

Faculty

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In the *Visual Arts Department*, students are surrounded by opportunities to nurture their creative talents and turn them into relevant career choices within their respective disciplines, prepare for graduate school, or lay the groundwork for other lifelong goals in tandem with the visual arts. Students work with the latest tools, learning methods and technology within a caring Christian community. Students in the department are challenged to think critically about their work and its relevance to intellectual, social, cultural, historical, and contemporary issues. The Visual Arts Department encourages students to embrace a Christian liberal arts education to enhance their experience as they develop into visual artists ready for professional success.

Bachelor of Fine Arts (B.F.A.) Program

► Admission to the Program

Students interested in the B.F.A. should declare the program and work on foundational coursework during their first year. The *B.F.A. Application Instructions* are available at the Visual Arts Department and contain detailed information on the admissions process.

The Program Admissions Committee looks for the following criteria when evaluating applications:

- Successful completion of first two quarters of foundational courses
- Essay that demonstrates goals and intentions appropriate to the B.F.A. program
- Portfolio that demonstrates skills appropriate to the B.F.A. program
- Minimum cumulative GPA of 2.5
- Minimum cumulative GPA of 3.0 within the discipline
- First year acceptance is provisional and will be reviewed upon completion of second year.

The Admissions Committee notifies each candidate of the action taken on his or her application.

To remain in the B.F.A. program, students must continue to meet the same academic standards.

► General Education Requirements

The general-education requirements for the B.F.A. degree are the same as for the B.S. degree except as indicated below.

1. I.C & I.D (Alg & Stats) is met by either STAT 222 (Statistics) or BUAD 118 (Personal Money Management).
2. Area III.B (Psych., & Sociology) is not required.
3. Area IV.B (Visual Arts) is met by the major.
4. Only one course is required from V (Science). The course must include a laboratory.
5. Section VII (Practical and Applied Arts) is considered to be met by the major and is not required.

Visual Arts

Major in Film, B.F.A.

A minimum of 118.6 hours (59.6 upper-division hours)

► Required Core Courses (106.6 hours):

ARTD 124+125	Design + Composition I, II	3+3
ARTD 140	Typography I: Foundations	3
ARTF 390+490	Professional Practices I, II	2+2
ARTH 115+116	History of Western Art I, II	4+4
ARTH 260	History of World Cinema	4
ARTP 250	Photography: Digital Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Introduction to Filmmaking	3
FILM 158	Introduction to Television Production	3
FILM 231	Sound Design	3
FILM 240	Short Scriptwriting I	3
FILM 256	Editing	3
FILM 265	Storyboarding + Pre-Visualization	2
FILM 341+342+343	Group Production I, II, III**	3+3+3
FILM 341+342+343	Group Production I, II, III**	3+3+3
FILM 346+347	Screenwriting I, II	4+4
FILM 350	Directing	3
FILM 355	Marketing + Distribution	3
FILM 360+361	Cinematography I, II	3+3
FILM 487+488+489	Thesis Project I, II, III	2+2+2
ARTH 396	Colloquium	1.6*

At least one of the following courses: 4

ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp Art since 1945 (4)

At least one of the following courses: 3

FILM 340	Short Scriptwriting II (3)
FILM 359	Motion Graphics (3)

At least 3 hours from the following: 3

FILM 494	Internship (1-3)
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► Required Core Electives (6 hours):

At least 4 hours from the following: 4

Additional ARTH courses, selected in consultation with advisor

At least 2 hours from the following: 2

Additional ARTD, ARTF, ARTH, ARTP, DRMA or FILM courses, selected in consultation with the advisor

► Required Cognate Courses (6 hours):

COMM 340	Visual Communication and Semiotics	3
JOUR 434	Media Communication Ethics	3

* The "Colloquium" is taken eight times for a total of 1.6 hours.

** The "Group Production" sequence is taken twice.

Major in Fine Art, B.F.A.

A minimum of 117.6 hours (56.6 upper-division hours)

► Required Core Courses (79.6 hours):

ARTD 124+125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTD 460	Portfolio Development	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics I	2
ARTF 218	Sculpture I	2
ARTF 221	Life Drawing	2
ARTF 224	Painting: Oil + Acrylic	2
ARTF 226	Materials + Mixed Media	2
ARTF 370-372	Advanced Studio I, II, III	3+3+3
ARTF 390+490	Professional Practices I, II	2+2
ARTF 422	Advanced Figure Study	2
ARTF 494	Internship	3
ARTF 470-472	Senior Thesis I, II, III	2+2+2
ARTH 115+116	History of Western Art I, II	4+4
ARTH 370	History of Modern Art to 1945	4
ARTH 470	History of Contemp Art since 1945	4
ARTP 250	Photography: Digital Fundamentals	3
ARTH 396	Colloquium	1.6*

► Required Core Electives (42 hours):

At least 7 hours from the following: 7

Additional ARTH courses, selected in consultation with advisor

At least 16 hours from the following: 16

Additional upper-division ARTF courses, selected in consultation with advisor

At least 19 hours from the following: 19

Additional ARTD, ARTF, ARTH, ARTP, or FILM courses, selected in consultation with the advisor

► Required Cognate Courses (3 hours):

At least one of the following courses: 3

COMM 340	Visual Communication and Semiotics (3)
JOUR 434	Media Communication Ethics (3)

Major in Graphic Design, B.F.A.

A minimum of 117.6 hours (56.6 upper-division hours)

► **Required Core Courses (107.6 hours):**

ARTD 110	Design: Tools, Materials + Techniques	2
ARTD 124+125	Design + Composition I,II	3+3
ARTD 130	Fundamentals of Graphic Design	3
ARTD 140	Typography I	3
ARTD 150	Digital Studio I	3
ARTD 262+362	Identity/Branding I, II	3+3
ARTD 268	Illustration I	3
ARTD 285	Color	3
ARTD 317	Interactive Design I	3
ARTD 365	Packaging Design	3
ARTD 370-372	Advanced Studio I, II, III	3+3+3
ARTD 460	Portfolio Development	3
ARTD 463+465	Typography II, III	3+3
ARTD 494	Internship	3
ARTD 470-472	Senior Thesis I, II, III	2+2+2
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 211	Three-Dimensional Design	2
ARTF 221	Life Drawing	2
ARTF 325	Printmaking: Screen Printing	2
ARTF 390+490	Professional Practices I, II	2+2
ARTH 115+116	History of Western Art I, II	4+4
ARTH 264	History of Graphic Design	2
ARTH 470	History of Contemp Art since 1945	4
ARTH 396	Colloquium	1.6*
ARTP 250	Photography: Digital Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3
ARTP 361	Studio Photography	3
FILM 131	Elements of Cinematic Storytelling	3
FILM 359	Motion Graphics	3

At least one of the following courses: 2

ARTF 224	Painting: Oil + Acrylic (2)
ARTF 312	Painting: Watercolor + Encaustic (2)

► **Required Core Electives (11 hours):**

At least 4 hours from the following: 4

Additional ARTH courses, selected in consultation with advisor

At least 4 hours from the following: 4

Additional ARTD, ARTF, ARTH, ARTP, or FILM courses, selected in consultation with the advisor

► **Required Cognate Courses (3-4 hours):**

At least one of the following courses: 3-4

MKTG 351	Marketing (4)
MKTG 374	Advertising (3)

Major in Fine Art, B.A.

A minimum of 65 hours (26 upper-division hours)

► **Required Core Courses (53 hours):**

ARTD 124-125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTD 370-371	Advanced Studio I, II	3+3
ARTD 460	Portfolio Development	3
ARTF 121-122	Drawing Fundamentals I, II	2+2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics I	2
ARTF 218	Sculpture I	2
ARTF 221	Life Drawing	2
ARTF 224	Painting: Oil + Acrylic	2
ARTF 226	Materials + Mixed Media	2
ARTF 390+490	Professional Practices I, II	2+2
ARTF 470-472	Senior Thesis I, II, III	2+2+2
ARTH 115+116	History of Western Art I, II	4+4

At least one of the following courses: 4

ARTH 107	History of American Art (4)
ARTH 278	History of Women Artist (4)
ARTH 308	History of Asian Art (3)
ARTH 370	History of Modern Art to 1945 (4)
ARTH 470	History of Contemp. Art since 1945 (4)

► **Required Core Electives (9 hours):**

At least 9 hours from the following: 9

Additional upper-division ARTF courses, selected in consultation with the advisor.

Major in Graphic Design, B.A.

A minimum of 71 hours (34 upper-division hours)

► **Required Core Courses (65-66 hours):**

ARTD 110	Design: Tools, Materials + Techniques	2
ARTD 124+125	Design + Composition I, II	3+3
ARTD 130	Fundamentals of Graphic Design	3
ARTD 140	Typography I	3
ARTD 150	Digital Studio I	3
ARTD 262	Identity/Branding I	3
ARTD 268	Illustration I	3
ARTD 285	Color	3
ARTD 317	Interactive Design I	3

* The "Colloquium" is taken eight times for a total of 1.6 hours.

Visual Arts

ARTD 362	Identity/Branding II	3
ARTD 370-371	Advanced Studio I, II	3+3
ARTD 460	Portfolio Development	3
ARTD 463	Typography II	3
ARTD 365	Packaging Design	3
ARTD 470-472	Senior Thesis I, II, III	2+2+2
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 390+490	Professional Practices I, II	2+2
ARTH 264	History of Graphic Design	2
ARTP 252	Digital Imaging: Photoshop	3
ARTP 361	Studio Photography	3
<i>At least one of the following courses:</i>		4
ARTH 115	History of Western Art I (4)	
ARTH 116	History of Western Art II (4)	

Major in Film, B.A.

A minimum of 69 hours (38 upper-division hours)

► Required Core Courses (69 hours):

ARTD 124 + 125	Design + Composition I, II	3+3
ARTF 390 + 490	Professional Practices I, II	2+2
ARTH 260	History of World Cinema	4
ARTP 250	Photography: Digital Fundamentals	3
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Introduction to Filmmaking	3
FILM 158	Introduction to Television Production	5
FILM 231	Sound Design	3
FILM 240	Short Scriptwriting I	3
FILM 256	Editing	3
FILM 341+42+43	Group Production I, II, III	3+3+3
FILM 346	Screenwriting I	4
FILM 350	Directing	3
FILM 355	Marketing + Distribution	3
FILM 360+361	Cinematography I, II	3+3
FILM 487+88+89	Thesis Project I, II, III	2+2+2

<i>At least 3 hours from the following:</i>		3
FILM 494	Internship (1-3)	

Major in Graphic Design, A.S.

A minimum of 49 hours

► Required Core Courses:

ARTD 110	Design: Tools, Materials + Techniques	2
ARTD 124+125	Design + Composition I, II	3+3
ARTD 130	Fundamentals of Graphic Design	3
ARTD 140	Typography I	3
ARTD 150	Digital Studio I	3
ARTD 262	Identity/Branding I	3

ARTD 268	Illustration I	3
ARTD 299	Thesis Project	3
ARTD 317	Interactive Design I	3
ARTD 362	Identity/Branding II	3
ARTD 365	Packaging Design	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 490	Professional Practices II	2
ARTP 150	Photo: Black + White Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3
<i>At least one of the following courses:</i>		4
ARTH 370	History of Modern Art to 1945 (4)	
ARTH 470	History of Contemp Art since 1945 (4)	

Recommended Cognate Courses:

JOUR 434	Media Communication Ethics (3)
MGMT 160	Small Business Management (3)
MKTG 351	Marketing (3)
MKTG 360	Consumer Behavior (3)
MKTG 374	Advertising (3)

Major in Film, A.S.

A minimum of 48 hours

► Required Core Courses (20 hours):

ENGL 102	College English II	4
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Intro to Filmmaking	3
FILM 158	Intro to Television Production	3
FILM 240	Short Scriptwriting I	3

<i>At least one of the following courses:</i>		4
ARTH 115	History of Western Art I (4)	
ARTH 116	History of Western Art II (4)	

► Emphases (Choose one):

1. Production Emphasis (28 hours)

► Required Emphasis Courses (13 hours):

FILM 231	Sound Design	3
FILM 256	Editing	3
FILM 289	Thesis Project	3
FILM 360+361	Cinematography I, II	3+3

► Required Emphasis Electives (15 hours):

<i>At least 10 hours from the following:</i>		10
ARTP 250	Photography: Digital Fundamentals (3)	
FILM 265	Storyboarding + Pre-Visualization (2)	
FILM 341	Group Production I (3)	
FILM 350	Directing (3)	

FILM 355	Marketing + Distribution (3)	
FILM 359	Motion Graphics (3)	
<i>At least 5 hours from the following:</i>		5
Additional coursework, selected from either of the 2 emphases.		

2. Writing Emphasis (28 hours)

➤ *Required Emphasis Courses (14 hours):*

FILM 340	Short Scriptwriting II	3
FILM 346+347	Screenwriting I, II	4+4
FILM 289	Thesis Project	3

➤ *Required Emphasis Electives (14 hours):*

<i>At least 8 hours from the following:</i>		8
ARTH 260	History of World Cinema (4)	
ENGL 212+213	Shakespeare in Performance+Proj (2+1)	
ENGL 224	Literary Theory (4)	
ENGL 474	Shakespeare (4)	
WRIT 311	Creative Writing: NonFiction (4)	
WRIT 312	Creative Writing: Playwriting (4)	
WRIT 313	Creative Writing: Poetry (4)	
WRIT 314	Creative Writing: Short Story (4)	

At least 6 hours from the following: 6
Additional coursework, selected from either of the 2 emphases.

Minor in Art History

A minimum of 30 hours (7 upper-division hours)

➤ *Required Courses (30 hours):*

ARTH 107	History of American Art	4
ARTH 115+116	History of Western Art I, II	4+4
ARTH 308	History of Asian Art	3
ARTH 370	History of Modern Art to 1945	4

At least 11 hours from the following: 11
Additional ARTH courses

Minor in Film

A minimum of 28 hours (6 upper-division hours)

➤ *Required Courses (28 hours):*

ARTH 260	History of World Cinema	4
FILM 131	Elements of Cinematic Storytelling	3
FILM 152	Introduction to Filmmaking	2
FILM 240	Short Scriptwriting I	3
FILM 341	Group Production I	3

At least 14 hours from the following: 14
Include at least 3 upper-division hours
FILM 158 Introduction to Television Production (2)

FILM 265	Storyboarding + Pre-Visualization (2)
FILM 231	Sound Design (3)
FILM 256	Editing (3)
FILM 340	Short Scriptwriting II (3)
FILM 346+347	Screenwriting I, II (4+4)
FILM 350	Directing (3)
FILM 355	Marketing + Distribution (3)
FILM 359	Motion Graphics (3)
FILM 360+361	Cinematography I, II (3+3)

Minor in Fine Art

A minimum of 31 hours (6 upper-division hours)

Core Courses (18 hours):

ARTD 124+125	Design + Composition I, II	3+3
ARTD 285	Color	3
ARTF 121+122	Drawing Fundamentals I, II	2+2
ARTF 224	Painting: Oil + Acrylic	2
<i>At least one of the following courses:</i>		4
ARTH 115	History of Western Art I (4)	
ARTH 116	History of Western Art II (4)	
ARTH 370	History of Modern Art to 1945 (4)	

➤ *Tracks (Choose one):*

Track 1. PUC Coursework (12 hours)

ARTF 211	Three-Dimensional Design	2
ARTF 221	Life Drawing	2
<i>One of the following courses:</i>		2

ARTF 310	Painting: Watercolor (2)	
ARTF 312	Painting: Encaustic (2)	
<i>At least two of the following courses:</i>		4
ARTF 212	Ceramics I (2)	
ARTF 218	Sculpture I (2)	
ARTF 226	Materials + Mixed Media (2)	
ARTF 320	Sculpture II (2)	
ARTF 340	Ceramics II (2)	

At least one of the following courses: 2
ARTF 325 Printmaking: Screen Printing (2)
ARTF 330 Printmaking: Relief + Intaglio (2)

Track 2. Villa Aurora Coursework (12 hours)

Fine Art and Art History Electives 12 Complete at least 12 electives in the area of Fine Art and Art History at Villa Aurora in Florence, Italy, through the Adventist Colleges Abroad program. These electives should be selected in consultation with an advisors from PUC's Visual Art Department. Coursework must be selected to include at least 10 upper-division hours total for the minor.

Visual Arts

Minor in Graphic Design

A minimum of 29 hours (6 upper-division hours)

► **Required Courses (25 hours):**

ARTD 110	Design: Tools, Materials + Techniques	2
ARTD 124+125	Design + Composition I,II	3+3
ARTD 130	Fundamentals of Graphic Design	3
ARTD 140	Typography I	3
ARTD 150	Digital Studio I	3
ARTD 262	Identity/Branding I	3
ARTD 268	Illustration I	3

► **Required Electives (6 hours):**

Take 6 units of upper-division ARTD courses 6

Minor in Photography

A minimum of 30 hours

► **Required Courses (21 hours):**

ARTD 124+125	Design + Composition I,II	3+3
ARTD 285	Color	3
ARTP 150	Photo: Black + White Fundamentals	3
ARTP 250	Photo: Digital Fundamentals	3
ARTP 252	Digital Imaging: Photoshop	3
ARTP 361	Studio Photography	3

► **Take 9 units (6 upper-division) of ARTP, ARTD, ARTE, FILM**

The Rasmussen Art Gallery

The Rasmussen Art Gallery, located in the heart of the campus mall, offers students and community a stimulating and enriching cultural dimension in the visual arts. The gallery's exhibitions provide exposure to contemporary work as well as to historically significant art.

Graphic Design

LOWER-DIVISION COURSES:

ARTD 110 2 W
Design: Tools, Materials + Techniques

Provides the student with fundamental experience and knowledge in the use of the basic materials, tools and processes necessary for graphic designers. Emphasizes hand skills, with assignments covering construction, presentation, book-arts, and other basic techniques.

ARTD 124+125 3+3 F+W
Design + Composition I,II

The basic principles and elements of naturalistic and nonrepresentational design. Stresses creative use of line, color, shape, texture, and space. Must be taken in sequence.

ARTD 130 3 F
Fundamentals of Graphic Design

A basic overview of the design process from conceptualization and visualization to the preparation of advertising and collateral materials for print.

ARTD 140 3 W
Typography I: Foundations

Study of letter forms with emphasis on typesetting and preparation of copy for typesetting and design. Prerequisite: ARTD 130.

ARTD 150 3 S
Digital Studio I

Preprint production techniques for print applications. Emphasis on presentation and technical skills and problem solving. Recommended prerequisite: ARTD 130.

ARTD 253 3 S
Communication Design

Uses the Macintosh computer as hardware platform and Adobe InDesign®. Emphasis is on page layout. Introduction to formatting long documents. Use of multiple master pages; building color pages. Two lectures and one laboratory per week.

ARTD 262 3 W
Identity/Branding I

Emphasizes conceptual problem-solving in the design of corporate identity and collateral materials. Prerequisites: ARTD 130, 140, 150. Recommended prerequisite: ARTD 268.

ARTD 268 3 F
Illustration I

To cultivate the process, resources, and skills needed to create fundamental illustrations in association with graphic design. Applied rendering and illustra-

tions using Adobe Illustrator® to create illustrations and graphics for print and web media. Prerequisites: ARTF 121+122; Macintosh competency.

ARTD 285 3 S
Color

The study and hands-on exploration of color, including color perception, properties of color, interaction of colors, color harmony, and color associations. Develops the student's ability to manipulate color for expressive and aesthetic purposes. Prerequisites: ARTD 124, 125

ARTD 299 3 S
Thesis Project

Individual project required of all A.S.-degree graphic design majors. Creation of a unified, accomplished body of work for exhibition in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one degree do a separate project for each degree earned. Qualifies for IP grading.

UPPER-DIVISION COURSES:

ARTD 317 3 F
Interactive Design I

Exploration of ideas and tools related to designing human interactions with technology. Students use industry standard software for producing interactive projects for the internet, kiosks, and mobile devices. Incorporates exercises that explore the future of interactive design. Students practice interactive storytelling, wireframing, user testing, prototyping, development and design. Topics also include basic animation techniques, transitions, and basic scripting as they relate to the interactive development process. Prerequisite: ARTD 268 or ARTP 252. Recommended prerequisites: ARTD 124, 125, 130.

ARTD 362 3 F
Identity/Branding II

In-depth study of corporate identity and graphic standards programs. Includes identity design and usage in various print and collateral applications. Prerequisites: ARTD 140, 150, 262. Even years.

ARTD 364 3 S
Illustration II

Emphasis on rendering images for editorial and commercial assignments. Media include pen and ink and ink wash. Prerequisites: ARTF 221, ARTD 268. Odd years.

ARTD 365 3 S
Packaging Design

The process of design and presentation as applied to packaging, the redesign of existing packaging and the creation of new product entries. Prerequisites: ARTD 140, 150, 262. Even years.

ARTD 370-372 3+3+3 F, W, S
Advanced Studio I, II, III

This series of courses builds on techniques learned in fundamentals courses with the goal of mastery in a chosen medium or mediums. Designed for the working studio artist to develop autonomy and a conceptual voice in consultation with a mentor through the process of exploration. Two lectures and one laboratory weekly. Repeatable for credit. Prerequisites: Professor approval required for enrollment. Junior standing. Qualifies for IP grading.

ARTD 415 3 W
Environmental Graphic Design

Advanced study of how to plan and design the integration of visual communication into the three-dimensional environment. Students explore how static and interactive typography, graphics and

images can be applied as both pragmatic and poetic solutions in accord with interior and exterior architecture, museum/gallery displays, retail and corporate environments. Prerequisites: ARTD 140, 262. Even years.

ARTD 460 3 S
Portfolio Development

Creation of a professional-quality portfolio tailored to a job search, gallery search or graduate school application. Specific attention given to refining and polishing the content, form, and packaging. Additional areas include developing a personal identity system and assembling a set of self-promotional materials. Prerequisite: ARTF 490.

ARTD 463 3 S
Typography II: Form + Communication

Type styles, character, arrangement, and usage in the design of printed materials. Practical experience in preparation of type for print production. Prerequisites: ARTD 140, 150, 262. Odd years.

ARTD 464 3 S
Digital Studio II

Explores the preparation of digital files and desktop design. For advanced graphic design majors who understand the basic elements of design, typography, and print and who have Macintosh competency. Prerequisites: ARTD 150, 262.

ARTD 465 3 S
Typography III: Expressive + Experimental

Advanced study of typography concentrating on the expressive use of letterforms and text, and the exploration of experimental and progressive application of type and letterforms. Prerequisite: ARTD 463. Even years.

Visual Arts

ARTD 470-472 **2+2+2 F, W, S** **Senior Thesis I, II, III**

The Thesis Project is a capstone course in which each visual arts major produces a body of work of professional portfolio quality, which begins with research on a chosen topic of the student's interest and then the project synthesizes his/her development in the PUC Visual Art Department. Specifics need to be determined in consultation with a Visual Arts faculty mentor. Senior standing. Eligible for IP grading.

ARTD 485 **1-4 Arr** **Topics in Design**

An advanced study course that goes beyond topics covered in the program's regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

ARTD 494 **1-3 F, W, S, Su** **Internship**

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in graphic design in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Prerequisite: Formal admission to the BFA program or permission from the department chair. Qualifies for IP grading. Graded S/F.

ARTD 495 **1-3 Arr** **Independent Study**

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

Fine Art

LOWER-DIVISION COURSES:

ARTF 110 **2 S** **Introduction to Art Therapy**

Introduction to the field of art therapy including information about the history, psychological theories, materials, populations, settings and much more. Discussion and project based; invites students to think critically, practically, and creatively through discussion of traditional and controversial issues within the field of art therapy. Prerequisite: PSYC 121.

ARTF 121+122 **2+2 F, W** **Drawing Fundamentals I, II**

Development of the student's ability to communicate and express creative ideas using line, shape, value, and texture. One lecture and one laboratory per week. ARTF 121 is prerequisite to ARTF 122.

ARTF 211 **2 F** **Three-Dimensional Design**

The perceptual, spatial, and structural principles of well-ordered three-dimensional forms. Assignments introduce techniques of modeling and assemblage. One lecture and one laboratory per week.

ARTF 212 **2 F, W, S** **Ceramics I**

Introduction to Materials + Techniques in creating hand-built and wheel-thrown ceramic forms. One lecture and one laboratory per week.

ARTF 218 **2 W** **Sculpture I**

Introduction to materials, design and techniques used to create sculptural forms using additive and subtractive methods. One lecture and one laboratory per week. Prerequisite: ARTF 211.

ARTF 221 **2 S** **Life Drawing**

Improvement of visual skills and accurate portrayal of human surface anatomy. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122.

ARTF 224 **2 F** **Painting: Oil + Acrylic**

An introductory exploration of the fundamentals of opaque media painting in oil and acrylic. Designed with an emphasis on gaining familiarity with tools and materials as well as developing the technical skills to achieve a desired effect in each media. One lecture and one laboratory per week.

ARTF 226 **2 W** **Materials + Mixed Media**

Exploration of traditional and non-traditional materials used in two- and three-dimensional artwork. Students are challenged to come up with successful solutions to combine them. One lecture and one laboratory per week.

UPPER-DIVISION COURSES:

ARTF 310 **2 W** **Painting: Watercolor**

An introductory exploration of the fundamentals of painting in the medium of watercolor. Designed with an emphasis on gaining familiarity with tools and materials as well as developing the technical skills to achieve a desired. One lecture and one laboratory per week. Prerequisite: ARTD 285.

ARTF 312 **2 W** **Painting: Encaustic**

An introductory exploration of the fundamentals of painting in the medium of encaustic. Designed with an emphasis on gaining familiarity with tools and materials as well as developing the technical

skills to achieve a desired effect. One lecture and one laboratory per week. Prerequisite: ARTD 285.

ARTF 318 2 S
Sculpture II

Sculpture techniques and conceptualization at an intermediate level. Development of sculpture skills in a wide variety of media, processes and subject matter. One lecture and one laboratory per week. Prerequisite: ARTF 218.

ARTF 325 2 W
Printmaking: Screen Printing

Screen Printing explores serigraphy (silkscreen) printing using mechanical stencil and direct photo stencil. Projects explore a variety of techniques and printing with multiple colors. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122

ARTF 330 2 S
Printmaking: Relief + Intaglio

Creation of fine art prints through exploration of the relief process (woodcut, linocut) and the intaglio process (etching, engraving, drypoint). One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Even years.

ARTF 340 2 W
Ceramics II

Ceramics techniques and processes at the intermediate level. One lecture and one laboratory per week. Prerequisite: ARTF 212. Even years.

ARTF 370+371+372 3 F, W, S
Advanced Studio I, II, III

This series of courses builds on techniques learned in fundamentals courses with the goal of mastery in a chosen medium or mediums. Designed for the working studio artist to develop autonomy and a conceptual voice in consulta-

tion with a mentor through the process of exploration. Two lectures and one laboratory weekly. Repeatable for credit. Prerequisites: Professor approval required for enrollment.

ARTF 390 2 F
Professional Practices I: Authenticity + Self Promotion

Preparation for graduate school and a creative career through development of resumes, portfolios, internship opportunities, and self-reflection. Class discussions also explore social/spiritual components of a career in the arts. Prerequisite: Junior class standing.

ARTF 422 2 S
Advanced Figure Study

Building on the fundamentals of proportion in the human figure learned in ARTF 221, this course is designed to work towards mastery of a chosen medium. Emphasis will be on exploration of technique and personal style in representing the human figure from a live model. One lecture and one laboratory per week. Prerequisite: ARTF 221. Repeatable for credit up to 3 times.

ARTF 470-472 2+2+2 F, W, S
Senior Thesis I, II, III

The Thesis Project is a capstone course in which each visual arts major produces a body of work of professional portfolio quality, which begins with research on a chosen topic of the student's interest and then the project synthesizes his/her development in the PUC Visual Art Department. Specifics need to be determined in consultation with a Visual Arts faculty mentor. Senior standing. Eligible for IP grading.

ARTF 485 1-4 Arr
Topics in Fine Arts

An advanced study course that goes beyond topics covered in the program's regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

ARTF 490 2 F
Professional Practices II: Business Principles for Visual Artists

Introduction to the essentials to create and grow an arts-based business. Includes accounting, invoicing, budgeting, tax and legal implications, and general business practices. Also includes a focus on interacting with employees and clients in a professional manner. Prerequisite: Junior class standing.

ARTF 494 1-3 F, W, S, Su
Internship

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in fine art in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Prerequisite: Formal admission to the BFA program or permission from the department chair. Qualifies for IP grading. Graded S/F.

ARTF 495 1-3 Arr
Independent Study

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

Visual Arts

History of Art

LOWER-DIVISION COURSES:

ARTH 107 **4 W**
History of American Art

A study of art and architecture in the United States from Native America to the present. Odd years.

ARTH 115 **4 F, S**
**History of Western Art I:
Prehistoric to Medieval**

A historical study of significant architecture, ceramics, graphic art, paintings, sculpture and textiles in Western Art from its origins through the Middle Ages. Emphasis is on the relationship between art and the cultural and historical epoch in which it was created.

ARTH 116 **4 F, S**
**History of Western Art II:
Renaissance to Modern**

Designed to further appreciation of art as an expression of human experience. Major artists and monuments in Western Civilization from the Renaissance to the present with particular emphasis on the relationship between art and the cultural and historical epoch in which it was created.

ARTH 260 **4 F**
History of World Cinema

Examination of significant motion pictures in content and form from the late 19th Century to the present. Includes films from the Americas, Europe and Asia with emphasis on narrative, editing, mise-en-scène and cinematography. Two lectures and one laboratory per week.

ARTH 264 **2 W**
History of Graphic Design

The history of graphic design and visual communications from the development of ancient writing of the Sumerians progressing through 20th century advances in graphic design: major trends, developments, and influences. Students will be able to recognize, analyze, and understand important historical and world-wide cultural influences found in graphic design and visual communication. Odd years.

ARTH 277 **4 W**
History of Photography

Analysis of theories and techniques of major photographers in Europe and the Americas from the inception of photography to the present.

ARTH 278 **4 W**
History of Women Artists

An overview of the contributions made by women to the art of the Western World from the Renaissance to the present with particular focus on the 19th and 20th Centuries. Even years.

UPPER-DIVISION COURSES:

ARTH 308 **3 W**
History of Asian Art

A survey of art and architecture in India, Southeast Asia, China, Korea and Japan. Emphasis is on art and its relationship to cultural and religious belief systems. Even years.

ARTH 370 **4 S**
History of Modern Art to 1945

Nineteenth and Twentieth-Century art and architecture in Europe and the Americas from Manet up to the Surrealists and the Second World War. Prerequisite: ARTH 116. Odd years.

ARTH 396 **0.2 F, W, S**
Colloquium

Lecture/discussion series for BFA majors. Includes two lecture periods (one department wide, one program specific). A museum day trip. A gallery opening, and a reflection paper. Repeatable for credit. Graded S/F

ARTH 470 **4 S**
**History of Contemporary Art
Since 1945**

Avant-garde art and architecture in the Americas and Europe from Abstract Expressionism to the present. Prerequisite: ARTH 116. Even years.

ARTH 485 **1-4 Arr**
Topics in Art History

An advanced study course that goes beyond topics covered in the program's regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

ARTH 495 **1-3 Arr**
Independent Study

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

Photography

SERVICE COURSES:

(Not applicable to a major or minor in this department)

ARTP 100W-101W 2+2 Su
Digital Photography Workshop I+II

Workshop focused on digital photography techniques and the transformation of photographic and non-photographic imagery on the computer. Offered only at Albion Field Station. Repeatable for credit. Must be taken in sequence.

LOWER-DIVISION COURSES:

ARTP 150 3 W
Photography: Black + White Fundamentals

The basic equipment, experimental manipulations, and photographic skills involved in producing black and white negatives, contact prints, and enlargements; the proper use of various films, papers, and chemicals. Ninety minutes lecture, four hours laboratory per week.

ARTP 250 3 F
Photography: Digital Fundamentals

An introduction to digital photography and digital camera operation. Covers composition, exposure, fundamentals of traditional photographic concepts, and basic post-processing of RAW image files. Ninety minutes lecture, four hours laboratory per week.

ARTP 252 3 S
Digital Imaging: Photoshop

Use of Adobe® Photoshop tools and techniques to composite, alter and enhance photographic images. Emphasis on artistic manipulation of digital images for graphic design and photographic applications. Ninety minutes lecture, four hours laboratory per week.

UPPER-DIVISION COURSES:

ARTP 361 3 W
Studio Photography

Introduction to photographic studio equipment and lighting. Ninety minutes lecture, four hours laboratory per week. Prerequisite: ARTP 250.

ARTP 485 1-4 Arr
Topics in Photography

An advanced study course that goes beyond topics covered in the program's regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

ARTP 494 1-3 F, W, S, Su
Internship

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in photography in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Prerequisite: Formal admission to the BFA program or permission from the department chair. Qualifies for IP grading. Graded S/F.

ARTP 495 1-3 Arr
Independent Study

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

Film

SERVICE COURSE:

(Not applicable to a major or minor in this department)

FILM 100 1 Su
Fundamentals of Film

A week-long program intensive with course work, projects, and focused

academic study in Film for college early students. Prerequisite: Admission to PacificQuest summer program. Repeatable for Credit. Graded S/U.

LOWER-DIVISION COURSES:

FILM 131 3 W
Elements of Cinematic Storytelling

Introduction to the basic elements of cinema and related motion-picture technologies. Emphasis on developing skills of critical analysis and appreciation of the "language" of cinema; craft, genre, style, and technique. Historical overview of cinema classics and innovative visionaries of the medium. Course is taught through lectures, discussion, and weekly film screenings.

FILM 152 3 F
Introduction to Filmmaking

A hands-on introduction to the craft of documentary and fiction filmmaking from conception through post-production and distribution, with an emphasis on the short film format and independent film. Intended for Film majors and others interested in learning how films are created. Students make their own short film projects during this class. Two lectures and one laboratory per week.

FILM 158 3 S
Introduction to Television

Students produce and edit multiple episodes of an original short-form web series. Special emphasis on team roles and pre-production documentation. Two lectures and one laboratory per week.

FILM 231 3 F
Sound Design

Introduction to audio recording theory, techniques and technology. Emphasis on the principles and technical expertise behind recording quality audio and basic post-production processing. One lecture

Visual Arts

and one laboratory per week. Prerequisite: FILM 152, 256.

FILM 240 **3 F** **Short Scriptwriting I**

Techniques and practice in writing a variety of short film scripts. Topics covered will include the fundamentals of screenwriting, story structure, character, and theme development. Includes practical development of the students' knowledge of screenwriting software programs. An introduction to writing for television will also be covered. Student work will ideally be integrated into other media production courses requiring short scripts. Two lectures and one laboratory per week.

FILM 256 **3 W** **Editing**

Explores the history, theories, and techniques of film and television editing. Students learn to create meaning and emotion through the juxtaposition of moving images and the art of making the edit. Practical training includes project workflow, metadata and clip organization, codec selection, and mastering the tools for making and refining edit choices. One lecture and one laboratory per week.

FILM 265 **2 S** **Storyboarding + Pre-Visualization**

Introduction to basic terminology, tools, and media of storyboarding and pre-visualization. Development of thumbnails, storyboards, scripts, and other conceptual presentation processes. Considerations and concepts of narrative flow, pacing, and staging. Even years.

FILM 289 **3 S** **Thesis Project**

Completion and presentation of an independent film project. Proposals must

be pitched to a department review panel for approval. Qualifies for IP grading.

UPPER-DIVISION COURSES:

FILM 340 **3 F** **Short Scriptwriting II**

Techniques and practice in writing a television script. Students will write a television spec script, following industry standards, which can be placed in a professional portfolio and used for submission to agents. Also includes development of web series ideas in a collaborative environment. Two lectures and one laboratory per week. Prerequisite: FILM 240. Odd years.

FILM 341+342+343 **3+3+3 F+W+S** **Group Production I, II, III**

A three-part series in which students work together as a collaborative team to create a film (narrative or documentary) or television project. The series is intended to allow students to apply their previously acquired skills to a project as a team and prepare them for their thesis project. Two lectures and one laboratory per week. Repeatable for credit. Prerequisites: FILM 158.

FILM 346+347 **4+4 W+S** **Screenwriting I, II**

Fundamentals of screenwriting: structure, character and scene development, conflict, locale, theme, script outline, and story conception. Includes practical development of the student's knowledge of screenwriting software programs. In FILM 346, students produce one act of a full-length screenplay. In FILM 347, students rewrite the first draft and move toward the creation of the final draft of a full-length screenplay (90 to 120 pages in length). Must be taken in sequence. Prerequisite: ENGL 102, FILM 240.

FILM 350 **3 S** **Directing**

The director's role in the filmmaking process, including preparing script for production, casting a project, working with actors during rehearsal, discovering a film's visual style, and working with the crew in pre-production, on set, and in post production. One lecture and one laboratory per week. Prerequisites: ARTH 260, FILM 256, 270, 271. Even years.

FILM 355 **3 S** **Marketing + Distribution**

An exploration of film and television Marketing and Distribution with an emphasis on how to secure a distribution deal for an independent production. Forms of distribution examined include theatrical, film festivals, home video, online, and self-distribution. Students will work on the creation of a press kit, trailer, and distribution plan for their own project. Should be taken in conjunction with FILM 289 or FILM 489. Two lectures and one laboratory per week.

FILM 359 **3 F** **Motion Graphics**

Introduction to motion graphics in television and film using Adobe® After Effects®. Students will learn to create title sequences and animations, basic compositing, and special effects. Two lectures and one laboratory per week. Prerequisites: ARTD 124, FILM 256. Recommended prerequisites: ARTD 140, ARTP 252. Odd years.

FILM 360 **3 W** **Cinematography I**

Lighting analysis, design, and theory for cinematography. Students will learn to work with a variety of industry standard lights and modifiers to control and shape light. Two lectures and one laboratory per week. Prerequisites: FILM 131.

FILM 361 3 S

Cinematography II

The cinematographer's role in the film-making process with an emphasis on the camera department. Students will become familiar with devices used to move and control the camera, lenses, filtration, and recording techniques. Two lectures and one laboratory per week. Prerequisite: FILM 131.

FILM 485 1-4 Arr

Topics in Film

An advanced study course that goes beyond topics covered in the program's regular offerings. A specific title is given to the course when it is taught. Repeatable for credit under different subtitles.

FILM 487+488+489 2+2+2 F+W+S

Thesis Project I, II, III

A film or television project produced and completed during the senior year that incorporates the creative, technical, and business skills learned throughout the major. The film, documentary, or television project will be presented at the Diogenes Film Festival held at the end of the year. Proposals must be pitched to a department review panel for approval at the beginning of the senior year.

FILM 494 1-3 F, W, S, Su

Internship

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in film and tv in a professional setting. Thirty clock hours of experience required for each hour of credit. Repeatable for credit. Qualifies for IP grading. Graded S/F.

FILM 495 1-3 Arr

Independent Study

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

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