

## Art and Design

The Department of Art and Design offers many exciting and creative opportunities for students to nurture and expand their artistic and design senses. Entering the 21st century, the department provides a broad range of experiences that prepare its graduates for art- and design-related career opportunities and artistic endeavors. Students study and produce works that include state-of-the-art computer applications, conceptual art, graphic design, and interior design. The department has fine arts as its core and foundation, while offering areas of study that allow for occupational preparation in a variety of areas. The award-winning faculty is committed to the idea that a foundation in the crafts of art and design is an essential prerequisite to the production of works that show sophistication both conceptually and visually.

**Studio Art.** Students produce works that encompass a wide range of visual expression, from figurative, abstract, narrative, and mixed media, to leading edge conceptual and installation works. Experimentation is encouraged.

The history of art presents a platform for students to examine, identify, and appreciate the visual arts from prehistory to the present. Art history students acquire an understanding of great art works while developing critical thinking skills.

**Graphic Design.** Through a combination of traditional drawing and rendering techniques and state-of-the-art computer applications, the graphic design option and the B.F.A. prepare students for careers in the graphics and advertising fields, including graphic design, advertising, publishing, film, and the history of graphic design.

Courses explore the many aspects of design, typography, illustration, computer graphics, Internet design, the history of graphic design, and the professional practices commonplace in the field.

**Interior Design.** The B.A. in Interior Design allows students many unique opportunities in the field of design. The interior design major is accredited by the Council for Interior Design Accreditation, formerly FIDER. Students use advanced computer-aided-design (CAD) and animation programs as well as traditional methods in developing sophisticated design solutions for a variety of architectural projects. Interior design students gain an excellent foundation in



subjects such as color theory, space planning, presentation techniques, rendering, drawing, building systems and codes, and material and design for special populations. (Internship opportunities are available.)

## Faculty and Facilities

The faculty of the department offer diverse, skilled, and professional approaches to art and design education. The methods of teaching reflect distinctive yet complementary ways and means of introducing their disciplines while guiding students through the program with a sense of dedication and commitment to the education of artists, designers, and scholars.

The facilities of the department not only include the requisite studios, state-of-the-art computer labs, and support facilities, but also include an art gallery and a lecture hall in an award-winning contemporary art building complex.

## Career Opportunities

Completion of the art major — or interior design major — enables graduates to pursue advanced study leading to careers in fields such as:

- Art Education
- Art History
- CAD Design
- Computer Art
- Fine Arts
- Gallery Work
- Graphic Design
- Interior Architecture
- Interior Design
- Museum Work
- Studio Production

Prospective students should contact faculty in their area of interest to further explore specific career opportunities.

College of Arts and Humanities

## Department of Art and Design

Martin Valencia, *Chair*

Conley Art Building, Room 105

559.278.2516

[www.csufresno.edu/artanddesign/](http://www.csufresno.edu/artanddesign/)

### B.A. in Art

Areas of Emphasis:

- Drawing/Painting
- Ceramics/Sculpture
- Printmaking/Photography
- Crafts/Design
- Animation/New Media
- Art History

Option:

Graphic Design

### B.A. in Interior Design

#### M.A. in Art

Areas of study:

- Art Education
- Art History
- Interior Design
- Studio Art

### B.F.A. in Graphic Design

Areas of Emphasis:

- Graphic Design
- Illustration
- Interactive Multimedia Design

### Minor in Art

### Interdisciplinary Minor in Media Arts

### Single Subject Credential

Students may also choose to pursue advanced degree work toward the M.A. in Art.

## Faculty

Martin Valencia, *Chair*

Julia Bradshaw	Laura Meyer
Nancy K. Brian	Una Mjurka
Paula Durette	Daniel G. Nadaner
A. Sameh El Kharbawy	Nicholas Potter
Paulette S. Fleming	Stephanie Ryan
Ed Gillum	Joan Sharma
Doug Hansen	Charles Shields
Keith M. Jordan	Gina Strumwasser
Richard McQuone	

# Art and Design

## Bachelor of Arts Degree Requirements

*Art Major* *Units*

**Major requirements** (See *Note 1*)..... **54**

Art and Design Core ..... (21)

ARTH 10 and 11 ..... (6)

ART 13 ..... (3)

ART 14 ..... (3)

ART 20 or ID 43..... (3)

ART 24 or 30 or 40..... (3)

ART 50 or 60 or 70..... (3)

Computer Imaging requirement

ART 37 or GD 37..... (3)

Theory requirement

ART 101 ..... (3)

Art Gallery requirement

ART 112 ..... (3)

Art History requirement

ARTH 132 or 136, plus

an additional 3 upper-division units..... (6)

Area of Emphasis

(I, II, III, IV, V, VI) ..... (9)

I. Drawing/Painting

ART 120, 121, 140, 141

II. Ceramics/Sculpture

ART 152, 153, 155, 160, 161, 165

III. Printmaking/Photography

ART 125, 126, 127, 130, 133,

182, 183

IV. Crafts/Design

ART 113, 116, 166, 170, 175

V. Animation/New Media

ART 102, 107, 117, 188

VI. Art History (see *Advising Note 1*)

Art and Design upper-division

electives ..... (9)

**General Education requirements**..... **51**

**Electives and remaining**

**degree requirements** ..... **15-21\***

(See *Degree Requirements*); may

be used toward a double major

or minor.

**Total** ..... **120**

\*This total indicates that a maximum of two courses (6 units) in G.E. Breadth C1 and G.E. Breadth E1 also may be applied to the art major. These courses include ARTH 10, 11; ART 20, 40, 50 (G.E. C1); and/or ART 13 (G.E. E1). Consult the department chair or faculty adviser for additional details.

### Advising Notes

1. Upper-division requirements for students emphasizing art history include ARTH 136, and at least 3 units from each of the following areas:

- Renaissance, Baroque
- Modern, Contemporary
- World Art

2. *CR/NC* grading is only permitted in ART 198, Internship.

3. General Education and elective units may be used toward a double major or minor (see *Double Major* or departmental minor). Consult the appropriate department chair, program coordinator, or faculty adviser for further information.

4. No General Education Integration course offered by the Department of Art and Design may be used to satisfy the General Education requirements for majors in the department.

## Bachelor of Arts Degree Requirements

*Art Major*

*Graphic Design Option* *Units*

**Major requirements** ..... **69**

Art and Design Core ..... (21)

ARTH 10 and 11 ..... (6)

ART 13 ..... (3)

ART 14 ..... (3)

ART 20 or ID 43..... (3)

ART 24 or 30 or 40..... (3)

ART 50 or 60 or 70..... (3)

Lower-division requirements ..... (18)

GD 35, 37, 41, 42, 50, 60

Upper-division requirements ..... (30)

GD 135, 150, 163,

165, 170, 174, 178, 179;

ART 116; MCJ 142

**General Education requirements**..... **51**

**Electives** ..... **0-6**

**Total** ..... **120\***

\*This total indicates that a maximum of two courses (6 units) in G.E. Breadth C1 and G.E. Breadth E1 also may be applied to the graphic design major. These courses include ARTH 10, 11; ART 20, 40, 50 (G.E. C1); and/or ART 13 (G.E. E1). Consult the department chair or faculty adviser for additional details.

### Advising Notes

1. All courses required for the major must receive a letter grade.

2. Student work may be retained for a limited period for display and accreditation visits.

3. The upper-division writing skills requirement can be met by passing the university examination or by completing a *W* course with a letter grade of *C* or higher, to be taken no sooner than the term in which 60 units are completed.

4. The General Education requirement of 51 units may be exceeded depending upon the selection of courses; such excess units may be counted under the Electives category toward the 124-unit degree.

5. No General Education Integration course offered by the Department of Art and Design may be used to satisfy the General Education requirements for majors in the department.

6. A grade of *C* or higher in all graphic design coursework is necessary for successful completion of the major. Any course required as a prerequisite must be completed with a grade of *C* or better before registration in the subsequent course.

## Bachelor of Fine Arts Degree Requirements

The Bachelor of Fine Arts in Graphic Design is a professional program providing directed studies and is designed for students seeking in-depth preparation for specialized educational and career goals.

The curriculum explores the many aspects of graphic design, including the physical, cognitive, social, and cultural human factors. It will also explore theories, principles, and practice in relation to typography, illustration, computer graphics, Web design, motion graphics, history of graphic design, and creative critical visual thinking skills that are applicable to professional practice and to meet entrance requirements to graduate school.

*Graphic Design Fine Arts Major* *Units*

**Major requirements** ..... **72\***

Art and Design Core ..... (18)

ARTH 10 and 11 ..... (6)

ART 13 ..... (3)

ART 20 or ID 43 ..... (3)

ART 24 or 30 or 40..... (3)

ART 50 or 60 or 70 ..... (3)

GD lower-division requirements ..... (21)

GD 35, 37, 39, 41, 42, 50, 60

GD upper-division requirements..... (15)

GD 135, 179, 180; ART 116;

ARTH 132 or 136

Area of Emphasis

(I, II or III) ..... (18)

I. Graphic Design

GD 170, 171, 174, 175, 176, 178

II. Illustration\*\*

GD 163, 165, 167, 169

III. Interactive Multimedia Design

GD 150, 153, 155, 157;

ART 107, 117

**General Education requirements..... 48**  
**GD electives and remaining**  
**degree requirements ..... 6**  
**Total units ..... 120\***

\* This total indicates that a maximum of two courses (6 units) in G.E. Breadth C1 and G.E. Breadth E1 will be applied to the graphic design major. These courses include ARTH 10, 11; ART 20, 40, 50 (GE C1); and/or ART 13 (GE E1). Consult the department chair or faculty adviser for additional details.

\*\* These two courses (6 units) are required for the Illustration Emphasis only.

**Advising Notes**

1. A portfolio is required to apply to the B.F.A. in Graphic Design.
2. The portfolio needs to be submitted for review only after the student has completed the art and design core courses and all the lower-division graphic design required courses.
3. The student must pass the portfolio review to be admitted into the B.F.A. in Graphic Design.
4. For continuation in the B.F.A. in Graphic Design, all courses required for the major must receive a letter grade of C or higher.
5. Student work may be retained for a limited period for display and accreditation visits.
6. The upper-division writing skills requirement can be met by passing the university examination or by completing a W course with a letter grade of C or higher, to be taken no sooner than the term in which 60 units are completed.
7. The General Education requirement of 48 units may be exceeded depending upon the selection of courses; such excess units may be counted under the electives category toward the 120-unit degree.

**Credential Program**

The Single Subject Matter Preparation Program in Art at California State University, Fresno complies with the preconditions for the approval in the following ways.

1. The program includes (a) 33 semester units of core coursework in art subjects and related subjects that are commonly taught in departmentalized classes in California public schools and (b) 24 semester units of coursework that provide breadth and perspective to supplement the essential core of the program. These requirements are elaborated under 2 and 3 below.

2. The 33 units of core courses include courses in art, art history, crafts, ceramics, design, painting, and drawing.

**Credential Program**

<b>Core Courses</b>	<b>Units</b>
ARTH 10 and 11: The Ancient and Medieval World and The Modern World .....	(6)
ART 13: Design .....	(3)
ART 21: Figure Drawing .....	(3)
ART 24, 26, 27, 109T, 126, or 127: Printmaking .....	(3)
ART 40: Painting .....	(3)
ART 50: Sculpture.....	(3)
ART 60: Beginning Ceramics .....	(3)
ART 70: Crafts or ART 127, 160, 175, and/or 166.....	(3)
ART 30, 182, 183, or 107, 117: Photography or Computers.....	(3)
ART 120: Drawing (advanced) .....	(3)

**Core total ..... 33**

3. The 24 units of breadth coursework required by the program include courses that provide breadth and perspective to supplement the essential core of the program.

**Credential Program**

<b>Breadth Courses</b>	<b>Units</b>
ARTH 136: Contemporary Art .....	(3)
ARTH 120, 122, 124, 126, or 109T: Renaissance, Baroque, or Heroines in Art.....	(3)
ARTH 160, 170, 173, or 175: Africa, Native North American, Pre-Columbian, or Pre-Columbian Andes.....	(3)
ART 101: Content and Form .....	(3)
ART 113, 171, or 175: Design (advanced), Crafts (advanced), Metal Design .....	(3)
ART 140: Intermediate Painting.....	(3)
ART 152, 155, or 160: Intermediate Sculpture, Sculpture: Foundry, Intermediate Ceramics .....	(3)
ART 179: Development of Artistic Expression .....	(3)

**Breadth courses..... 24**

**Art Minor**

The Art Minor consists of a minimum of 21 units of which 9 must be upper division. A maximum of six units of CR/NC grading will be accepted.

	<b>Units</b>
ARTH 10 and 11 .....	6
ART 13 and 20 .....	6
ARTH elective (upper division).....	3
ARTH or studio electives (upper division) .....	6
<b>Total .....</b>	<b>21</b>

*Note:* The Art Minor also requires a 2.0 GPA and 6 upper-division units in residence.

**Interdisciplinary Minor in Media Arts**

The Minor in Media Arts is primarily designed for students pursuing degrees in art and design, mass communication and journalism, or music. *See page 148.*

**Graduate Program**

The Master of Arts in Art provides the opportunity for highly motivated art and design students to pursue study at an advanced level and attain a level of accomplishment in the visual arts and design. The graduate program emphasizes self-direction and focus within a specific area. The program builds upon the equivalent of the undergraduate major in art at California State University, Fresno. The program provides specifically for certain areas of interest: art education, crafts, computer art, interior design, drawing, painting, ceramics, photography, sculpture, art history, and theory. With prior approval, programs with multiple concentrations may be arranged. For specific requirements, consult the departmental graduate program director. For general requirements, see *Division of Graduate Studies*.

The Master of Arts degree program in Art assumes preparation equivalent to the undergraduate major in art at California State University, Fresno. Applicants must first complete university requirements for admission to the Division of Graduate Studies, including the Graduate Record Examination Aptitude Test. Applicants must also pass the Department of Art and Design Classified Standing Screening Review.

(See also *Admission to Graduate Standing, Advancement to Candidacy, Program Requirements, and Criteria for Thesis and Project.*)

Graduate courses in art are open to holders of the B.A. in Art who have been conditionally classified by the Department of Art and Design. Interior Design majors must meet an art major undergraduate equivalency specific to their area. All other majors must

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meet a standard art major undergraduate equivalency.

Second-semester seniors in the undergraduate art program may also enroll in 200-series coursework in art subject to the approval of the instructor.

## Master of Arts Degree Requirements

Under the direction of a graduate adviser, each student prepares and submits a coherent program individually designed within the following framework:

### Units

Approved courses in art in the 200-series (see <i>Specific Requirements</i> ).....	21-30
Approved courses in art or related fields in the 100- or 200-series.....	0-9
<b>Total</b> .....	<b>30</b>

**Specific Requirements.** ART 230 or 260 (3 units) and ART 298 or 299 (2-6 units). Before being allowed to exhibit, candidates expecting to participate in ART 298 are required to have completed ART 112 or the equivalent approved by the gallery director.

For studio areas, additional units (3-9) in ART 240 or 220T are specifically recommended.

For art history areas, ART 230 and additional units (3-9) in ART 260 are specifically recommended.

**Classified Standing.** Concurrently with the departmental review and evaluation for classified standing, the student will submit a tentative program outline for approval by the screening committee.

**Graduate Writing Skills Requirement.** Before advancing to candidacy, the student must have completed the graduate writing requirement. This requirement is satisfied by passing the designated writing component of either ART 230 or ART 260. Please see the Department of Art and Design's *Graduate Guide* for more detailed information. Please note that the prerequisites for these courses may change according to the subject covered. Admission to the course is by permission of instructor.

**Advancement to Candidacy.** Prior to the completion of 20 units of the proposed program, the student will review the program of courses with an adviser from the selected area of concentration.

## COURSES

### Art and Design (ARTDS)

**ARTDS 9T. Studio Topics in Art and Design (1-3; max total 9 if no topic repeated)**

Specific introductory studio processes not covered in regular course offerings. Areas offered may be drawing, painting, ceramics, sculpture, photography, printmaking, design, crafts, motion picture, art education, computer graphics, graphic design, and interior design.

**ARTDS 10T. Lecture Topics in Art and Design (1-3; max total 9 if no topic repeated)**

Specific lecture area not normally covered in regular course offerings in art, graphic design, or interior design. Topics may include African American art, aesthetics of electronic imagery, careers in art and design, portfolio preparation, interior design, and graphic design.

### Art History (ARTH)

#### ART HISTORY SURVEYS

**ARTH 10. The Ancient and Medieval Worlds (3)**

An introductory survey of the arts of the ancient and medieval worlds, beginning with the Paleolithic and including Near Eastern, Egyptian, and European (Aegean, Greek, Roman, medieval) traditions through the mid-14th century. G.E. Breadth C1. FS

**ARTH 11. The Early Modern World (3)**

An introductory survey of Western art from the Renaissance through the 18th century, including Mannerism, Baroque, Rococo, and Neoclassicism from the mid-14th century to the end of the 18th century. G.E. Breadth C1. FS

**ARTH 109T. Topics in Art History (1-3; max total 3 if no topic repeated)**

Specific areas in art history not normally covered in the regular course offering. Possible topical areas include Arts of the South Pacific, Buddhism, Chinese Painting, Happenings, History of Modern Art through Film, Museums and Monuments of Europe, Fountains of Baroque Rome, Popes and Patrons of Renaissance Europe, 17th Century Holland, and the Rise of the Secular in Art.

#### WESTERN ART SURVEYS

**ARTH 120. Italian Renaissance (3)**

Artistic revival of classical antiquity in Italy between 1300-1550.

**ARTH 122. Northern Renaissance (3)**  
Painting and sculpture from the Netherlands, France, and Germany between 1300-1550. F

**ARTH 124. Italian Baroque (3)**

Baroque art from its conception in Rome to its dispersal throughout Italy from 1600-1750.

**ARTH 126. Northern Baroque (3)**

Diffusion of Italian Baroque art to the Netherlands, France, Spain, Germany, and Austria between 1600-1750.

**ARTH 131. Nineteenth Century Modern Art (3)**

A more developed critical look at modern art in its relationship to the needs of the social political context of the 19th century. F

**ARTH 132. Twentieth Century Modern Art (3)**

A more developed critical look at modern art in its relationship to the needs of the social political context of the 20th century, up to the mid-1950s. F

**ARTH 136. Contemporary Art (3)**

A comprehensive survey of contemporary art focusing on the issue of postmodernism from the mid-1950s onward. S

#### WORLD ART SURVEYS

**ARTH 160. Africa (3)**

Sculpture, painting, architecture, festivals, and personal adornment of sub-Saharan Africa. S

**ARTH 170. Native North American (3)**

Arts of the indigenous North American cultures from the Arctic to the American Southwest.

**ARTH 173. Pre-Columbian Mexico (3)**

Art of the Olmec through the Aztec cultures.

**ARTH 175. Pre-Columbian Andes (3)**

Art of the Chavin through the Inca cultures.

**ARTH 190. Independent Study (1-3; max total 6)**

See *Academic Placement — Independent Study*. Approved for *RP* grading.

### Studio (ART)

**ART 1. Art Forms (3)**

Slide lecture-discussion. An introduction to art/seeing and appreciating the visual world around us. G.E. Breadth C1. (Course fee, \$5) FS

**ART 13. Design (3)**

Exploration of basic art concepts through two- and three-dimensional design problems. Field trips may be required. G.E. Breadth E1. (6 lecture-lab hours) FS

**ART 14. Three-Dimensional Design (3)**

Prerequisite: ART 13. Introduces students to the basic elements and principles of three-dimensional design. Students will develop the ability to apply these elements and principles to their own design or artwork within the context of a given project. (6 lecture-lab hours) (Formerly ART 109T)

**ART 20. Drawing (3)**

Introductory experiences in drawing using observation, imagination, and expressive means. Fundamentals of form, space, techniques, and composition will be studied. G.E. Breadth C1. (6 lecture-lab hours) FS

**ART 21. Figure Drawing (3)**

Introductory course in the basic concepts of figure drawing problems and techniques. Drawing from the nude model, both male and female, is basic to this course. (6 lecture-lab hours) (Course fee, \$35) FS

**ART 24. Printmaking (3)**

Introduction to the printmaking processes of intaglio, lithography, and woodblock printing. (6 lecture-lab hours) (Course fee, \$15) FS

**ART 26. Intaglio Processes (3)**

Studio class offering in printing in the intaglio process using such techniques as etching, drypoint, aquatint, and soft-ground on metal plates. Printing in black ink as well as color will be covered. (6 lecture-lab hours) (Course fee, \$30)

**ART 27. Screenprinting (3)**

Investigation into techniques of printing with a screen. Paper, film, tusche, and glue techniques for creating printing stencils will be covered. (6 lecture-lab hours) (Course fee, \$30) F

**ART 30. Photography (3)**

Introductory course in black and white photography. Basic theoretical and practical aspects of the photographic process relevant to the medium as an art form. (2 lecture, 3 lab hours) (Course fee, \$25) FS

**ART 37. Introduction to Computer Art (3)**

Prerequisite: ART 13. Introduction to the practice of creating art through the use of the computer. Integrates concepts from painting, drawing, design, and computer-specific processes. (6 lecture-lab hours)

**ART 40. Painting (3)**

Introduction to painting processes through creative experiences and critiques. Emphasis on concepts and processes of contemporary painting. G.E. Breadth C1. (6 lecture-lab hours) FS

**ART 45. Watercolor (3)**

Introduction to techniques in watercolor painting with emphasis on transparencies. (6 lecture-lab hours)

**ART 50. Beginning Sculpture (3)**

Introductory course in the experiential application of the methods and materials of sculpture. Creative expression and exploration of sculptural form through ideas and aesthetic concepts. Studio safety. G.E. Breadth C1. (6 lecture-lab hours) FS (

**ART 60. Beginning Ceramics (3)**

A survey of ceramic materials and their functions in the arts. Basic studio practices in the handbuilding processes, glazing, and throwing on the potter's wheel. (6 lecture-lab hours) (Course fee, \$30) FS

**ART 70. Crafts (3)**

Fundamental exploration of several media (may include any of fiber, wood, leather, clays, paper) with emphasis on understanding the potential of the various materials for crafts. Field trips may be required. (6 lecture-lab hours)

**ART 100T. Topics in Art (1-3; max total 3 if no topic repeated)**

Specific lecture area not normally covered in regular course offerings or in art history. Topics may include but are not limited to: African American art, Chicano art, cinema art, urban aesthetics, formalism in art, economics of art, careers in art, portfolio preparation.

**ART 101. Content and Form (3)**

Introduces students to the problems of the modern/postmodern debate through first, a historical analysis of structuralism and post-structuralism, and second, the application of these ideas to art production. FS

**ART 102. Ideas of Visual Culture: Art, Media, and the Computer (3)**

Prerequisites: G.E. Foundation and Breadth Area C. Overview of ideas in visual culture and critical theory. Examines visual culture in the form of video, film, new works in visual art, the computer, and visual spectacles in contemporary culture. G.E. Integration IC. (3 lecture/lab hours) S

**ART 106. Art Tours (3; max total 6)**

Explore the extraordinary art and artistic experience in California by touring mu-

seums and galleries in Los Angeles and San Francisco. Two weekend trips include exposure to diverse collections of art in the state. (Course fee, \$220)

**ART 107. 2-D Computer Art and Animation (3; max total 9)**

Prerequisite: ART 37, GD 37, or permission of instructor. ART 20 and 40 recommended. Building upon material from ART 37 with an emphasis on animation and time-based digital processes. (6 lecture-lab hours) (Course fee, \$35) FS

**ART 109T. Topics in Studio Art (1-3; max total 3 if no topic repeated)**

Prerequisite: permission of instructor. Specific advanced studio processes not normally covered in regular course offerings. Areas offered may be drawing, painting, ceramics, sculpture, photography, printmaking, design, crafts, motion-picture, art education, computer graphics. (6 lecture-lab hours)

**ART 112. Gallery Techniques (3; max total 9)**

Introduction to museum practices related to exhibition selection, design, and installation techniques. Field trips, lectures, projects, and critiques. (6 lecture-lab hours) FS

**ART 113. Design (3; max total 9)**

Prerequisite: ART 13. Continuation of the exploration of two- and three-dimensional design problems. (6 lecture-lab hours) FS

**ART 116. Interaction of Color (3)**

Interaction of color as developed by Joseph Albers; basic design principles in connection with color work. (6 lecture-lab hours) FS

**ART 117. 3-D Computer Art and Animation (3; max total 9)**

Prerequisite: ART 14 or ID 112; ART 107. ART 50 recommended. Introduction to three-dimensional computer art integrating modeling, lighting, rendering, and animation. (6 lecture-lab hours) (Course fee, \$35) FS

**ART 120. Drawing (3; max total 9)**

Prerequisite: ART 20. Investigation of advanced concepts through the techniques of the drawing medium. (6 lecture-lab hours) FS

**ART 121. Figure Drawing (3; max total 9)**

Prerequisite: ART 21. The human figure and its relevancy to advanced drawing concepts and techniques, emphasis on individual exploration in studio problems. Drawing from the nude model, both male and female,

## Art and Design

is basic to this course. (6 lecture-lab hours) (Course fee, \$35) S

### **ART 125. Lithography (3; max total 9)**

Prerequisite: ART 24. Studio class designed for advanced work in stone and metal plate printing in both black as well as color inks. Emphasis placed on imagery development. (6 lecture-lab hours) (Course fee, \$30)

### **ART 126. Intaglio Processes (3; max total 9)**

Prerequisite: ART 24 or 26. Studio class designed to offer advanced work in intaglio printing processes such as etching, drypoint, and aquatint in black ink as well as color. Multiple plate printing will also be covered. Emphasis placed on imagery development. (6 lecture-lab hours) (Course fee, \$30) S

### **ART 127. Screenprinting (3; max total 9)**

Prerequisite: ART 27. Investigation into techniques of screenprinting. Paper, film, tusche, glue, and photo techniques for creating printing stencils will be covered. Emphasis placed on imagery development. (6 lecture-lab hours) (Course fee, \$30)

### **ART 130. Photography (3; max total 9)**

Prerequisite: ART 30. Advanced photography. Possible emphasis: black and white, color, history and appreciation, and individual production. (6 lecture-lab hours) FS

### **ART 133. Alternative Imagery in Photography (3; max total 9)**

Prerequisite: ART 30. Approaches to non-traditional photography. Emphasis on producing personal imagery. (6 lecture-lab hours)

### **ART 140. Intermediate Painting (3)**

Prerequisite: ART 40. Individual investigation of advanced aesthetic concepts; continued search into personal direction. (6 lecture-lab hours)

### **ART 141. Advanced Painting (3; max total 9)**

Prerequisite: ART 140. Designed primarily for students with two or more semesters of experience in painting. Emphasis on individual involvement in the painting process aiming toward advanced formal and technical expression. (6 lecture-lab hours)

### **ART 152. Intermediate Sculpture (3)**

Prerequisite: ART 50. Continued investigation in the experiential application of selected methods and materials of sculpture.

Emphasis on promoting a greater awareness of sculptural form and development of ideas and aesthetic concepts. (6 lecture-lab hours) FS

### **ART 153. Advanced Sculpture (3; max total 9)**

Prerequisite: ART 152. Individual involvement in the studio practice of sculpture. Emphasis focused on conceptual development, refinement of technique, choice of materials, professional presentation, and portfolio. (6 lecture-lab hours) FS

### **ART 155. Sculpture: Foundry (3; max total 9)**

Prerequisite: ART 50 or permission of instructor. Foundry techniques: mold-making, wax sculpting, metallurgical technology, and patination. Research of historical and contemporary approaches to the art of metalcasting. (6 lecture-lab hours) (Course fee, \$50) FS

### **ART 160. Intermediate Ceramics (3; max total 9)**

Prerequisite: ART 60. Emphasis will be on promoting a greater awareness of form as developed on the potter's wheel. A concentrated study of surface treatments and their integration with clay forms. (6 lecture-lab hours) (Course fee, \$30) FS

### **ART 161. Advanced Ceramics (3; max total 9)**

Prerequisite: ART 160. Advanced study in ceramic art. Individual projects in selected ceramic areas with emphasis on showing and portfolio presentation of work. (6 lecture-lab hours) (Course fee, \$30)

### **ART 165. Ceramic Glazes (3; max total 9)**

Prerequisites: ART 160, permission of instructor. Concentrated study in glazes through the empirical methods with some discussion on historical and technical integration of glazes with clay forms. (6 lecture-lab hours) (Course fee, \$40)

### **ART 166. Glass Blowing Studio (3; max total 9)**

Prerequisites: ART 13, 20, and 60, or permission of instructor. A course in studio glass blowing techniques with technical information on glass compositions, furnace design, and construction. (6 lecture-lab hours) (Course fee, \$50)

### **ART 170. Crafts (3; max total 9)**

Prerequisite: ART 70. Advanced design in a variety of materials. Study of contemporary designer craftsmen. (6 lecture-lab hours)

### **ART 171. Textile Design: Dyeing and Printing (3; max total 9)**

Design relating to fabrics, tie dye, batik, and silk screen. Field trips may be required. (6 lecture-lab hours) (Course fee, \$15)

### **ART 175. Jewelry and Metalsmithing (3; max total 12)**

Designing and fabricating articles of adornment and function using copper, brass, pewter, nickel-silver, sterling, and gold. Forging, fabricating, fusing, raising, enameling, electroplating, stone setting, and casting. Design, technique, and craftsmanship emphasized. (6 lecture-lab hours) (Course fee, \$20)

### **ART 179. Development of Artistic Expression (3; max total 9)**

Art materials and techniques, as they apply to the elementary school curriculum; introduction to current philosophies in art education, theories of the development phases of artistic expression in children. Field trips may be required. (6 lecture-lab hours) (Course fee, \$15)

### **ART 182. Large Format Photography (3; max total 9)**

Prerequisite: ART 30 or equivalent and permission of instructor. Study of the large format camera and its creative application. Emphasis on individual assistance in both field and laboratory work. Introduction to selective exposure and development control, optical effects, and applied compositional design. (2 lecture, 3 lab hours) (Course fee, \$25)

### **ART 183. Field Studies in Photography (3; max total 12)**

Prerequisite: ART 30 or equivalent and permission of instructor. Individual formulation of exploratory multi-image essays produced on location. Emphasizes individual conceptual goals and acquiring communicative skills appropriate to medium. Introduction to photographic theory and its practical application to individual creative objectives. (2 lecture, 3 lab hours) (Course fee, \$25)

### **ART 188. Digital Video Art (3; max total 9)**

Introduction to the medium of video art. Students will examine video concepts and forms through production, readings, and discussions, as well as by viewing students' and artists' works. (6 lecture/lab hours) F (Formerly ART 109T)

**ART 190. Independent Study**  
(1-3; max total 6)

See *Academic Placement — Independent Study*. Approved for *RP* grading. (Course fee, \$30) FS

**ART 198. Internship in Art**  
(1-6; max total 6)

Prerequisites: permission of instructor and sponsoring agency. Experience in art related professions with agency under the Department of Art and Design supervision. Maximum credit toward an art major, 6 units. *CR/NC* grading only. (Minimum of 3 field hours per week per unit.)

**GRADUATE COURSES**

(See *Catalog Numbering System*.)

**Art (ART)**

**ART 220T. Topics in Studio Processes** (3; max total 9)

Prerequisite: permission of instructor. Investigation of advanced studio topics selected by the department. Coursework includes studio productions, their critiques and evaluations.

**ART 230. Seminar in Art Theory**  
(3; max total 9)

Prerequisite: permission of instructor. Theories of the visual arts as developed by artists, critics, and philosophers, and their application to art criticism in our time. Oral presentation and defense of critical papers required. Meets the graduate writing skills requirement.

**ART 240. Seminar in Art Studio**  
(3; max total 15, max 9 in one area)

Prerequisite: permission of instructor. Work individually with selected staff in chosen area of concentration. Concurrent obligation to meet regularly scheduled seminars for group progress reports and critiques.

**ART 241. Graduate Painting**  
(3; max total 9)

Prerequisite: ART 141 or portfolio for review. Studio course in painting for graduate students. Selected concepts and problems in contemporary painting. Emphasis on individual exploration and development of personal direction. (6 lecture-lab hours)

**ART 253. Graduate Sculpture**  
(3; max total 9)

Prerequisite: ART 153 or submission of portfolio for review. Faculty guided independent research and studio practice. Includes consultation, critiques, and portfolio development. Relates sculptural form to ideas, aesthetic concepts, and contemporary issues.

Emphasis on professionalism and personal direction. (6 lecture-lab hours)

**ART 260. Seminar in Art History**  
(3; max total 9)

Prerequisites: 6 units of upper-division art history and permission of instructor. Research problems applicable to art history students or studio artists. Meets the graduate writing skills requirement.

**ART 290. Independent Study**  
(1-3; max total 6)

See *Academic Placement — Independent Study*. Approved for *RP* grading. (Course fee, \$30)

**ART 298. Project** (2-6; max total 6)

Prerequisite: permission of the Art and Design Department graduate coordinator; see *Criteria for Thesis and Project*. Preparation, production, design, and installation of original works produced while engaged in the graduate program. Exhibit committee must approve of the work, location, and quality of installation. Abstract required. Approved for *RP* grading. (Course fee, \$30)

**ART 299. Thesis** (2-6; max total 6)

Prerequisite: permission of the Art and Design Department graduate coordinator; see *Criteria for Thesis and Project*. Preparation, completion, and submission of an acceptable thesis for the master's degree. Approved for *RP* grading.

**IN-SERVICE COURSE**

(See *Course Numbering Systems*.)

**Art (ART)**

**ART 343. Contemporary Approaches in Art** (1-3; repeatable for credit)

Advanced processes not normally offered in regular courses. Areas may include art education, drawing, painting, ceramics, sculpture, photography, printmaking, design, crafts, and motion picture.

**COURSES**

**Graphic Design (GD)**

**GD 35. Visual Communications Fundamentals** (3)

Foundational visual and cognitive organizational processes for the practice of visual communication, presented through lectures and applied through studio exercises. Includes visual perception and organization, visual ideation, and visual problem-solving processes, techniques, and principles. (2 lecture, 2 lab hours) (Course fee, \$30) F

**GD 37. Graphic Design: Computer Imaging** (3)

Prerequisites: ART 13, GD 35. Emphasis on basic skills, theories, and principles of graphic design, including photo manipulation and illustration software applications as related to the graphic design field. (6 lab hours) (Course fee, \$30) (Formerly GD 40)

**GD 39. Graphic Design: Computer Layout Design** (3)

Prerequisite: ART 13, GD 37. Exploration and application of layout design and prepress software as related to the graphic design field through projects encompassing the basic skills, theories, and principles of graphic design. (6 lab hours) (Course fee, \$30)

**GD 41. Typography** (3)

Prerequisite: GD 37. Typographic principles, elements, and techniques. Type classification, selection, design, and layout. Computer projects. (6 lab hours) (Course fee, \$30) FS

**GD 42. Graphic Design** (3)

Prerequisite: GD 35 and 41 or concurrently. Advertising and graphic design projects taken through steps from thumbnail sketches through rough layouts to computer-generated comprehensive presentations. Emphasis on evaluation of market and audience and development of aesthetic solutions to communication problems. (6 lab hours) (Course fee, \$30) FS

**GD 50. Internet Design** (3)

Prerequisites: GD 41, 42. Introduction to Internet design for graphic designers focusing on Web site structure. Emphasis on professionally designed, visually integrated Web sites utilizing contemporary software for Web design, image creation, and manipulation. (6 lab hours) (Course fee, \$30) (Formerly GD 140)

**GD 60. Illustration Techniques** (3)

Prerequisites: ID 43 or ART 20. Introduction to various traditional drawing and painting techniques. Emphasis on the application of rendering solutions to graphic design problems. (6 lab hours) (Course fee \$5) (Formerly GD 143)

**GD 135. History of Graphic Design** (3)

Prerequisites: ARTH 10 and 11. A survey of characteristic design approaches, solutions, materials, and technologies, their relationship to popular culture and trends, and their social and political history. Course includes lectures and studio projects. (2 lecture and 2 lab hours) (Course fee, \$30) FS

## Art and Design

### GD 150. Advanced Internet Design (3)

Prerequisites: GD 41, 42, 50. Advanced application and exploration of Web standards-based Web site design. Emphasis on the aesthetics and structure of Web site development. (6 lab hours) (Course fee, \$30) FS

### GD 153. Interactive Design (3)

Prerequisite: GD 41, 42, 50. Interactive design for graphic designers. Use of contemporary software to develop professionally designed, visually integrated, interactive graphics and content for Web and multimedia applications. (6 lab hours) (Course fee, \$30)

### GD 155. Advanced Interactive Design (3)

Prerequisite: GD 153. Integration of advanced and complex interactive content for Web and multimedia applications. Emphasis on experimentation and concept development incorporating elements from different thematic structures. (6 lab hours) (Course fee, \$30)

### GD 157. Motion Graphics (3)

Prerequisite: GD 153. Application of software to create visually integrated, concept-driven motion graphics and interactive content and Web multimedia applications. Emphasis on research and production on advanced projects. (6 lab hours) (Course fee, \$30)

### GD 163. Illustration (3)

Prerequisite: GD 60 and ART 116. Understanding how illustration functions with text. Experiences in the conceptualization and organized development of illustrative images. Creative illustrative strategies applied to design situations. (6 lab hours) (Formerly GD 146)

### GD 165. Digital Illustration Techniques (3)

Prerequisites: GD 42, 60, and 163. Introduction to digital illustration; appreciation of its strengths. Applying basic digital illustration techniques to characteristic graphic design problems and formats. (6 lab hours) (Course fee, \$30) (Course fee, \$30) (Formerly GD 147)

### GD 167. Advanced Illustration (3)

Prerequisite: GD 163. Advanced techniques in non-digital illustration. Creating illustrative visual solutions to a range of problems in graphic design, including complex and abstract subjects. Developing distinctive individual work. (6 lab hours)

### GD 169. Advanced Digital Illustration (3)

Prerequisites: GD 163, 165. Advanced digital illustration techniques. Analyzing and applying components of a visual style.

Combining traditional and digital illustrative components. (6 lab hours)

### GD 170. Typographic Design (3)

Prerequisites: GD 41, 42. Advanced principles of typography, including design of typefaces utilizing contemporary software. Exploration of sophisticated typographical projects incorporating commercial and student designed fonts. Emphasis on typographical experimentation. (6 lab hours) (Course fee, \$30) (Formerly GD 141)

### GD 171. Advanced Typographic Design (3)

Prerequisite: GD 170. Creation of unique typefaces for use in typographic solutions to projects such as brand identity, packaging design, environmental graphics, and publication design. (6 lab hours) (Course fee, \$30)

### GD 174. Graphic Systems (3)

Prerequisites: GD 41, 42. Examination of the structures of primary/secondary and co-equal communication systems as applied to identity, packaging, and other graphic design projects. (6 lab hours) (Course fee, \$30) (Formerly GD 142)

### GD 175. Graphic Concept Development (3)

Prerequisite: GD 174. Examination of the importance of an underlying concept development to successful graphic design solutions. Emphasis placed on the production of strong concepts in projects such as identity applications and environmental graphics. (6 lab hours) (Course fee, \$30)

### GD 176. Packaging Design (3)

Prerequisites: GD 171, 175. Advanced projects in packaging with emphasis on the application and exploration of the socio-cultural, physical, and legal requirements of packaging systems. (6 lab hours) (Course fee, \$30)

### GD 178. Professional Advertising Design (3)

Prerequisites: GD 171, 175. Advanced advertising/graphic design projects from concept development to finished product. Emphasis on complex methods and approaches relating to advertising media, production procedures, and professionalism. (6 lab hours) (Course fee, \$30) (Formerly GD 148)

### GD 179. Professional Practices (3)

Prerequisites: GD 176 and 178, or 155 and 157, or 167 and 169. Advanced exploration of the fields of graphic and advertising design, as well as the standards and practices common in advertising agencies and design studios. Covers workplace structures, time and record-keeping, estimating, self-promotion,

and working with vendors and employees. (6 lab hours) (Course fee, \$30) (Formerly GD 149)

### GD 180. Graphic Portfolio Development (3)

Prerequisites: GD 176 and 178, or GD 155 and 157, or GD 167 and 169. Organization and creation of a professional portfolio. Advanced approaches and production of various media and professional applications, including practices encompassing the portfolio, exhibitions, and competitions. (6 lab hours)

### GD 190. Independent Study in Graphic Design (3; max total 6)

See *Academic Placement — Independent Study*. Approved for *RP* grading. FS

### GD 198. Internship in Graphic Design (1-6; max total 6)

Prerequisites: permission of instructor and supervising agency. Experience in graphic design related professions with a design studio, with an advertising agency, or for a publication under the supervision of graphic design faculty. Maximum credit toward a graphic design option is 6 units. *CR/NC* grading only. (Minimum of 3 field hours per unit.)

## Bachelor of Arts Degree Requirements

<i>Interior Design Major</i>	<i>Units</i>
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**Major requirements ..... 82**

Art and Design Core .....(15)

ARTH 10 or 11 ..... (3)

ART 13 ..... (3)

ART 20 or ID 43..... (3)

ART 24 or 30 or 40

or GD 37 ..... (3)

ART 50 or 60 or 70..... (3)

Interior Design

requirements.....(67)

ID 7, 70, 71, 77, 110, 111,

112, 113; ID 116 or IT 115;

ID 120, 130, 131, 133, 134

or 145, 136, 137, 138, 149,

150, 152, 155

**General Education requirements..... 51**

(including 12 upper-division units, to be taken no sooner than the term in which 60 units of coursework are completed)

Consult the *Class Schedule* for a current list of approved General Education courses.)

**Total units ..... 124\***

\*This total indicates that a maximum of three courses (9 units) in G.E. Breadth C1 and G.E. Breadth E1 also may be applied to the interior

design major. These courses include ARTH 10 or 11; ART 20, 40, 50 (G.E. C1); and/or ART 13 (G.E. E1). Consult the department chair or faculty adviser for additional details. Also, the upper-division writing skills requirement is to be met by exam or by an additional *W* course.

**Advising Notes**

1. All courses required for the major must receive a letter grade.
2. Student work may be retained for a limited period for display and accreditation visits.
3. No General Education Integration course offered by the Department of Art and Design may be used to satisfy the General Education requirements for majors in the department.
4. A grade of *C* or higher in all interior design coursework is necessary for successful completion of the major. Any course required as a prerequisite must be completed with grade of *C* or better before registration in the subsequent course.
5. See also advising notes on page 152.

**COURSES**

**Interior Design (ID)**

**ID 7. Drafting for Interior Design (3)**  
Interior drafting techniques for complete working drawings in plan and elevation, interior millwork, introduction to codes, standards, ink and lettering. (6 lab hours) FS

**ID 43. Visualization and Illustration (3)**  
An introductory course in 3-dimensional sketching. Rapid visualization as a means of quick visual communication for the artist, illustrator or designer. Illustration techniques include projects in pencil, pen, shading, and water color. (6 lab hours) (Course fee, \$5) FS

**ID 70. Introduction to Interior Design (3)**  
Aesthetic and functional aspects of interior design. Integration of design principles: color, space planning, furniture selection, creative expression, product information, and design process. FS

**ID 71. Residential Interior Design (3)**  
Prerequisite: ID 7, 70 (or concurrently). Introductory residential interior design of living spaces, kitchens, baths, and support spaces. Studio work, creative aesthetics, spatial arrangements, design process programming. (6 lab hours) (Course fee, \$5) FS

**ID 77. Interior Graphics (3)**  
Prerequisites: ID 43, 71 (or concurrently). Introduction to basic black and white interior graphic communication techniques including one- and two-point perspective sketch techniques, graphic charts, material representation, plan and elevation graphics; emphasis on composition, shade, shadow, lighting, and texture. (6 lab hours) FS

**ID 110. Basic Building and Mechanical Systems and Codes (3)**  
Prerequisite: ID 71. Not open to students with credit in CONST 50 or 162. Fundamentals of building systems and codes as related to interiors, including construction products and techniques, acoustics, electrical, plumbing, heating, ventilating, and cooling. On site projects. (Field trips) (6 lab hours) FS

**ID 111. Design Presentation Techniques (3)**  
Prerequisites: ID 7, 43, 70 and ART 13. Creative design presentation and technique, architectural and interior graphics, presentation boards, three dimensional model design problems, computer-aided design presentation techniques and software, and use of color media. (6 lab hours) (Course fee, \$5) FS

**ID 112. Space Planning (3)**  
Prerequisites: ID 7, 43, 70, 71; and 110 (or concurrently). Introduction to interior space planning for typical residential and commercial projects. Design considerations, schematic planning, code application, and anthropometrics. Design for special populations: children, aged, and physically challenged. (6 lab hours) (Course fee, \$5) FS

**ID 113. Interior Design Tours (3)**  
A sampling of architecture and interior space. Tours include northern, central, and southern California architecture. Residential and contract showrooms visited. Expenses for required off-campus visits incurred by the student. (6 lecture-lab hours) (Course fee, \$220) F semi-annually

**ID 116. AutoCAD for Interior Design (3)**  
Prerequisite: ID 7, 112; GD 37. An introduction to the application of AutoCAD as a design tool for the interior designer or architect. Students will produce 2-D and basic 3-D modeling and drawing using AutoCAD. Excel will be introduced for creating finish, furniture, and lighting schedules. (Course fee, \$25) FS

**ID 120. History of Interiors and Architecture: Ancient to Modern (4)**  
Prerequisite: ART 10 or 11 or permission of instructor. Survey of stylistic characteristics common to each historical and modern period of architecture and furniture design. Approaches subject in relationship to the development of western design. Introduces international influences. F

**ID 130. Interior Lighting (3)**  
Prerequisites: ID 70, 110. Introduction to lighting of residential, commercial, and institutional interiors. Laboratory testing and lighting calculations. (2 lecture, 2 lab hours) (Course fee, \$10) FS

**ID 131. Interior Design Materials and Specifications (4)**  
Prerequisites: ID 70, 111; COMM 3. Selection, specifications, and computations for interior design materials available for residential, commercial, and institutional design. Lecture, small group research, product display, and field trips. (2 lecture, 4 lab hours) (Course fee, \$10) FS

**ID 132T. Topics in Interior Design (1-4; max total 12 if no topic repeated)**  
Topics related to interior design. Some topics may have labs.

**ID 133. Professional Interior Design Practices (3)**  
Prerequisites: ID 70, 131; ACCT 3. Basic principles, procedures, and office systems necessary to professionally organize and carry through a creative interior design project from the original client contact to final billing and collecting. (1 lecture, 4 lab hours) (Course fee, \$10) S

**ID 134. Restoration and Preservation (3)**  
Prerequisites: ID 112 and permission of instructor. Principles and methods of restoration, case studies of the restoration and preservation of historically significant structures in the United States. Working drawings, details, and specifications. (6 lab hours) (Course fee, \$5) F

**ID 136. Contemporary Furniture and Millwork (3)**  
Prerequisite: ID 7, 112; ART 13. Furniture, cabinet, and millwork design and construction drawings for residential, commercial, and institutional installations. Studio work to include free standing and built-in units. Plans, elevations, sections and millwork detailing using a variety of materials. (6 lab hours) S

## Art and Design

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### ID 137. Interior Architectural Graphics and Models (3)

Prerequisites: ID 77, 111; and 112 (or concurrently). Three dimensional interior architectural models and graphic techniques integrating color and composition and its impact on design communication; media to include illustration board, balsa wood, photography, markers, color pencil, pastel, and watercolor. (6 lab hours) S

### ID 138. Advanced Residential Interior Design (3)

Prerequisites: ID 111 (may be taken concurrently); 130, 131; IT 115 or ID 116, 137 (or concurrently). Creative design solutions for residential environments including new construction and remodeling for diverse clients and budgets. Hand and AutoCAD working drawings, presentations, and specifications. (6 lab hours) (Course fee, \$25) FS

### ID 145. Healthcare Interior Design (3)

Prerequisite: junior standing in interior design or health related field. Aspects of aging, illness, and wellness as they impact the interior environment for acute, ambulatory, and long-term care design. S (Formerly GID 132T section)

### ID 149. Advanced Commercial Design I (4)

Prerequisites: ID 137, 138. A series of creative, advanced studio projects in commercial, hospitality, and institutional design. Preprofessional level application of office systems, space planning, building and fire codes, lighting design and specifications. Presentation format in AutoCAD 14 or 2000. (8 lab hours) (Course fee, \$25) F

### ID 150. Design Exhibits and Competitions (3)

Prerequisites: ID 149; permission of instructor. Provides a structure for students to participate in creative design shows, design competitions, exhibits, and senior portfolio reviews. (6 lab hours) (Course fee, \$10) S

### ID 152. Interior Design Practicum (3; max total 6)

Prerequisites: senior standing; ID 131, 133, 149, or 155. Supervised professional practice in interior design related business or industry. Experience with diverse methods of job costing, profit and loss analysis, and project management. Participation in Senior Portfolio Review required. S

### ID 155. Advanced Commercial Design II (4)

Prerequisites: ID 149, 152. Comprehensive design solutions based on the NCIDQ examination pre-test and a large-scale national interior design competition. Interior space in excess of 20,000 square feet. Professional level competition format requirements. AutoCAD Release 15 or 2000. (8 lab hours) S

### ID 190. Independent Study (1-3; max total 6)

See *Academic Placement — Independent Study*. Approved for *RP* grading. FS