 323 Communication Design Technology: Packaging and Pre-Press (3) ART 324 Communication Design Technology: Web Design (3) ART 325 Digital Media Art: Digital Filmmaking (3) ART 326 Digital Media Art: 3D Computer Animation (3) ART 327 Communication Design Technology: Multimedia Theory and Process (3) ART 328 Digital Media Art: Photographic Theory and Process: (3) ART 329 Three-Dimensional Art: Ceramics Theory and Process (3) ART 380 Two-Dimensional Art: Figure Painting (3) ART 381 Three-Dimensional Art: Figure Sculpture (3) ART 383 Scenic Design (3) ART 384 Costume Design (3)</p> <p>Advanced artistic problems courses provide students with the opportunity to continue in-depth investigations working in selected media, leading to the development of sound artistic concepts and proficiency in advanced artistic processes. 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300/400 level Art History-Interdisciplinary Art courses from the list	units) of Art History-Interdisciplinary Art Courses. ART Majors in the Art History Option are required to select an additional four courses (12 units) of upper division 300/400 level Art History-Interdisciplinary Art courses from the list
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SUMMARY OF CHANGES


JUSTIFICATION

These two new courses will serve to fill out needed areas of study in the Art Program.

_Jack Reilly, Art Program Chair_____9-29-09_____

Proposer of Program Modification Date

Program: ART

Program Chair Jack Reilly		9-29-09
	Signature	Date

Curriculum Chair		
	Signature	Date

Dean of Faculty		
	Signature	Date