

Program Modification

Program modifications must be submitted by October 15, 2011, and finalized by the end of the fall semester for catalog production.
Enter data in **YELLOWED** areas.

Date (Change date if modified and update the file name with the new date): 2012 2013 Catalog Copy yes

Program Area: Art

Semester /Year First affected: Fall 2012

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 strikethrough 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

Programs Offered

- Bachelor of Arts Degree in Art
Option in Studio Art
Option in Art History
- Minor in Art
- Minor in Computer Game Design
- Certificate in Digital Media Art

The Art Major focuses on interdisciplinary studies in fine art, digital art technology, graphic design and art history, emphasizing an innovative approach to artistic process, technique and problem solving through the integration of traditional media and digital technologies. Courses in studio art, art history and interdisciplinary studies focus on developing a solid artistic foundation, leading to advanced work in art media and theory. The studio art option provides in-depth study in the areas of two-dimensional art, three-dimensional art, digital media art, and communication design technology. The art history option provides in-depth study in the history of art and interdisciplinary topics.

PROPOSED PROGRAM

Programs Offered

- Bachelor of Arts Degree in Art
Option in Studio Art
Option in Art History
- Minor in Art
- Minor in Computer Game Design
- Certificate in Digital Media Art

The Art Major focuses on interdisciplinary studies in fine art, digital art technology, graphic design and art history, emphasizing an innovative approach to artistic process, technique and problem solving through the integration of traditional media and digital technologies. Courses in studio art, art history and interdisciplinary studies focus on developing a solid artistic foundation, leading to advanced work in art media and theory. The studio art option provides in-depth study in the areas of two-dimensional art, three-dimensional art, digital media art, and communication design technology. The art history option provides in-depth study in the history of art and interdisciplinary topics.

The Art program is designed for students who wish to pursue:

- A Bachelor of Arts Degree in Art,
- A Minor in Art,
- A Certificate in Digital Media Art,
- A Liberal Studies Concentration in Art,
- Preparation for graduate study, and
- Preparation for professional and academic fields in the Arts.

Careers

Students prepare for a wide range of opportunities in today's professional and academic fields. Careers include visual arts positions in fine art, graphic design, Web design, multimedia, computer graphics, computer animation, digital photography, video art, digital filmmaking, visual effects, galleries, museums, teaching and numerous other professions in the arts.

Program Learning Outcomes

Students graduating from the Art program will be able to:

- Demonstrate methods of critical analysis through the analysis, interpretation, and evaluation of works of art;
- Demonstrate informed understanding and appreciation of the role of art in contemporary society as well as throughout history;
- Create and express personal ideas and opinions through artwork in response to diverse range of global events;
- Explore the integration of traditional art techniques and materials with emerging art technologies;
- Develop communication skills needed to articulate their conscious artistic intentions, and express coherent aesthetics;
- Demonstrate familiarity with high-tech tools while working with emerging digital art technologies;
- Demonstrate their preparation for professional artistic practice through the refinement of artistic concept, narrative and technique;
- Complete in-depth work in specific media and demonstrate advanced competency in artistic production; and
- Analyze a diverse range of career opportunities in their selected artistic discipline.

Faculty

Jack Reilly, MFA
Professor of Art
Chair, Art Program
Lindero Hall, Room 1758

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- Preparation for graduate study, and
- Preparation for professional and academic fields in the Arts.

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Students prepare for a wide range of opportunities in today's professional and academic fields. Careers include visual arts positions in fine art, graphic design, Web design, multimedia, computer graphics, computer animation, digital photography, video art, digital filmmaking, visual effects, galleries, museums, teaching and numerous other professions in the arts.

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Faculty

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Professor of Art
Chair, Art Program
Lindero Hall, Room 1758

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Contact Information
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Bachelor of Arts in Art - (120 units)

Art Courses 57

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Bachelor of Arts in Art - (120 units)

Art Courses 57

| | |
|--|------------------|
| General Education Courses..... | 48 |
| American Institutions Requirement Courses..... | 6 |
| University Elective Courses..... | 9 |
| TOTAL | 120 units |

| | |
|--|------------------|
| General Education Courses..... | 48 |
| American Institutions Requirement Courses..... | 6 |
| University Elective Courses..... | 9 |
| TOTAL | 120 units |

Bachelor of Arts Degree in Art
 Art majors are required to select an option of study in Art Studio or Art History.

Bachelor of Arts Degree in Art
 Art majors are required to select an option of study in Art Studio or Art History.

Art Studio Option

Art Studio Option

Lower Division Art Studio Requirements - 24 units

Lower Division Art Studio Requirements - 24 units

Complete a minimum of 24 units of lower division Art courses in preparation for upper division studies.

Complete a minimum of 24 units of lower division Art courses in preparation for upper division studies.

Art Studio Fundamentals - 12 units

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 | |

| | | | |
|---------|------------------------------|---|-----|
| ART 105 | Drawing and Composition..... | 3 | |
| ART 106 | Color and Design | 3 | |
| ART 107 | Life Drawing..... | 3 | ART |
| 108 | Visual Technologies | 3 | |

Art History - 6 units

Art History - 6 units

Select two courses from the following:

Select two courses from the following:

| | | |
|---------|--|---|
| ART 110 | Prehistoric Art to the Middle Ages | 3 |
| ART 111 | Renaissance to Modern Art | 3 |
| ART 112 | Art of the Eastern World | 3 |

| | | |
|---------|--|---|
| ART 110 | Prehistoric Art to the Middle Ages | 3 |
| ART 111 | Renaissance to Modern Art | 3 |
| ART 112 | Art of the Eastern World | 3 |

Lower Division Art Studio Electives - 6 units

Lower Division Art Studio Electives - 6 units

In selecting lower division studio elective courses (100 and 200 level), students are 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 CI art program.

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Select two courses from the following:

Select 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 | |

| | | |
|---------|----------------------|---|
| 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 | |

| | | | |
|---|-----|--|---|
| ART | 209 | Visual Perception (PHYS) | 3 |
| | | Photography | 3 |
| Upper Division Art Studio Requirements - 33 units | | | |
| Upper Division Art Studio Courses - 21 units | | | |
| Students are encouraged to pursue an integrated approach in the exploration of media and artistic processes. | | | |
| <i>Select a minimum of two 6 units of the following courses:</i> | | | |
| ART 310, 311, 312, 313, 314, 315, 316, or 317 | | | |
| <i>Select a minimum of two courses from the following:</i> | | | |
| 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 |
| 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 |
| Upon completion of prerequisites, select additional studio art courses from at least two areas of study. Assignments focus on the development of artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (3 unit courses require six hours activity per week, repeatable one time for additional credit). ART 382, 383 and 384 are not repeatable for credit. | | | |
| ART | 320 | Two Dimensional Art: Painting Theory and Process | 3 |
| ART | 321 | Three-Dimensional Art: Sculpture Theory and Process | 3 |
| ART | 322 | Digital Media Art: Time-Based Graphics and Visual Effects | 3 |

| | | | |
|---|-----|--|---|
| ART | 209 | Visual Perception (PHYS) | 3 |
| | | Photography | 3 |
| Upper Division Art Studio Requirements - 33 units | | | |
| Upper Division Art Studio Courses - 21 units | | | |
| Students are encouraged to pursue an integrated approach in the exploration of media and artistic processes. | | | |
| <i>Select a minimum of two 6 units of the following courses:</i> | | | |
| ART 310, 311, 312, 313, 314, 315, 316, or 317 | | | |
| <i>Select a minimum of two courses from the following:</i> | | | |
| 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 |
| 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 |
| Upon completion of prerequisites, select additional studio art courses from at least two areas of study. Assignments focus on the development of artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (3 unit courses require six hours activity per week, repeatable one time for additional credit). ART 382, 383 and 384 are not repeatable for credit. | | | |
| ART | 320 | Two Dimensional Art: Painting Theory and Process | 3 |
| ART | 321 | Three-Dimensional Art: Sculpture Theory and Process | 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: Ceramic Theory and Process | 3 |
| ART | 380 | Two-Dimensional Art: Figure Painting..... | 3 |
| ART | 381 | Three-Dimensional Art: Figure Sculpture | 3 |
| ART | 382* | Art for Social Media..... | 3 |
| ART | 383* | Scenic Design (PA) | 3 |
| ART | 384* | Costume Design (PA) | 3 |
| ART | 385 | Audio Design and Recording (PAMU)..... | 3 |

**Not repeatable*

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 (3 unit courses require six hours studio/lab activity per week, repeatable one time for additional credit).

| | | | |
|-----|-----|--|---|
| 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 |

Upper Division Art History-Interdisciplinary Art Courses - 6 units

| | | | |
|-----|------|---|---|
| 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: Ceramic Theory and Process | 3 |
| ART | 380 | Two-Dimensional Art: Figure Painting..... | 3 |
| ART | 381 | Three-Dimensional Art: Figure Sculpture..... | 3 |
| ART | 382* | Art for Social Media..... | 3 |
| ART | 383* | Scenic Design (PA) | 3 |
| ART | 384* | Costume Design (PA) | 3 |
| ART | 385 | Audio Design and Recording (PAMU) | 3 |
| ART | 386 | Storyboarding..... | 3 |

**Not repeatable*

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 (3 unit courses require six hours studio/lab activity per week, repeatable one time for additional credit).

| | | | |
|-----|-----|--|---|
| 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 |

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. Art majors In the Studio Art option are required to complete a minimum of 6 units of Art History-Interdisciplinary Art Courses.

Select one courses from the following:

- ART 435 Postmodern Visual Culture 3
- ART 436 Modern Art 3

Select a minimum of one course from the following:

- ART 330 Critical Thinking in a Visual World 3
- ART 331 Art, Society and Mass Media (COMM) 3
- ART 332 Multicultural Art Movements 3
- ART 333 History of Southern California
Chicana/o Art (CHS/HIST) 3
- ART 334 The Business of Art (BUS) 3
- ART 337 Art on Film and Film as Art 3
- ART 338 Psychology of Art and Artists (PSY) 3
- ART 351 The Baroque Eye: Art, Culture,
Money, Power 3
- ART 352 Visual Canons of the Ancient World 3
- ART 353 Medieval World: Spirituality
and Representation 3
- ART 431 European Renaissance Literature &
Art (ENGL) 3
- ART 433 Women in the Arts 3
- ART 434 The Museum: Culture, Business,
Education (BUS/EDUC) 3
- ART 435 Postmodern Visual Culture (if not taken
above) 3
- ART 436 Modern Art (if not taken above) 3
- ART 451 Diversity in the Visual Arts 3
- ART 480 Advanced Issues in Art History, Theory,
and Criticism 3

Professional Preparation Courses - 6 units

Upper division Professional Preparation courses provide students with an understanding of current issues in the arts, application of specialized studio work, field activities and service learning.

- ART 489 Arts Seminar 3
- ART 499 Arts Capstone Project 3

Upper Division Art History-Interdisciplinary Art Courses - 6 units

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. Art majors In the Studio Art option are required to complete a minimum of 6 units of Art History-Interdisciplinary Art Courses.

Select one courses from the following:

- ART 435 Postmodern Visual Culture 3
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- ART 330 Critical Thinking in a Visual World 3
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- ART 338 Psychology of Art and Artists (PSY) 3
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Money, Power 3
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and Representation 3
- ART 431 European Renaissance Literature &
Art (ENGL) 3
- ART 433 Women in the Arts 3
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Professional Preparation Courses - 6 units

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Upper Division Art Electives

Upper Division Art elective courses may fulfill up to 6 units of upper division Art Studio or Art History requirements. Portfolio review and consent of instructor required.

- ART 490 Special Topics in Art 3
- ART 492 Internship in the Arts.....1-3
(Portfolio review required)
- ART 494 Directed Independent Study.....1-3
(Portfolio review required)

Art History Option: Lower Division Requirements - 24 units

Complete a minimum of 24 units of lower division required Art courses in preparation for upper division studies.

Lower Division Art History Courses - 12 units

- ART 110 Prehistoric Art to the Middle Ages 3
- ART 111 Renaissance to Modern Art 3
- ART 112 Art of the Eastern World 3
- ART 200 Art History: Tools and Methods..... 3

Lower Division Art Studio Courses - 12 units

- ART 108 Visual Technologies..... 3

Select two courses from the following:

- ART 105 Drawing and Composition..... 3
- ART 106 Color and Design 3
- ART 107 Life Drawing..... 3

Students are 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 and art history courses subject to the approval of the CI Art program.

Select one course from the following:

- ART 201 Painting 3
- ART 202 Sculpture 3
- ART 204 Graphic Design 3
- ART 205 Multimedia 3
- ART 207 Ceramics 3
- ART 209 Photography 3

Art History Option: Upper Division Requirements - 33 units

- ART 489 Arts Seminar 3
- ART 499 Arts Capstone Project 3

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- ART 111 Renaissance to Modern Art 3
- ART 112 Art of the Eastern World 3
- ART 200 Art History: Tools and Methods..... 3

Lower Division Art Studio Courses - 12 units

- ART 108 Visual Technologies 3

Select two courses from the following:

- ART 105 Drawing and Composition 3
- ART 106 Color and Design 3
- ART 107 Life Drawing..... 3

Students are 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 and art history courses subject to the approval of the CI Art program.

Select one course from the following:

- ART 201 Painting 3
- ART 202 Sculpture 3
- ART 204 Graphic Design 3
- ART 205 Multimedia 3
- ART 207 Ceramics 3
- ART 209 Photography 3

ART Majors in the Art History option are required to complete a minimum of 33 units of upper division ART courses.

Art History-Interdisciplinary

Art Courses - 21 units

Students are encouraged to enroll in a variety of art history and interdisciplinary courses that would expose them to multiple time periods, artistic developments, and theoretical issues. Art Majors in the Art History option may also focus on a particular area of interest

Select one course from each group:

Group 1

- ART 330 Critical Thinking in a Visual World 3
- ART 333 History of Southern California
Chicana/o Art (CHS/HIST) 3

Group 2

- ART 331 Art, Society and Mass Media (COMM) 3
- ART 334 The Business of Art (BUS) 3

Group 3

- ART 352 Visual Canons of the Ancient
World 3
- ART 353 Medieval World: Spirituality
and Representation 3
- ART 436 Modern Art 3

Group 4

- ART 351 The Baroque Eye: Art, Culture,
Money, Power 3
- ART 434 The Museum: Culture, Business,
Education (BUS/EDUC) 3

Group 5

- ART 431 European Renaissance Literature &
Art (ENGL) 3
- ART 433 Women in the Arts 3
- ART 435 Postmodern Visual Culture 3

Art History Option: Upper Division Requirements - 33 units

ART Majors in the Art History option are required to complete a minimum of 33 units of upper division ART courses.

Art History-Interdisciplinary

Art Courses - 21 units

Students are encouraged to enroll in a variety of art history and interdisciplinary courses that would expose them to multiple time periods, artistic developments, and theoretical issues. Art Majors in the Art History option may also focus on a particular area of interest

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Group 1

- ART 330 Critical Thinking in a Visual World 3
- ART 333 History of Southern California
Chicana/o Art (CHS/HIST) 3

Group 2

- ART 331 Art, Society and Mass Media (COMM) 3
- ART 334 The Business of Art (BUS) 3

Group 3

- ART 352 Visual Canons of the Ancient
World 3
- ART 353 Medieval World: Spirituality
and Representation 3
- ART 436 Modern Art 3

Group 4

- ART 351 The Baroque Eye: Art, Culture,
Money, Power 3
- ART 434 The Museum: Culture, Business,
Education (BUS/EDUC) 3

Group 5

- ART 431 European Renaissance Literature &
Art (ENGL) 3
- ART 433 Women in the Arts 3

| | | |
|--|-----|--|
| Group 6 | | |
| ART | 337 | Art on Film and Film as Art 3 |
| ART | 338 | Psychology of Art and Artists (PSY)..... 3 |
| Group 7 | | |
| ART | 332 | Multicultural Art Movements..... 3 |
| ART | 451 | Diversity in the Visual Arts..... 3 |
| ART | 480 | Advanced Issues in Art History, Theory, and Criticism..... 3 |
| Upper Division Art Studio Courses | | |
| 6 units | | |
| <i>Select <u>two</u> courses from the following:</i> | | |
| 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 |
| 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 |
| Professional Preparation Courses - 6 units | | |
| Upper division Professional Preparation courses provide an understanding of current issues in the arts, field activities and service learning. | | |
| ART | 489 | Arts Seminar 3 |
| ART | 499 | Arts Capstone Project 3 |
| Upper Division ART Electives | | |
| Upper Division Art elective courses may fulfill up to <u>6</u> units of upper division Studio Art or Art History requirements. | | |
| Portfolio review and consent of instructor required. | | |
| ART | 490 | Special Topics in Art 3 |
| ART | 492 | Internship in the Arts..... 1-3 <i>(Portfolio review required)</i> |

| | | |
|--|-----|--|
| ART | 435 | Postmodern Visual Culture..... 3 |
| Group 6 | | |
| ART | 337 | Art on Film and Film as Art..... 3 |
| ART | 338 | Psychology of Art and Artists (PSY)..... 3 |
| Group 7 | | |
| ART | 332 | Multicultural Art Movements..... 3 |
| ART | 451 | Diversity in the Visual Arts 3 |
| ART | 480 | Advanced Issues in Art History, Theory, and Criticism..... 3 |
| Upper Division Art Studio Courses | | |
| 6 units | | |
| <i>Select <u>two</u> courses from the following:</i> | | |
| 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 |
| 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 |
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| Professional Preparation Courses - 6 units | | |
| Upper division Professional Preparation courses provide an understanding of current issues in the arts, field activities and service learning. | | |
| ART | 489 | Arts Seminar 3 |
| ART | 499 | Arts Capstone Project 3 |
| Upper Division ART Electives | | |
| Upper Division Art elective courses may fulfill up to <u>6</u> units of upper division Studio Art or Art History requirements. | | |
| Portfolio review and consent of instructor required. | | |
| ART | 490 | Special Topics in Art 3 |

ART 494 Directed Independent Study.....1-3
(Portfolio review required)

Minor in Art - (24 units)

The Art minor provides non-majors with the opportunity to explore artistic media, techniques and basic art concepts. Coursework includes aspects of art appreciation, aesthetics, art history and studio experience. Students seeking a minor in Art are required to complete a minimum of 24 units of Art courses.

Lower Division Required Courses

12 units

ART 105 Drawing and Composition 3
 ART 106 Color and Design 3
 ART 108 Visual Technologies 3

Select one additional course from the following:

ART 100 Understanding Fine Arts Processes 3
 ART 101 What is Art? 3
 ART 102 Multicultural Children's Art 3
 ART 107 Life Drawing 3
 ART 110 Prehistoric Art to the Middle Ages 3
 ART 111 Renaissance to Modern Art 3
 ART 112 Art of the Eastern World 3

Studio Art Courses - 6 units

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 209 Photography 3
 ART 310 Two-Dimensional Art: Painting Media
 and Techniques 3
 ART 311 Three-Dimensional Art: Sculpture Media
 and Techniques 3

ART 492 Internship in the Arts..... 1-3
(Portfolio review required)

ART 494 Directed Independent Study..... 1-3
(Portfolio review required)

Minor in Art - (24 units)

The Art minor provides non-majors with the opportunity to explore artistic media, techniques and basic art concepts. Coursework includes aspects of art appreciation, aesthetics, art history and studio experience. Students seeking a minor in Art are required to complete a minimum of 24 units of Art courses.

Lower Division Required Courses

12 units

ART 105 Drawing and Composition 3
 ART 106 Color and Design 3
 ART 108 Visual Technologies 3

Select one additional course from the following:

ART 100 Understanding Fine Arts Processes 3
 ART 101 What is Art? 3
 ART 102 Multicultural Children's Art 3
 ART 107 Life Drawing 3
 ART 110 Prehistoric Art to the Middle Ages 3
 ART 111 Renaissance to Modern Art 3
 ART 112 Art of the Eastern World 3

Studio Art Courses - 6 units

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 209 Photography..... 3
 ART 310 Two-Dimensional Art: Painting Media
 and Techniques 3

| | | | |
|-----|-----|---|---|
| ART | 312 | Digital Media Art: Time-Based Imaging and Compositing | 3 |
| 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 |

Art History and Interdisciplinary Art Courses

6 units

Select a minimum of two courses from the following:

| | | | |
|-----|-----|---|---|
| ART | 330 | Critical Thinking in a Visual World | 3 |
| ART | 331 | Art, Society and Mass Media (COMM) | 3 |
| ART | 332 | Multicultural Art Movements | 3 |
| ART | 333 | History of Southern California Chicana/o Art (CHS/HIST) | 3 |
| ART | 334 | The Business of Art (BUS) | 3 |
| ART | 337 | Art as Film and Film as Art | 3 |
| ART | 338 | Psychology of Art and Artists (PSY) | 3 |
| ART | 351 | The Baroque Eye: Art, Culture, Money, Power | 3 |
| ART | 352 | Visual Canons of the Ancient World | 3 |
| ART | 353 | Medieval World: Spirituality and Representation | 3 |
| ART | 431 | European Renaissance Literature and Art (ENGL) | 3 |
| ART | 433 | Women in the Arts | 3 |
| ART | 434 | The Museum: Culture, Business, Education (BUS/EDUC) | 3 |
| ART | 435 | Postmodern Visual Culture | 3 |
| ART | 436 | Modern Art | 3 |
| ART | 451 | Diversity in the Visual Arts | 3 |

Certificate in
Digital Media Art - (18 units)

The certificate program in Digital Media Art is designed to prepare individuals for an

| | | | |
|-----|-----|---|---|
| ART | 311 | Three-Dimensional Art: Sculpture Media and Techniques | 3 |
| ART | 312 | Digital Media Art: Time-Based Imaging and Compositing | 3 |
| 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 |

Art History and Interdisciplinary Art Courses

6 units

Select a minimum of two courses from the following:

| | | | |
|-----|-----|--|---|
| ART | 330 | Critical Thinking in a Visual World | 3 |
| ART | 331 | Art, Society and Mass Media (COMM) | 3 |
| ART | 332 | Multicultural Art Movements | 3 |
| ART | 333 | History of Southern California Chicana/o Art (CHS/HIST)..... | 3 |
| ART | 334 | The Business of Art (BUS) | 3 |
| ART | 337 | Art as Film and Film as Art | 3 |
| ART | 338 | Psychology of Art and Artists (PSY) | 3 |
| ART | 351 | The Baroque Eye: Art, Culture, Money, Power | 3 |
| ART | 352 | Visual Canons of the Ancient World | 3 |
| ART | 353 | Medieval World: Spirituality and Representation | 3 |
| ART | 431 | European Renaissance Literature and Art (ENGL) | 3 |
| ART | 433 | Women in the Arts | 3 |
| ART | 434 | The Museum: Culture, Business, Education (BUS/EDUC) | 3 |
| ART | 435 | Postmodern Visual Culture | 3 |
| ART | 436 | Modern Art | 3 |
| ART | 451 | Diversity in the Visual Arts | 3 |

Certificate in
Digital Media Art - (18 units)

entry-level career working in the expanding field of Digital Media Art. Courses specifically focusing on multimedia, digital design for print media, Web design, digital photography, motion graphics, and visual effects for film/video and computer animation lead to an in-depth understanding and technical proficiency working in computer-based media.

Required Courses

| | | | |
|-----|-----|--|---|
| ART | 108 | Visual Technologies | 3 |
| ART | 204 | Graphic Design | 3 |
| ART | 205 | Multimedia | 3 |
| ART | 312 | Digital Media Art: Time-Based Imaging and Compositing | 3 |
| ART | 313 | Communication Design Technology: | 3 |
| | | Graphic Design for Print Media | 3 |
| ART | 324 | Communication Design Technology: Web Design | 3 |

Select one additional course from the following:

| | | | |
|-----|-----|--|---|
| 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 |
| ART | 326 | Digital Media Art: 3D Computer Animation | 3 |
| ART | 327 | Communication Design Technology Multimedia Theory and Process | 3 |

The certificate program in Digital Media Art is designed to prepare individuals for an entry-level career working in the expanding field of Digital Media Art. Courses specifically focusing on multimedia, digital design for print media, Web design, digital photography, motion graphics, and visual effects for film/video and computer animation lead to an in-depth understanding and technical proficiency working in computer-based media.

Required Courses

| | | | |
|-----|-----|--|---|
| ART | 108 | Visual Technologies | 3 |
| ART | 204 | Graphic Design | 3 |
| ART | 205 | Multimedia | 3 |
| ART | 312 | Digital Media Art: Time-Based Imaging and Compositing | 3 |
| ART | 313 | Communication Design Technology: | 3 |
| | | Graphic Design for Print Media | 3 |
| ART | 324 | Communication Design Technology: Web Design | 3 |

Select one additional course from the following:

| | | | |
|-----|-----|--|---|
| 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 |
| ART | 326 | Digital Media Art: 3D Computer Animation | 3 |
| ART | 327 | Communication Design Technology Multimedia Theory and Process | 3 |

SUMMARY OF CHANGES

Addition of new course ART 386 Storyboarding (3) to the major as an upper division Art studio course.


JUSTIFICATION

ART 386 Storyboarding (3) will fill a current gap in Art Program studio course offerings. It is directly related to creating projects in Animation and Computer Animation, Digital Filmmaking, Multimedia, Time-Based Art and Video Game Production.

____ Jack Reilly, Chair _____ 10-14-11 _____
 Proposer of Program Modification Date

Program: ART

The CI program review process includes a report from the respective department/program on its progress toward accessibility requirement compliance. By signing below, I acknowledge the importance of incorporating accessibility in course design.

| | | |
|------------------------------|---|------------|
| Program Chair Jack Reilly |  | 10-14-2011 |
| Signature | | Date |

| | | |
|------------------|--|------|
| Curriculum Chair | | |
| Signature | | Date |

| | | |
|-----------|--|------|
| AVP | | |
| Signature | | Date |