

Department of Art and Design

Accredited by the National Association of Schools of Art and Design

Visual Arts Center, Room 105 - T: (909) 537-5802

www.csusb.edu/art

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

The following Bachelors' degree are offered: the BA in Art History & Global Cultures, the BA in Design Studies, the BFA in Design (with concentrations in 3D Design, Interface Design, Motion Graphics & Video Design, and Marketing), the BA in Studio Art Studies, the BA in Art (with concentrations in Visual Arts & Visual Studies), and the BFA in Art (with concentrations in Studio Art & Visual Studies).

We also offer the MFA in Studio Art.

For the studio arts degrees we have specialist workshops and studios for painting, drawing, ceramics, glass making, sculpture, illustration, wood and furniture design, as well as printmaking, photography, and digital electronic fabrications.

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

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

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

The Department of Art & Design also has a long partnership with RAFFMA, the campus museum, and students can exhibit their work and curate exhibitions in some of its galleries, as well as in other galleries and exhibition spaces throughout the Visual Arts Building.

Students in our department also benefit from access to The Visual Resource Center (room VA208, and online at: <https://www.csusb.edu/visual-resource-center>). The VRC has a wealth of

study materials for the study of art and design, both in hard copy form and many more online resources specially chosen for the department's curricula. Also, the VRC is home to the Innovative Materials Collection, from which students can learn about new materials for art and design making of any kind by handling and research the samples of materials.

Courses are all three-units.

Studio and design courses meet typically for five hours per week, while art history courses meet for three hours per week.

The workshops and studios are open from 8am to 10pm, so students can continue working on their projects outside of class time.

Field trips are mandatory in most art history courses and many studio art and design courses.

Materials fees are required in all courses, and some courses may require students to purchase other materials also (all details found in course syllabi).

Departmental Honors

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

1. Achieve a university grade point average of 3.25;
2. Achieve a grade point average of 3.5 in the major;
3. Be recommended by three faculty, at least one of whom is in their plan and specialization.

In special circumstances, the department may grant honors to students who fail to meet some or all the above requirements, but have in some other way demonstrated exceptional achievement in the field of art & design.

Students interested in receiving honors must initiate the process by making a formal application to the Department of Art & Design prior to their final term of study.

Current Faculty

Kurt Collins

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

Jane Chin Davidson

Associate Professor, Ph.D, 2007, University of Manchester

Edward Gomez

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

Katherine Gray

Professor, B.A. 1989, Ontario College of Art, M.F.A. 1991, Rhode Island School of Design

Thomas McGovern

Professor, B.A. 1988, Empire State College, New York, M.F.A. 2000, California State University, Fullerton

Andrew Oakes

Associate Professor, B.A. 1997, California State University, San Bernardino, M.F.A. 2014, Azusa Pacific University

Matthew Poole

Professor, Chair, B.F.A. 1996, Ruskin School of Fine Art, University of Oxford, M.F.A. 1997, University of Northumbria, Newcastle-Upon-Tyne

Alison Petty Ragguette

Professor, B.F.A. 1997, Concordia University, M.F.A. 2004, California College of the Arts

Bradley Spence

Professor, B.A. 1990, University of Florida, M.F.A. 1996, California Institute of the Arts

Beth Steffel

Associate Professor, B.F.A. 2004, University of Akron, M.F.A. 2006, University of Cincinnati

Emeriti

Leo G. Doyle, Professor

Robert R. Harrison, Professor

Julius D. Kaplan, Professor

Sant K. Khalsa, Professor

Roger Lintault, Professor

George McGinnis, Professor

Billie P. Sessions, Professor

William Warehall, Professor

Don Woodford, Professor

Undergraduate Degrees

Bachelor of Arts in Art (*with concentrations in: Visual Studies & Visual Arts*)

Bachelor of Arts in Art History & Global Cultures

Bachelor of Arts in Design Studies

Bachelor of Arts in Studio Art Studies

Bachelor of Fine Arts in Art (*with concentrations in Studio Art and Visual Studies*)

Bachelor of Fine Arts in Design (*with concentrations in Interface Design, Motion Graphics, 3D Design, and Marketing*)

Graduate Degree

Master of Fine Arts in Studio Art

Minors

Art History

Digital Arts

Film Studies

Multimedia Story Telling

Studio Art

Certificates

Art and Restorative Justice

Business Skills for the Artist

Art History Courses

AH 1103. Art History Methodologies 1. Units: 3

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

AH 1104. Art History Methodologies 2. Units: 3

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

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

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

AH 1221. Art History Foundations 1. Units: 3

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

AH 1222. Art History Foundations 2. Units: 3

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

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

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

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

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

AH 3310. Asian Contemporary Art. Units: 3

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

AH 4250. Art History Seminar. Units: 3

Concentrated studies in art and design historical and/or exhibitionary discourses, theories, methodologies, philosophies, traditions, mythologies, cultural/aesthetic approaches as they relate to artists and artworks, designers and works of design. This discursive approach to the subjects of art, design and exhibitions engages in the literatures and structures of art historical knowledge. May be repeated twice for a total of six units as topics change. Materials fee required.

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

Semester Prerequisites: AH 1103, AH 1104, AH 1221, AH 1120, AH 1222, AH 3210 or AH 3310, AH 3250 or AH 4250.

Seminar course, developing subject matter, discursive context, research methods, bibliography, and photographic images for final Art History project. Materials fee required.

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

Semester Prerequisites: AH 1103, AH 1104, AH 1221, AH 1120, AH 1222, AH 3210 or AH 3310, AH 3250 or AH 4250.

Methodology course, specifically focusing on further development of research methods, writing methodology, refining bibliography and photographic images for final Art History project. Materials fee required. Graded A through C-/No Credit.

AH 5290. Art History Conference. Units: 3

Semester Prerequisites: AH 5250 and AH 5270.

Culminating project for undergraduate art history. Preparation of paper and presentation for the annual on-campus Art History Student Conference, for completion of the BA in Art History & Global Cultures. Coursework will also be prepared for publication. Materials fee required.

Studio Art / Visual Studies / Art Education Courses

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

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

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

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

ART 1140. Creative Technology for Artists. Units: 3

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

ART 1150. Language of Art. Units: 3

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

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

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

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

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

ART 2240. Beginning Imaging and Illustration. Units: 3

Semester Prerequisite: ART 1140

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

ART 2260. Beginning Photography. Units: 3

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

ART 2280. From Teaching Artists to Social Practice: A History. Units: 3

This course examines an historical arc of how educators, artists, and activists have utilized the arts to actively engage communities and impact social issues. Course analyzes historical, geographical and gender, racial, and ethnic components of global social processes and problems and the role of art to promote social change. In addition, this course will examine in depth the relationship between social practice and community-based art education and social practice projects with a culminating service-learning/public art project that involves community action. Materials fee required. One-hour lecture and four hours activity.

ART 2290. Beginning Painting. Units: 3

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

ART 2320. Beginning Ceramics. Units: 3

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

ART 2329. Chicanx Art. Units: 3

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

ART 2330. Beginning Glass. Units: 3

Quarter Prerequisite: ART 121 or consent of instructor.

Basic creative glassworking techniques, including working with molten glass (glassblowing, solid sculpting,) coldworking (cutting, grinding, polishing, surface decoration) and kilnworking (fusing, casting). Lectures, demonstrations, visiting artists, and field trips as needed. Formerly offered as ART 270. Materials fee required. One-hour lecture and four hours activity.

ART 2350. Beginning Sculpture. Units: 3

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

ART 2395. Art in the Classroom. Units: 3

Provides experiential art skills and current art education theory and practice for the K-12 classroom teacher and for Art students wishing to facilitate art in school or community settings. Students will learn how to design art lessons and art activities based on works of art in accordance with National Visual Arts Standards. Formerly offered as ART 395. Materials fee required. One-hour lecture and four hours activity.

ART 2400. Introduction to Chicana Art. Units: 3

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

ART 3000. Art and Activism. Units: 3

Semester Prerequisite: Junior or senior standing.

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

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

Semester Prerequisite: Junior or senior standing.

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

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

Semester Prerequisite: ART 1160 or consent of instructor.

Intermediate drawing and figure drawing with an emphasis on creative expression and developing an artistic voice using elements of mark-making. Materials fee required. One-hour lecture and four hours activity.

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

Semester Prerequisite: junior or senior standing.

An examination of the ways in which gender, ethnicity, race, sexuality, and dis-ability are visual forms of identification that are performed through stylized repetitions accepted as social norms across diverse global communities. Students will learn about the history of gendered and other appearances by exploring various feminist theories and examples from the arts. Satisfies GE category C4; DI designation; G designation; WI designation. Materials fee required.

ART 3240. Intermediate Imaging and Illustration. Units: 3

Semester Prerequisite: ART 1140 and ART 2240.

Intermediate level combination of digital and analogue mediums to explore visual communication. Emphasis on expressive problem solving, storytelling, modeling and rendering. Materials fee required. Formerly ART 350. One-hour lecture and four hours activity.

ART 3260. Intermediate Photography. Units: 3

Semester Prerequisite: ART 2260 or consent of instructor.

Quarter Prerequisite: ART 290 and ART 291 or consent of instructor.

A wide-ranging survey of analog and digital photographic technologies. Camera-less imaging; hand-made cameras; small, medium and large format photography. Intensive Photoshop image editing. Basic video capture and editing. Computer-aided photography including 3D modeling and other technologies for creative, commercial and scientific applications. Formerly offered as ART 391. Materials fee required. One-hour lecture and four hours activity.

ART 3270. Printmaking. Units: 3

Semester Prerequisite: ART 1120 or consent of instructor.

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

ART 3290. Intermediate Painting. Units: 3

Semester Prerequisite: ART 2290 or consent of instructor.

Quarter Prerequisite: ART 235 or consent of instructor.

Intermediate research in painting introducing the medium's expressive and conceptual possibilities. Includes color theory, composition, and material techniques developed in relation to the medium's historical background and contemporary practices. Formerly ART 335. Materials fee required. One-hour lecture and four hours activity.

ART 3320. Intermediate Ceramics. Units: 3

Semester Prerequisite: ART 2320 or consent of instructor.

Quarter Prerequisite: ART 254 or consent of instructor.

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

ART 3330. Intermediate Glass. Units: 3

Semester Prerequisite: ART 2330.

Quarter Prerequisite: ART 270 or consent of instructor.

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

ART 3331. Art and Restorative Justice. Units: 3

This course will introduce restorative justice and investigate the theoretical and practical applications of the arts in building awareness and impacting communities. Students will apply learning in the field through a pedagogical or social practice project and will participate in a

related Service Learning project. Materials fee required. One-hour lecture and four hours activity.

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

Semester Prerequisite: ART 3000 and ART 4450.

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

ART 3350. Intermediate Sculpture. Units: 3

Semester Prerequisite: ART 2350.

Quarter Prerequisite: ART 240.

Intermediate sculpture using a variety of materials, tools, processes, and concepts. Further explorations in material studies and fabrication techniques incorporating analogue and digital technologies for artistic self-expression in three-dimensional space. Formerly ART 340. Materials fee required. One-hour lecture and four hours activity.

ART 3370. Woodworking and Furniture Design. Units: 3

Semester Prerequisite: ART 2350.

Quarter Prerequisite: ART 268 or consent of instructor.

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

ART 3380. Ancient Egyptian Art. Units: 3

Examination of composition, artists, portraiture, color, technique and the principles of ancient Egyptian art, as seen through statuary, paintings, and wall carvings. Looks at the integration of art and writing. Includes studying objects at RAFFMA. Offered as HIST 3380 and ART 3380, students may not receive credit for both. Satisfies GE Category C4; DI designation; G designation. Formerly known as HIST 338 and ART 338.

ART 3400. Art and Social Action: Critical and Pedagogical Theories. Units: 3

This project-based learning course examines pedagogical theories and the ways that social and cultural issues inform the construction of meaning in diverse learning spaces throughout society. Students will analyze practices of visual studies including collaboration processes and pedagogy for community-based art education. Students will engage in an interactive process of research, theory, and practice and apply learning through the creation of community-based research in the arts. Materials fee required.

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

Semester Prerequisite: ART 1140.

Quarter Prerequisite: ART 123.

This course is designed for artists and designers interested in making three-dimensional forms from digital files. Students will explore direct 3D modeling, parametric modeling, and creating vector files. Students will model simple and complex objects for both fine art and commercial

applications and fabricate them by using laser cutters, 3D printers and CNC milling processes. Materials fee required. One-hour lecture and four hours activity.

ART 3520. Socially-engaged Art. Units: 3

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

ART 3700. Public Art. Units: 3

Semester Prerequisite: 1 lower-division studio course or consent of instructor.

Quarter Prerequisite: ART 120, 121, 122 and 123 or consent of instructor.

The study and practice of art for public places including the history, theory, conceptualization, production, combined with professional and business practices. Laboratory training in methods, materials, operating equipment, and health and safety practices. May be taken up to 4 times for a maximum of 12 units. Formerly ART 441. Materials fee required. One-hour lecture and 4 hours activity.

ART 3710. Video Art. Units: 3

Semester Prerequisite: ART 1140 or consent of instructor.

Quarter Prerequisite: ART 123 or consent of instructor.

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

ART 3720. Performance Art. Units: 3

Semester Prerequisite: 1 lower-division studio course or consent of instructor.

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

ART 3730. Installation Art. Units: 3

Semester Prerequisite: ART 1130 and 1 lower-division studio course or consent of instructor.

Quarter Prerequisite: Art 121, 122, 123, 124, and successful completion of two lower-division studio courses or consent of instructor.

A cross-disciplinary sculptural practice that incorporates or is characterized by its environment or site. Theoretical and conceptual issues, practical concerns and techniques, and history of installation art. Art making, lectures, critiques, visiting artists, and field trips as needed. May be taken up to 4 times for a maximum of 12 units. Formerly ART 373. Materials fee required. One-hour lecture and 4 hours activity.

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

Semester Prerequisite: Senior standing or consent of instructor.

Working directly with a visiting resident artist, students will participate in the production of an artwork and/or exhibition for the campus community. Students will gain service-learning experience in collaborative approaches to art-making processes, from conception to fabrication to installation and/or exhibition. Specific lectures and skills taught will be dictated by the requirements of the project. Laboratory training in methods, materials, operating equipment, and health and safety practices. May be taken 2 times for up to 6 units as content will change with each visiting artist. Materials fee required. One-hour lecture and 4 hours activity.

ART 3760. Border Art. Units: 3

Semester Prerequisite: 1 lower division studio course, no pre-requisites for non-art majors.

This course will study the cultural dynamics, politics, and art that is produced where neighboring regions meet. Students will also explore making socially engaged artworks that relate to the course content by working individually and collectively in the studio. Materials fee required. One-hour lecture and 4 hours activity.

ART 3780. Special Topics in Art. Units: 3

Semester Prerequisite: 1 lower-division studio course or consent of instructor.

Quarter Prerequisite: ART 120, 121, 122, and three lower-division studio art courses or consent of instructor.

Studio/laboratory course with varying topics addressing genres, media, and interdisciplinary studies with coursework focused on a selected topic. Formerly ART 366. Materials fee required. One-hour lecture and 4 hours activity.

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

Semester Prerequisite: ART 1160, 3160.

Quarter Prerequisite: ART 122 or consent of instructor.

Advanced exploration of drawing and figure drawing with an emphasis on creative expression and developing an artistic voice using elements of mark-making. May be taken up to 4 times for a total of 12 units. Formerly ART 304. Materials fee required. One-hour lecture and 4 hours activity.

ART 4240. Advanced Imaging and Illustration. Units: 3

Semester Prerequisite: ART 1140, 2240, and 3240.

Advanced level combination of digital and analogue mediums to explore visual communication. Emphasis on expressive problem solving, storytelling, modeling and rendering. May be taken 4 times for a total of 12 units. Materials fee required. Formerly ART 320. One-hour lecture and 4 hours activity.

ART 4260. Advanced Photography. Units: 3

Semester Prerequisite: ART 3260 or consent of instructor.

Quarter Prerequisite: ART 290, ART 291 and ART 391 or consent of instructor.

Research and development of individual projects for creative, commercial and scientific applications. Students are expected to develop and effectively engage with current issues within the art world. Extensive development of both technical skills and critical analysis. Special techniques for still, motion and drone photography; computer-aided photography; experimental and non-silver applications. May be taken up to 4 times for up to 12 units as topics change. One-hour lecture and 4 hours activity. Formerly offered as ART 492. Materials fee required.

ART 4270. Advanced Printmaking. Units: 3

Semester Prerequisite: ART 1120, ART 3270 or consent of instructor.

Quarter Prerequisite: ART 260 or consent of instructor.

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

ART 4290. Advanced Painting. Units: 3

Semester Prerequisite: ART 2290, ART 3290 or consent of instructor.

Quarter Prerequisite: ART 235 and ART 335 or consent of instructor.

Advanced exploration of individual artistic vision in paint. Formerly ART 336. May be taken up to 4 times as content changes. Materials fee required. One-hour lecture and 4 hours activity.

ART 4320. Advanced Ceramics. Units: 3

Semester Prerequisite: ART 3320 or consent of instructor.

Quarter Prerequisite: ART 355 or consent of instructor.

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

ART 4330. Advanced Glass. Units: 3

Semester Prerequisite: ART 3330.

Quarter Prerequisite: 10 units of ART 370 or consent of instructor.

Students observe demonstrations and work independently to articulate and refine a cohesive body of work using glass as an integral part of the artistic vision. Additional instruction in studio management, equipment maintenance, safe practices in glass melting and color mixing as needed. May be repeated for a maximum of 12 units. Formerly offered as ART 471. Materials fee required. One-hour lecture and 4 hours activity.

ART 4350. Advanced Sculpture. Units: 3

Semester Prerequisite: ART 2350, ART 3350 or consent of instructor.

Quarter Prerequisite: ART 340 or consent of instructor.

Advanced approaches to sculpture using a variety of materials, tools, processes, and concepts including digital fabrication with CNC milling tools and laser cutters. Formerly offered as ART 341. May be taken up to 4 times for a maximum of 12 units. Materials fee required. One-hour lecture and 4 hours activity.

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

Semester Prerequisite: ART 3370 or consent of instructor.

Quarter Prerequisite: ART 368 or consent of instructor.

Advanced work in woodworking and furniture design. May be taken up to 4 times for a maximum of 12 units. Formerly offered as ART 369. Materials fee required. One-hour lecture and 4 hours activity.

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

Semester Prerequisite: ART 1140, 3430 or consent of instructor.

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

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

The applied practice of arts education in the community. Projects will vary based on participants. May be repeated for credit if taken under a different Fine Arts subject (Dance, Visual Art, or Music). One-hour lecture and 4 hours activity. Materials fee required.

ART 4460. Art and Human Development. Units: 3

Exploration of the relationship between art and human development. Student learn philosophical, psychological, and methodological perspectives on art and human development with emphasis on the impact of diversity in socio-cultural, communal, linguistic, and other areas in teaching and learning art. Materials fee required. Formerly ART 460.

ART 4500. Advanced Art Laboratory. Units: 3

Semester Prerequisite: Senior standing or consent of instructor.

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

ART 4520. Leadership and Engagement in the Arts. Units: 3

Prerequisites: Two lower-division ART courses or by consent of instructor.

This course introduces topics critical to arts administration such as organizational theory, budgeting, board development, and fundraising. The course will examine the historical development of arts administration as a professional field, issues that affect contemporary organizations, and how individual skills relate. Students will develop their own professional profiles. Materials fee required.

ART 4530. Art Writing. Units: 3

Semester Prerequisite: ART 1150.

Quarter Prerequisite: Completion of the upper-division writing requirement and eight units of upper-division Visual Studies or Art History.

This project-based learning course explores critical and creative approaches to writing about art, multiple perspectives on interpreting and analyzing art, and the interrelated processes of writing, editing, and publishing. The course will proceed from foundations in writing and editing to a more in-depth analysis of the craft and includes the initiation, development, and completion of a full-fledged student-led publication project. May be taken 2 times for a maximum of 6 units. Materials fee required. One-hour lecture and 4 hours activity.

ART 4551. Community-based Art Practicum. Units: 3

Semester Prerequisite: Completion of ART 2280, 4450, and one additional course in Visual Studies or Art Education or by consent of instructor.

Quarter Prerequisite: senior or graduate student in Art or consent of Instructor.

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

ART 4552. Arts in Corrections Practicum. Units: 3

Semester Prerequisite: ART 3400, 4450 and at least one other course in the Visual Studies concentration or by consent of instructor.

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

ART 5499. Methodologies in Art Education. Units: 3

Quarter Prerequisite: ART 440, ART 460 and ART 540.

A synthesis of contemporary art education theory, studio practice, student assessment and topics of classroom teaching. Students experience planning and developing lessons, units, and curriculum that are sensitive to contemporary art and art education issues. Formerly offered as ART 499. Materials fee required.

ART 5500. Undergraduate Professional Practices. Units: 3

Semester Prerequisite: Senior standing or consent of instructor.

Quarter Prerequisite: Senior standing or consent of instructor.

Preparation and documentation of a portfolio and ancillary materials that is representative of the student's work. Additional research about opportunities, resources, and further professional development. Formerly ART 416.

ART 5510. BFA Project. Units: 3

Semester Prerequisite: Senior standing and 6 units of advanced studio courses.

Semester Co-requisite: ART 4500.

Quarter Prerequisite: Art major Plan I or II, senior status and 10 units of advanced level studio coursework, or consent of instructor.

Preparation and completion of individual exhibition supplemented by interdisciplinary critiques, readings, research, visiting speakers and discussions relevant to contemporary ideas and issues in art. Formerly ART 414. Materials fee required.

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

Semester Prerequisite: Must be junior or senior standing in the Visual Studies concentration or by consent of instructor.

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

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

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

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

Semester Prerequisite: Junior or senior standing.

Semester Co-requisite: ART 5751, 5752 or 5753.

Quarter Prerequisite: Junior or senior standing.

Guided reflection on the internship experience to support deeper learning and personal growth. Students will participate in guided reflections and the opportunity to discuss issues and questions. May be offered in person or online. May be taken twice for up to 2 units.

ART 5751. Internship in Art. Unit: 1

Semester Prerequisite: Consent of instructor.

Semester Co-requisite: ART 5750.

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

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

ART 5752. Internship in Art. Units: 2

Semester Prerequisite: Consent of instructor.

Semester Co-requisite: ART 5750.

Quarter Prerequisite: Consent of instructor.

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

ART 5753. Internship in Art. Units: 3

Semester Prerequisite: consent of instructor.

Semester Co-requisite: ART 5750.

Quarter Prerequisite: consent of instructor.

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

ART 5951. Independent Study. Unit: 1

Quarter Prerequisite: a minimum overall grade point average of 3.0.

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

ART 5952. Independent Study. Units: 2

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

ART 5953. Independent Study. Units: 3

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

ART 6604. Graduate Studio in Art. Units: 3

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

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

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

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

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

Quarter Prerequisite: admission to the MFA in Studio Art.

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

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

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

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

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

ART 6620. Graduate Studio Critique. Units: 3

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

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

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

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

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

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

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

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

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

Quarter Prerequisite: successful completion of advancement review conducted by the Department of Art graduate committee.

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

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

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

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

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

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

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

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

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

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

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

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

Independent study leading to completion of requirements (other than course work) for the master's degree. To retain classified standing in the master's program, a student must enroll in a Continuous Enrollment for Graduate Candidacy Standing course each quarter until the project or thesis is accepted or the comprehensive examination passed. Students who enroll through the university have full use of all university facilities. See Culminating Experience: Exam, Thesis, or Project in Graduate Degree and Program Requirements section of the Bulletin of Courses.

Continuous Enrollment for Graduate Candidacy Standing is a variable unit course, see fee schedule in the Financial Information section of the Bulletin of Courses. Earned units are not degree-applicable nor will they qualify for financial aid.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Design Courses

DES 1100. Digital Applications Basics. Units: 3

Semester Co-requisite: DES 1110.

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

DES 1110. Fundamental Design Principles. Units: 3

Semester Co-requisite: DES 1100.

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

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

Semester Prerequisite: DES 1100, DES 1110.

Semester Co-requisite: DES 1305.

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

DES 2005. Typography and Layout. Units: 3

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

DES 2405. Application Programming for Designers. Units: 3

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

Semester Co-requisite: DES 2005.

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

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

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

Integration of digital 3D, immersive-video, 2D or 3D animation, virtual reality, and/or motion graphics for communication. Applied research, project planning, scripting, storyboarding, and storytelling techniques to create contemporary projects for the field. Appropriate and current

industry-standard applications will be applied. Two hours of discussion and two hours of activity. Materials fee required.

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

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

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

DES 3100. Junior Portfolio Review. Units: 0

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405.
Semester Co-requisite: DES 3500.

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

DES 3130. Junior Design Topics. Units: 3

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

Exploration and application of contemporary topics in design. May be taken twice for up to 6 units. Two hours of discussion and two hours of activity. Materials fee required.

DES 3205. Web and Application Design. Units: 3

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

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

DES 3500. Business of Creativity. Units: 3

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

Semester Co-requisite: DES 3130, DES 3100.

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

DES 3600. Digital Motion Graphics. Units: 3

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

Introduction to motion graphic design and composition, timing, storytelling, storyboarding and planning. Students design video effects and animated sequences, layer and composite video, add video effects to footage, and design motion graphics such as title sequences, lower thirds,

and text animations. Appropriate and current industry-standard applications will be introduced and applied. Two hours of discussion and two hours of activity. Materials fee required.

DES 3615. Video Editing. Units: 3

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

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

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

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

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

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

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

Semester Co-requisite: DES 3130.

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

DES 3800. Advanced Modeling. Units: 3

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

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

DES 3835. Character Design. Units: 3

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

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

DES 4015. Advertising and Promotion Design. Units: 3

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

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

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

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

Semester Co-requisite: DES 4130.

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

DES 4130. Senior Design Topics. Units: 3

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

Advanced exploration and application of contemporary topics in design. May be taken for up to 6 units. Two hours of discussion and two hours of activity. Materials fee required.

DES 4195. Design Portfolio. Units: 3

Semester Prerequisite: DES 1100, DES 1110, DES 1125, DES 2600, DES 2005, DES 2405, DES 3500, DES 3130, DES 3715, DES 4100, DES 3100 and enrollment preference to students in the BFA in Design.

Semester Co-requisite: DES 4130.

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

DES 4610. Virtual Reality. Units: 3

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

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

DES 4625. Storyboarding. Units: 3

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

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

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

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

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

DES 4825. 3D Animation. Units: 3

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

Introduction to theories, techniques, concepts, and professional practices of 3D computer animation from initial concept to final production. Application of traditional principles of animation to the 3D digital environment. Topics include rigging, motion capture, modeling, simulation, character/object animation, texturing, and rendering. Two hours of discussion and two hours of activity. Materials fee required.

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

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

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

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

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

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

DES 5590. Design Internship. Units: 3

Semester Prerequisite: DES 1100, DES 1110.

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

Master of Fine Arts in Studio Art

The Master of Fine Arts in Studio Art provides rigorous study for students with a strong direction and focus in art and a high level of technical proficiency. The program provides advanced study and practice in preparation for professional careers in studio art or teaching in higher education. Graduates will be prepared to take their place in the visual arts community and make significant contributions to our visual culture. The program focuses on creative studio work, supplemented by art history and theory, professional and critical writing, graduate studio critiques, professional development, studio electives and/or independent study.

Admission to the Program

In addition to the general requirements of the university, specific requirements for admission to classified graduate standing are:

1. A baccalaureate degree from an accredited institution with a minimum of 30 semester units of upper-division art courses comparable to those required of a major in art at this university. The Art Department determines which courses are comparable.
2. Completion of a minimum of 14 semester units of upper-division studio art.
3. Completion of a minimum of 14 semester units in art history; a minimum of 5 should be upper-division units, and at least one course that is equivalent to [AH 4250](#) and/or [AH 5250](#).
4. A grade point average of 3.0 ("B") or better in all art courses taken.
5. Admission to the program will additionally be based upon evaluations by the Art Department graduate committee of the following items:
 - a. A portfolio displaying a comprehensive body of work with strong technical abilities and potential for a clear direction in graduate study. A portfolio consists of 15 images of the applicant's artwork in the form of a single PDF. The portfolio needs to be accompanied by a typed list of artworks with the applicant's name, and title, medium, size and date for each artwork.
 - b. A 500 word "Statement of Purpose" describing the conceptual and technical aspects of the artwork and the applicant's reason for seeking graduate studies in art. This statement should also demonstrate applicant's knowledge of historical and contemporary art in relation to their work. This statement should be carefully crafted and will be used to evaluate the student's writing ability and critical thinking skills.
 - c. Three letters of recommendation supporting the student's application. Letters should be from professionals and/or educators in the field able to assess the student's competence and to make relevant comments on the student's likely success in a graduate art program.

Applicants who have satisfied the general requirements for admission, but who have deficiencies in prerequisite preparation which can be met by specified additional preparation may be admitted to the program with conditionally classified standing. Deficiencies must be made up as early in the program as possible, normally within the first 8 units after conditional admission.

They will be advanced to classified standing when the Art Department graduate coordinator certifies that they have satisfied all appropriate requirements.

Applications to the M.F.A. in Studio Art program are reviewed annually for Fall admission. There are two admission applications, one to the University (primary application) and one to the Art Department (secondary application). The secondary application deadline is January 15. Please note that this may differ from University application deadlines. The secondary application, when the portal is live, can be submitted here:

<https://csusb.infoready4.com/CompetitionSpace/#homePage>

Contact the Art Department graduate coordinator for further information.

Graduate Teaching Assistantships

Students interested in university teaching are encouraged to apply for a Graduate Teaching Assistantship. This competitive program offers first and second year students teaching assistant opportunities with professors in lower division studio and foundation courses. After the practicum (and ART 6630) is successfully completed, the second and third year students have the opportunity for a paid position as a Teaching Associate, pending adequate enrollment.

Advancement to Candidacy

Candidacy denotes that the student is fully qualified to complete the final stages of the Master of Fine Arts in Studio Art program and is thus eligible to enroll in [ART 6695](#) Master's Project in Studio Art. To be formally advanced to candidacy, the student must have:

1. Completed the Writing Requirement for Graduate Candidacy (WRGC) which is the successful completion of [ART 6617](#) with a grade of 'B' or better.
2. Achieved classified status.
3. Been accepted by an advisor to supervise the course of study.
4. Completed, with the approval of the Art Department graduate coordinator, at least 20 semester units of applicable course work at this university, and achieved a minimum grade point average of "B" (3.0) or better.
5. Successfully completed an advancement review conducted by the Department of Art graduate committee and graduate coordinator.
6. Filed a program of graduate course work prepared in consultation with the student's advisor and approved by the Art Department graduate coordinator.

Requirements for Graduation

1. A minimum of 60 semester units of approved graduate level work, with at least 41 completed at this university.
2. A GPA of at least 3.0 ("B") in all courses taken to satisfy the Master of Fine Arts degree requirements.
3. Completion and exhibition of an acceptable project, and submission of a report and documentation of the project approved by the student's graduate committee and the Art Department graduate coordinator.
4. The Graduation Writing Assessment Requirement is met upon successful completion of the extensive written artist statement that is developed in [ART 6630](#) and that accompanies the Master's Project in [ART 6695](#).
5. Any general requirements not cited above for graduate degrees and noted in [Graduate Degree and Program Requirements](#).

Degree Requirements (60 units)

(Program Code: STAR)

ART 6604	Graduate Studio in Art	15
ART 6620	Graduate Studio Critique	18
ART 6617	Graduate Seminar in Critical Theory and Methodology	3
ART 6618	Graduate Seminar in Contemporary Art Issues and Practices	3
ART 6630	Graduate Seminar in Professional Practices	3
Required Art History Electives (to be approved by the graduate coordinator.)		6
Nine units of electives appropriate to the student's goals. Courses may be chosen from upper-division offerings of any department in the university subject to prior approval by the student's area advisor and the Art Department graduate coordinator.		9
Culminating Experience		3
Total Units		60

Culminating Experience (3 units)

ART 6695	Master's Project in Studio Art	3
Total Units		3

Bachelor of Fine Arts in Art

The Bachelor of Fine Arts, with concentrations in Studio Art and in Art Education, is a degree that allows for protracted and thorough creative study and practice in the art studio, or training for those wanting to become art teachers. Students have the option of specializing in certain studio art area(s) and will be exposed to a broad repertoire of contemporary art practices. The degree is designed for those wanting to develop a professional practice in the arts, or for those wishing to go on to a credentialing program for teaching art in K-12 schools. The culminating experience is either an exhibition of artwork, for studio art students, or an internship for art education students.

All incoming majors will be enrolled in the BA in Art. If students are interested in enrolling in the BFA in Art degree, they should contact a full-time faculty member to make arrangements for a portfolio review in their third year, or in their first semester of residency for transfer students, after the student has successfully completed all lower division requirements (or its equivalent) with a GPA of 3.0 or better. Once accepted into the BFA in Art, students must file a *Change of Major* with the Office of the Registrar.

Requirements (77 units)

Total units required for graduation: 132

Requirements for the B.F.A. in Art

Lower Division requirements: (36)		
Foundation Requirements		
ART 1120	2D Foundation: Line, Color and Composition	3
ART 1130	3D Foundation: Form, Space & Time	3
ART 1140	Creative Technology for Artists	3
ART 1160	Introduction to Drawing and Life Drawing	3
Art History. Two lower division art history courses.		
Choose one from:		3
AH 1103	Art History Methodologies 1	
AH 1104	Art History Methodologies 2	
And choose one from:		3
AH 1221	Art History Foundations 1	
AH 1222	Art History Foundations 2	
Studio Art lower division common requirements. Choose 5 of the following lower division studio course from:		15
ART 2240	Beginning Imaging and Illustration	
ART 2260	Beginning Photography	
ART 2290	Beginning Painting	

ART 2320	Beginning Ceramics	
ART 2330	Beginning Glass	
ART 2350	Beginning Sculpture	
Plus, choose one of the following:		3
ART 2329	Xicanx Art	
ART 3760	Border Art	
Upper Division common requirements: (27)		
AH 3250	Topics and Themes of Art History and Exhibitions	3
AH 4250	Art History Seminar	3
ART 5500	Undergraduate Professional Practices	3
Choose 3 intermediate level studio art courses:		9
ART 3160	Intermediate Drawing and Life Drawing	
ART 3240	Intermediate Imaging and Illustration	
ART 3260	Intermediate Photography	
ART 3290	Intermediate Painting	
ART 3320	Intermediate Ceramics	
ART 3330	Intermediate Glass	
ART 3350	Intermediate Sculpture	
And, choose 3 advanced level studio art courses:		9
ART 3780	Special Topics in Art	
ART 4160	Advanced Drawing and Life Drawing	
ART 4240	Advanced Imaging and Illustration	
ART 4260	Advanced Photography	
ART 4290	Advanced Painting	
ART 4320	Advanced Ceramics	
ART 4330	Advanced Glass	
ART 4350	Advanced Sculpture	
Concentration (14)		
Students must complete the requirements of either the concentration in Studio Art of the concentration in Art Education listed below:		14
Total Units		77

Visual Studies Concentration Program Code: ATVS

Studio Art Concentration Program Code: ATSA

Concentrations (14 units)

Art Education Concentration (14 units)

ART 2395	Art in the Classroom	3
ART 3520	Socially-engaged Art	3
ART 3400	Art and Social Action: Critical and Pedagogical Theories	3
ART 4460	Art and Human Development	3
Plus, choose either:		2
ART 4500	Advanced Art Laboratory	
ART 5751	Internship in Art	
Total Units		14

Studio Art Concentration (14 units)

Choose 4 studio art courses from:		12
ART 3160	Intermediate Drawing and Life Drawing	
ART 3240	Intermediate Imaging and Illustration	
ART 3260	Intermediate Photography	
ART 3290	Intermediate Painting	
ART 3320	Intermediate Ceramics	
ART 3330	Intermediate Glass	
ART 3350	Intermediate Sculpture	
ART 3780	Special Topics in Art	
ART 4160	Advanced Drawing and Life Drawing	
ART 4240	Advanced Imaging and Illustration	
ART 4260	Advanced Photography	
ART 4290	Advanced Painting	
ART 4320	Advanced Ceramics	
ART 4330	Advanced Glass	

ART 4350	Advanced Sculpture	
Plus:		
ART 4500	Advanced Art Laboratory	2
Total Units		14

Bachelor of Arts in Art

A liberal arts degree based in a broad program of general studies with 2 areas of concentration: Visual Art and Visual Studies. The concentration in Visual Art offers a breadth of artistic exposure and experiences for the student with a strong professional interest in art who may wish to pursue graduate studies. The Visual Studies concentration is designed for students that want to take their studies in the direction of art and public practice, including teaching, writing, activism, nonprofit leadership, and community arts.

Requirements (62 units)

Total units required for graduation:120

Requirements for the B.A. in Art

Lower-division requirements (21)		
Foundation Requirements. Choose 3 courses from the list below:		9
ART 1120	2D Foundation: Line, Color and Composition	
ART 1130	3D Foundation: Form, Space & Time	
ART 1140	Creative Technology for Artists	
ART 1150	Language of Art	
ART 1160	Introduction to Drawing and Life Drawing	
Art History. 6 units of lower division Art History.		6
Choose one course from:		
AH 1103	Art History Methodologies 1	
AH 1104	Art History Methodologies 2	
And choose one from:		
AH 1221	Art History Foundations 1	
AH 1222	Art History Foundations 2	
Beginning Studio Courses. Choose 1 course from Group A and 1 course from Group B:		6
Group A:		
ART 2240	Beginning Imaging and Illustration	
ART 2260	Beginning Photography	
ART 2290	Beginning Painting	
Group B:		
ART 2320	Beginning Ceramics	
ART 2330	Beginning Glass	

ART 2350	Beginning Sculpture	
Upper Division Requirements (11)		
AH 3250	Topics and Themes of Art History and Exhibitions	3
ART 3520	Socially-engaged Art	3
ART 5500	Undergraduate Professional Practices	3
Choose 2 or more units from the following:		2
ART 5750	Internship in Art - Reflection Component	
ART 5751	Internship in Art	
ART 4500	Advanced Art Laboratory	
Concentration (30)		
Students must satisfy the requirements of one of the concentrations listed below.		30
Total Units		62

Concentrations (30 units)

Visual Studies Concentration (30 units)

(Program Code: ATVS)

Lower Division Requirements (30)		
ART 2395	Art in the Classroom	3
9 units of Integrated Courses		
ART 3400	Art and Social Action: Critical and Pedagogical Theories	3
choose one:		3
ART 3331	Art and Restorative Justice	
ART 3332	Case Studies in Art and Activism	
choose one:		3
ART 2280	From Teaching Artists to Social Practice: A History	
ART 2329	Xicanx Art	
9 units of Interdisciplinary Course requirements. Chose 3 courses from:		9
ANTH 1002	Understanding Cultural Diversity	
COMM 3335	Visual Communication	

MGMT 4050	Managing Across Borders	
PSYC 3300	Positive Psychology	
SOC 4900	Crime, Desistance, and Reentry	
Other Upper Division Requirements:		
ART 4460	Art and Human Development	3
ART 4520	Leadership and Engagement in the Arts	3
Choose one:		3
ART 4551	Community-based Art Practicum	
ART 4552	Arts in Corrections Practicum	
ART 4450	Arts in Action: Visual Art	
Total Units		30

Visual Arts Concentration (30 units)

(Program Code: ARTS)

Lower Division Requirements (12)		
Foundation Requirements. Choose the 2 courses that you did not take from the list in the Core Requirements.		6
ART 1120	2D Foundation: Line, Color and Composition	
ART 1130	3D Foundation: Form, Space & Time	
ART 1140	Creative Technology for Artists	
ART 1150	Language of Art	
ART 1160	Introduction to Drawing and Life Drawing	
Select 2 courses from lower division Visual Art courses not chosen from the Core Requirements. 1 must be from Group A and 1 must be from Group B.		6
Group A:		
ART 2240	Beginning Imaging and Illustration	
ART 2260	Beginning Photography	
ART 2290	Beginning Painting	
Group B:		
ART 2320	Beginning Ceramics	
ART 2330	Beginning Glass	
ART 2350	Beginning Sculpture	

Upper Division Studio Art requirements (18)

Choose 2 intermediate visual art courses:		6
ART 3160	Intermediate Drawing and Life Drawing	
ART 3240	Intermediate Imaging and Illustration	
ART 3260	Intermediate Photography	
ART 3290	Intermediate Painting	
ART 3320	Intermediate Ceramics	
ART 3330	Intermediate Glass	
ART 3350	Intermediate Sculpture	
Choose 12 units of upper division visual art courses, from list above if not already taken or from list below. 6 units must be 4000 level.		12
ART 5750	Internship in Art - Reflection Component	
ART 5751	Internship in Art	
ART 5752	Internship in Art	
ART 5753	Internship in Art	
ART 3780	Special Topics in Art	
ART 4160	Advanced Drawing and Life Drawing	
ART 4240	Advanced Imaging and Illustration	
ART 4260	Advanced Photography	
ART 4290	Advanced Painting	
ART 4320	Advanced Ceramics	
ART 4330	Advanced Glass	
ART 4350	Advanced Sculpture	
ART 4500	Advanced Art Laboratory	
Total Units		30

Bachelor of Arts in Studio Art Studies

This program is designed for students with a general interest in the studio arts, who may want to also pursue coursework in other areas.

Requirements (36)

Total units required for graduation: 120

Requirements for the B.A. in Studio Art Studies

(Program Code: STAS)

Lower Division Studio Requirements (21)

Choose three foundation courses from the following list: 9

[ART 1120](#) 2D Foundation: Line, Color and Composition

[ART 1130](#) 3D Foundation: Form, Space & Time

[ART 1140](#) Creative Technology for Artists

[ART 1150](#) Language of Art

[ART 1160](#) Introduction to Drawing and Life Drawing

Choose 2 beginning courses for a total of 6 units: 6

[ART 2240](#) Beginning Imaging and Illustration

[ART 2260](#) Beginning Photography

[ART 2290](#) Beginning Painting

[ART 2320](#) Beginning Ceramics

[ART 2330](#) Beginning Glass

[ART 2350](#) Beginning Sculpture

Art History. Choose one lower-division Art History course from: 3

[AH 1103](#) Art History Methodologies 1

[AH 1104](#) Art History Methodologies 2

[AH 1221](#) Art History Foundations 1

[AH 1222](#) Art History Foundations 2

Visual Studies. One lower division Visual Studies course. 3

Upper Division Studio Requirements: (12)

Choose 2 core intermediate level courses. 6

ART 3160	Intermediate Drawing and Life Drawing	
ART 3240	Intermediate Imaging and Illustration	
ART 3260	Intermediate Photography	
ART 3290	Intermediate Painting	
ART 3320	Intermediate Ceramics	
ART 3330	Intermediate Glass	
ART 3350	Intermediate Sculpture	
Choose 2 advanced level courses, one must be 4000 level.		6
ART 3780	Special Topics in Art	
ART 4160	Advanced Drawing and Life Drawing	
ART 4240	Advanced Imaging and Illustration	
ART 4260	Advanced Photography	
ART 4290	Advanced Painting	
ART 4320	Advanced Ceramics	
ART 4330	Advanced Glass	
ART 4350	Advanced Sculpture	
Senior Capstone (3)		
ART 5500	Undergraduate Professional Practices	3
Total Units		36

Bachelor of Arts in Art History

The study of art history equips and empowers students with acute visual literacy, tools for intellectual discovery, and deep understanding and mastery of the political and social significance of art in the global and historical context (including contemporary art and design produced in diverse cultures) through introduction and implementation of research and scholarship.

The BA in Art History prepares and qualifies students for meaningful and rewarding careers after university, in such areas as gallery and museum occupations, archives and libraries of the visual arts, non-profit arts organisations, governmental and NGO arts funding bodies, arts journalism and communications, advertising and marketing industries, as well as preparing many students for post-graduate study in art history and related fields.

Requirements (45-47 units)

Total units required for graduation: 120

Requirements for the B.A. in Art History

(Program Code: AHST)

Lower-Division Requirements: (15)		
AH 1103	Art History Methodologies 1	3
AH 1104	Art History Methodologies 2	3
AH 1221	Art History Foundations 1	3
AH 1222	Art History Foundations 2	3
ART 2260	Beginning Photography	3
Choose one course from: (3)		3
ART 1120	2D Foundation: Line, Color and Composition	
ART 1130	3D Foundation: Form, Space & Time	
ART 1160	Introduction to Drawing and Life Drawing	
ART 1140	Creative Technology for Artists	
Or, one Beginning-level Studio Art course		
ART 2240	Beginning Imaging and Illustration	
ART 2290	Beginning Painting	
ART 2320	Beginning Ceramics	
ART 2330	Beginning Glass	
ART 2350	Beginning Sculpture	
Upper-Division Requirements: (27-29)		

AH 3250	Topics and Themes of Art History and Exhibitions (must be taken twice for a total of 6 units)	6
AH 4250	Art History Seminar (must be taken twice for a total of 6 units)	6
AH 5250	Art History Capstone Research Seminar	3
AH 5270	Art History Capstone Research Methodology	3
AH 5290	Art History Conference	3
Two language instruction courses in a single language other than English from the Department of World Languages and Literatures.		6-8
Total Units		45-47

Bachelor of Fine Arts in Design

This program is for students with strong professional interest in design; desire to select a concentration and specialize in either Interface Design, Motion, 3D, or Marketing; and desire to complete a capstone thesis project in design.

Requirements (72 units)

Total units required for graduation: 121 units

Requirements for the B.F.A. in Design

Lower-Division Core (24)		
DES 1100	Digital Applications Basics	3
DES 1110	Fundamental Design Principles	3
DES 1125	Design Thinking - Problem Solving & Critical Thinking in Visual Studies	3
DES 2600	Digital 3D and Time-Based Media	3
DES 2005	Typography and Layout	3
DES 2405	Application Programming for Designers	3
Select two courses in Art/Design History:		6
AH 1103	Art History Methodologies 1	
AH 1104	Art History Methodologies 2	
AH 1221	Art History Foundations 1	
AH 1222	Art History Foundations 2	
Upper-Division Core (24)		
DES 3100	Junior Portfolio Review	0
DES 3130	Junior Design Topics	3
DES 3500	Business of Creativity	3
DES 3130	Junior Design Topics	3
DES 3715	User Interface and User Experience Design	3
DES 4130	Senior Design Topics	3
DES 4100	Design Center - Collaborative Project-Based Learning	3
DES 4130	Senior Design Topics	3
DES 5590	Design Internship	3
or DES 4195	Design Portfolio	

Capstone Courses (12)

DES 5100	Design Capstone Thesis: Research	6
DES 5115	Design Capstone Thesis: Project	6
Concentration (12)		
Complete four courses in one of the concentrations listed below.		12
Total Units		72

Concentrations (12 units)

Interface Design Concentration (12 units)

(Program Code: DSID)

DES 4015	Advertising and Promotion Design	3
DES 3700	Infographic and Data Visualization Design	3
DES 3205	Web and Application Design	3
DES 3020	Branding and Brand Identity Design	3
Total Units		12

Motion Graphics Concentration (12 units)

(Program Code: DSMO)

DES 3600	Digital Motion Graphics	3
DES 3615	Video Editing	3
DES 4625	Storyboarding	3
DES 4610	Virtual Reality	3
Total Units		12

3D Concentration (12 units)

(Program Code: DSTD)

DES 3800	Advanced Modeling	3
DES 3835	Character Design	3
DES 4800	Computer-Aided Design (CAD)	3
DES 4825	3D Animation	3

Total Units**12**

Marketing Concentration (12 units)

(Program Code: DSMK)

Marketing Concentration (12)		
MKTG 3050	Marketing Principles	3
MKTG 4100	Consumer Behavior	3
MKTG 4460	Integrated Marketing Communications	3
MKTG 4750	Digital Marketing	3
Total Units		12

Bachelor of Arts in Design Studies

Pending CO Approval

This program is for students with general interest in the study of design but a desire to pursue coursework and professional interests in other areas.

Requirements (36 units)

Total units required for graduation: 120

Requirements for the Bachelor of Arts in Design Studies

(Program Code: DEST)

Lower-Division Requirements (18)		
DES 1100	Digital Applications Basics	3
DES 1110	Fundamental Design Principles	3
DES 1125	Design Thinking - Problem Solving & Critical Thinking in Visual Studies	3
DES 2600	Digital 3D and Time-Based Media	3
DES 2005	Typography and Layout	3
DES 2405	Application Programming for Designers	3
Upper-Division Requirements (18)		
Eighteen units chosen from:		18
DES 4015	Advertising and Promotion Design	
DES 3700	Infographic and Data Visualization Design	
DES 3205	Web and Application Design	
DES 3020	Branding and Brand Identity Design	
DES 3600	Digital Motion Graphics	
DES 3615	Video Editing	
DES 4625	Storyboarding	
DES 4610	Virtual Reality	
DES 3800	Advanced Modeling	
DES 3835	Character Design	
DES 4800	Computer-Aided Design (CAD)	

DES 4825	3D Animation	
DES 3130	Junior Design Topics	
DES 4130	Senior Design Topics	
MKTG 3050	Marketing Principles	
MKTG 4100	Consumer Behavior	
MKTG 4460	Integrated Marketing Communications	
MKTG 4750	Digital Marketing	
Total Units		36

Minor in Art History

Requirements for a minor in Art History (18 units)

Lower-division requirements (9)		9
AH 1103	Art History Methodologies 1	
AH 1104	Art History Methodologies 2	
AH 1221	Art History Foundations 1	
Upper-division requirements (9)		9
AH 3210	Visualizing Gender, Performing Identity	
AH 3250	Topics and Themes of Art History and Exhibitions	
AH 5270	Art History Capstone Research Methodology	
Total Units		18

Minor in Digital Arts

This minor helps prepare students for careers in digital illustration, fabrication, CAD-based design, animation and character development. Analog and digital courses complement each other as students work increasingly towards self-directed art projects.

Requirements for a minor in Digital Arts (24 units)

Lower Division Requirements	
Foundation and Beginning Courses	
Choose three courses from:	9
ART 1120	2D Foundation: Line, Color and Composition
ART 1140	Creative Technology for Artists
ART 1160	Introduction to Drawing and Life Drawing
ART 2240	Beginning Imaging and Illustration
Upper Division Requirements	
Choose 5 courses from the list below:	15
ART 3160	Intermediate Drawing and Life Drawing
ART 3240	Intermediate Imaging and Illustration
ART 3780	Special Topics in Art
* ART 3780 when topics are Video Art, Digital Fabrication or Experimental Animation	
ART 4160	Advanced Drawing and Life Drawing
ART 4240	Advanced Imaging and Illustration
Total Units	24

Minor in Film Studies

Requirements for a minor in Film Studies (21-25 units)

Lower-division requirements (3-4)		3-4
Three or four units chosen from:		
ART 2260	Beginning Photography	
COMM 1020	Looking at Movies	
COMM 2351	Television Studio Production	
TA 1160	World Drama	
Upper-division requirements (18-21)		
Six units chosen from:		6
COMM 3331	The Development of Motion Pictures	
COMM 3335	Visual Communication	
ENG 3150	Studies in a Literary Genre ((when the topic is Film and Literature))	
Three units chosen from:		3
COMM 3332	Movies in the Digital Age	
COMM 3333	Film Analysis	
COMM 3339	Topics in Film Studies	
(when the topic is Contemporary Cinema and Society)		
Nine to twelve units chosen from the following two categories:		9-12
Film and Digital Media Theory and Criticism:		
COMM 3102	Media, Culture, and Society	
COMM 3301	Media Institutions in Context	
COMM 3334	Global Cinema	
COMM 3336	Queer Cinema	
ENG 3010	Analysis of Poetry and Drama	
FREN 3112	From Cannes to Cameroon: Francophone Cinema and Culture	
SPAN 4411	Special Topics in Spanish Language Cinema and/or Theatre	
TA 3602	Dramatic Analysis and Playwriting for Teachers	

Digital Media Production:

ART 3710	Video Art	
COMM 3351	Introduction to Digital Video Editing	
COMM 3353	Digital Video Field Production	
COMM 3354	Fundamentals of Screenwriting	
COMM 3371	Multimedia Journalism	
DES 3600	Digital Motion Graphics	
TA 4242	Acting for the Camera	
Total Units		21-25

Minor in Multimedia Storytelling

Multimedia storytelling involves the combination of text, still photography, video, audio, graphics, and interactivity presented online or in another format in a nonlinear manner. The key to multimedia storytelling is using the media form to present a story in a compelling and informative way. Students pursuing this minor will learn the various aspect of this media form including storyboarding, fieldwork, editing and assembling the story. In short, students will discover the importance of merging new multimedia technology and revising culturally rich and fundamental concepts of storytelling. While telling their stories, students can also explore the issues surrounding social media, community activism, and social justice and change.

Requirements for a minor in Multimedia Storytelling (18 units)

Complete at least 18 units from three different programs in the College of Arts and Letters. A minimum of 6 units must be upper-division. Select from the following list of courses: (18)		18
ART 1140	Creative Technology for Artists	
ART 2240	Beginning Imaging and Illustration	
ART 2260	Beginning Photography	
ART 3710	Video Art	
COMM 2301	Newswriting and Reporting	
COMM 2351	Television Studio Production	
COMM 2391	Practicum in Multimedia Journalism: Coyote Chronicle	
COMM 2392	Practicum in Digital Audio and Radio: Coyote Radio	
COMM 2491	Practicum in Strategic Communication: Coyote PR	
COMM 3102	Media, Culture, and Society	
COMM 3305	Digital Media and Society	
COMM 3332	Movies in the Digital Age	
COMM 3335	Visual Communication	
COMM 3351	Introduction to Digital Video Editing	
COMM 3371	Multimedia Journalism	
COMM 3379	Topics in Multimedia Journalism	
DES 1100	Digital Applications Basics	
DES 1110	Fundamental Design Principles	
DES 1125	Design Thinking - Problem Solving & Critical Thinking in Visual Studies	
DES 3500	Business of Creativity	

ENG 2400	Writing in the Public Sphere
ENG 3240	Studies in Literary Topics
ENG 3470	Writing for Performance
ENG 3500	Literary Movements: Aesthetics and Craft
ENG 4630	Advanced Studies in Literary Topics
ENG 5010	Media Performance Practicum
ENG 5130	Advanced Creative Writing in Specialized Genres
MUS 2266	Creating digital Media Using Personal Electronic Technology
TA 3210	Voice and Movement
TA 3602	Dramatic Analysis and Playwriting for Teachers
TA 3647	Playwriting
TA 4241	Styles of Acting

Note: Students are able to receive credit for summer arts courses pertaining to the minor.

Total Units

18

Minor in Studio Art

The Minor in Studio Art offers students with a strong interest in art to pursue coursework in the different studio areas while working towards a degree in another major.

Requirements for a minor in Studio Art (24 units)

Lower-division requirements (15)	
Choose two foundation courses from the following.	6
ART 1120 2D Foundation: Line, Color and Composition	
ART 1130 3D Foundation: Form, Space & Time (Three foundation level courses chosen from:)	
ART 1140 Creative Technology for Artists	
ART 1150 Language of Art	
ART 1160 Introduction to Drawing and Life Drawing	
Choose two lower-division studio courses chosen from:	6
ART 2240 Beginning Imaging and Illustration	
ART 2260 Beginning Photography	
ART 2290 Beginning Painting	
ART 2320 Beginning Ceramics	
ART 2330 Beginning Glass	
ART 2350 Beginning Sculpture	
Art History. One lower division art history course.	3
Upper-division requirements (9)	
Two courses chosen from:	6
ART 3330 Intermediate Glass	
ART 3160 Intermediate Drawing and Life Drawing	
ART 3260 Intermediate Photography	
ART 3290 Intermediate Painting	
ART 3350 Intermediate Sculpture	
ART 3320 Intermediate Ceramics	
One course chosen from:	3
ART 3780 Special Topics in Art	

ART 4160	Advanced Drawing and Life Drawing	
ART 4240	Advanced Imaging and Illustration	
ART 4290	Advanced Painting	
ART 4260	Advanced Photography	
ART 4320	Advanced Ceramics	
ART 4330	Advanced Glass	
ART 4350	Advanced Sculpture	
Total Units		24

Certificate in Art and Restorative Justice

This certificate will explore the integration of the arts and restorative justice from a multidisciplinary perspective. This will serve the needs of students in multiple colleges and departments, including Art, Criminal Justice, Psychology, Anthropology, and Sociology by providing a prescribed set of courses to explore the intersections of the arts and humanities with social justice. Students will gain experience in a growing field through the practice of research, theory, and applied practice. The certificate is comprised of 24 units.

Certificates may be earned by regularly matriculated or extended learning students and denote successful completion of a prescribed program of study designed to:

1. impart specified professional/vocational/career competencies; or
2. produce mastery of the content of a sub-field of an academic major (discipline); or
3. provide exposure to the range of materials in a traditional or emerging interdisciplinary field.

Certain certificate programs contain 6000-level courses as requirements and/or electives. These 6000-level courses may not be taken by undergraduate students. Candidates must receive two-thirds of their certificate-applicable credit from the university. The transferring of credit or the substitution of courses may occur only after application to the appropriate campus authority.

Certificate Requirements (24 units)

Required: (18)		18
ANTH 1002	Understanding Cultural Diversity	
ART 3000	Art and Activism	
ART 3331	Art and Restorative Justice	
PSYC 3300	Positive Psychology	
SOC 3500	Criminology	
SOC 4900	Crime, Desistance, and Reentry	
Choose Two: (6)		6
ART 2280	From Teaching Artists to Social Practice: A History	
ART 2329	Chicanx Art	
ART 3520	Socially-engaged Art	
ART 3760	Border Art	
ART 4520	Leadership and Engagement in the Arts	
Total Units		24

Certificate in Business Skills for the Artist

This Certificate program will support learning about the integration of arts practice and entrepreneurship, including how to start an independent arts business and bringing creativity to the process of entrepreneurship. It will serve the needs of students in the College of Arts and Letters and the Jack H. Brown College of Business and Public Administration. Art students will benefit from knowledge about entrepreneurship and Business students will benefit from increased creativity. The Certificate entails 24 units.

Certificates may be earned by regularly matriculated or extended learning students and denote successful completion of a prescribed program of study designed to:

1. impart specified professional/vocational/career competencies; or
2. produce mastery of the content of a sub-field of an academic major (discipline); or
3. provide exposure to the range of materials in a traditional or emerging interdisciplinary field.

Certain certificate programs contain 6000-level courses as requirements and/or electives. These 6000-level courses may not be taken by undergraduate students. Candidates must receive two-thirds of their certificate-applicable credit from the university. The transferring of credit or the substitution of courses may occur only after application to the appropriate campus authority.

Certificates may be earned by regularly matriculated or extended learning students and denote successful completion of a prescribed program of study designed to:

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Certain certificate programs contain 6000-level courses as requirements and/or electives. These 6000-level courses may not be taken by undergraduate students. Candidates must receive two-thirds of their certificate-applicable credit from the university. The transferring of credit or the substitution of courses may occur only after application to the appropriate campus authority.

Certificate Requirements (24 units)

COMM 3211	Business and Professional Communication	3
ENTR 3000	Entrepreneurship and Innovation	3
ENTR 4420	Small Business Management	3
ENTR 5980	Reflective Essay	0
MKTG 3050	Marketing Principles	3
TA 3141	The Improvisational Mind	3
Choose one of the the following: (3)		3
DES 3500	Business of Creativity	
ENTR 5430	Ideation and Creative Problem Solving	

Choose one from the following: (3)**3**

ART 2260	Beginning Photography
ART 2290	Beginning Painting
ART 2240	Beginning Imaging and Illustration
ART 2320	Beginning Ceramics
ART 2330	Beginning Glass
ART 2350	Beginning Sculpture

Choose one from the following: (3)**3**

ART 3240	Intermediate Imaging and Illustration
ART 3260	Intermediate Photography
ART 3290	Intermediate Painting
ART 3330	Intermediate Glass
ART 3270	Printmaking
ART 3320	Intermediate Ceramics
ART 3370	Woodworking and Furniture Design
ART 3430	Digital Fabrication: Functional Art/Object Design 1

Total Units**24**