

Art (ART)

Contact the Art Department for further information.
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Associate in Science Degrees -

AS Degree requirements are listed in Section 6 (green pages).

- Graphic Design
- Illustration
- Interactive Media Design - Emphasis in 3D Modeling and Animation
- Interactive Media Design - Emphasis in Multimedia Design

Associate in Arts Degrees -

AA Degree requirements are listed in Section 6 (green pages).

- Pictorial Arts - Emphasis in Painting
- Three-Dimensional Arts - Emphasis in Ceramics
- Three-Dimensional Arts - Emphasis in Crafts
- Three-Dimensional Arts - Emphasis in Glass
- Three-Dimensional Arts - Emphasis in Jewelry and Metalsmithing
- Three-Dimensional Arts - Emphasis in Sculpture

Certificates of Achievement -

Certificate of Achievement requirements are listed in Section 6 (green pages).

- Interactive Media Design - Emphasis in 3D Modeling and Animation
- Interactive Media Design - Emphasis in Multimedia Design

Certificates of Proficiency -

Certificate of Proficiency requirements are listed in Section 6 (green pages).

- Digital Animation, Compositing, and Music

PROGRAMS OF STUDY

Digital Animation, Compositing, and Music

This program is directed at the digital design and implementation of 3D animations, graphic compositing and music.

CERTIFICATE OF PROFICIENCY

Program Requirements (Select five courses)	Units
ARTI 246 Digital 3D Design and Modeling	3
ARTI 247 Digital 3D Design and Animation	3
GCMW 204 Motion Graphics for Multimedia	3
GCMW 206 Motion Graphics Production and Compositing	3
MUS 180 Computer Music I	3
MUS 184 Electronic Ensemble	1
TOTAL UNITS	13 - 15

Digital Animation, Compositing, and Music Certificate of Proficiency is also listed in Graphic Communications - Multimedia and Web, and in Music.

Graphic Design

Prepares students in basic skills necessary to prepare a portfolio for application to Graphic Design, Environmental Design, and Packaging Design programs at 4 year schools. In addition, develops creative design ability and conceptual skills in the printed media, motion graphics, and web design.

A.S. DEGREE MAJOR

Program Requirements	Units
ART 104 Design and Composition	3
ART 166 History of Art II - Survey of Western Art	3
ART 200 Color Theory	3
ARTI 100 Concept Sketching	3
ARTD 100 Graphic Design I	3
ARTD 150 Digital Concepts and Techniques in Art	3
ARTD 200 Graphic Design II - Lettering and Layout	3
ARTD 210 Typography Design	3

ARTD 220	Motion Design	3
ARTI 246	Digital 3D Design and Modeling	3
	Final Art Portfolio Review	0

Electives (Select 6-7 units)

ARTI 247	Digital 3D Design and Animation	3
ARTI 248	Digital 3D Design and Sculpture	3
ARTI 220	Illustration II, Digital Techniques	3
ART 120	Foundations of Life Drawing	3
PHOT 100	Elementary Film and Darkroom Photography	3
BMGT 105	Small Business Management	3
CE 100	Cooperative Education	1 - 4

TOTAL UNITS **36 - 37**

Graphic Design A.S. Degree Major is also listed in Art-Design.

Illustration

Provides students with specific skills necessary to prepare a portfolio for application to Illustration programs at 4-year schools. In addition develops creative conceptual and Illustrative skills for use in advertising and story Illustration.

A.S. DEGREE MAJOR

Program Requirements		Units
ART 104	Design and Composition	3
ART 120	Foundations of Life Drawing	3
ART 166	History of Art II	3
ART 200	Color Theory	3
ARTD 150	Digital Concepts and Techniques in Art	3
ARTD 220	Motion Design	3
ARTI 100	Concept Sketching	3
ARTI 210	Illustration I	3
ARTI 220	Illustration II, Digital Techniques	3
ARTI 246	Digital 3D Design and Modeling	3
	Final Art Portfolio Review	0

Electives (Select 6 units)

ART 121	Intermediate Life Drawing	3
ART 125	Introduction to Portraiture	3
ART 220	Introduction to Painting	3
ART 235	Watercolor Painting I	3
ARTD 100	Graphic Design I	3
ARTI 247	Digital 3D Design and Animation	3
ARTI 248	Digital 3D Design and Sculpture	3
BMGT 105	Small Business Management	3

TOTAL UNITS **36**

Illustration A.S. Degree Major is also listed in ARTI - Illustration.

Interactive Media Design

Prepares students with specific skills necessary for employment in the field of multimedia design and production. Students may choose an emphasis in either 3D modeling and animation, which emphasizes production skills and authoring systems, or multimedia design, which emphasizes content development and visual design of multimedia productions. Both areas of emphasis collaborate on an actual multimedia production.

Emphasis in 3D Modeling and Animation

A.S. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements	Units
ARTI 100 Introduction to Illustration	3
ARTI 246 Digital 3D Design and Modeling	3
ARTI 247 Digital 3D Design and Animation	3
DT 180 3D Studio Max-Intro to 3D Modeling/Animation	3
DT 182 3D Studio Max-Adv 3D Modeling/Animation	3

GCIPI 141	Digital Imaging/Photoshop II	3
GCMW 204	Motion Graphics for Multimedia	3
GCMW 206	Motion Graphics Production and Compositing	3

Electives (Select two courses)

ARTD 150	Digital Concepts/Techniques in Art	3
ARTD 220	Motion Design	3
ARTI 248	Digital 3D Design and Sculpture	3
DT/ENGR 103	SolidWorks Intro 3D Design and Presentation	3
DT 184	Real Time 3D Technical/Game Animation	2
GCIPI 150	3D Product Development and Marketing	3
GCIPI 240	Digital Imaging/Photoshop III	3
GCMW 100	History of Multimedia	3
ENTT/DBA 120	Digital Television Production	3

TOTAL UNITS 29 – 30

Emphasis in Multimedia Design**A.S. DEGREE MAJOR OR
CERTIFICATE OF ACHIEVEMENT****Program Requirements**

ARTD 100	Graphic Design I	3
ARTD 220	Motion Design	3
ARTI 247	Digital 3D Design and Animation	3
GC/		
MCS 115	Graphics and Media:A Multicultural Perspective	3
GCIPI 240	Digital Imaging/Photoshop III	3
GCMW 101	Multimedia I	3
GCMW 201	Multimedia II	3
GCMW 204	Motion Graphics/Multimedia	3

Electives (Select two courses)

ART 197G	Topics in Art – Computer Art	3
ARTD 150	Digital Concepts and Techniques in Art	3
ARTI 246	Digital 3D Design/Modeling	3
DT 180	3D Studio Max–Intro to 3D Modeling/Animation	3
DT 182	3D Studio Max–Adv 3D Modeling/Animation	3
GC 100	Graphic Communications	3
GCIPI 140	Digital Imaging/Photoshop I	3
GCIPI 152	Digital Publishing/Illustrator I	3
GCMW 100	History of Multimedia	3
GCMW 102	Web Page Layout I	3
GCMW 203	Web Multimedia	3
MUS 180	Computer Music I	3

TOTAL UNITS 30

Interactive Media Design A.S. Degree or Certificate of Achievement is also listed in Drafting Technology and in Graphic Communications - Multimedia and Web.

Pictorial Arts - Emphasis in Painting

This program is designed to serve as preparation for transfer to a four-year college or university, as well as enable the student to acquire skills in producing marketable fine art for gallery exhibition and commissions, or to enter into the commercial area.

The required courses for this degree transfer as lower division credits into participating CSU programs.

Transfer students are encouraged to consult Assist.org and four-year college or university catalogs for specific requirements, as well as see a Palomar College counselor.

A.A. DEGREE MAJOR**Program Requirements**

ART 102	Foundations of Drawing	3
ART 104	Design and Composition	3
ART 105	Three-Dimensional Form and Design	3
ART 165	History of Art I - Survey of Western Art	3
ART 120	Foundations of Life Drawing	3
ART 200	Color Theory	3
ART 220	Introduction to Painting	3
ART 166	History of Art II - Survey of Western Art	3
ART 106	Life Painting	3
ART 235	Watercolor Painting I	3

Electives (select 6 units)

ART 125	Introduction to Portraiture	3
ART 103	Intermediate Drawing	3
ART 121	Intermediate Life Drawing	3
ART 221	Painting	3
ART 236	Watercolor Painting II	3
ARTD 150	Digital Concepts and Techniques in Art	3
ARTI 210	Illustration I - Rendering Techniques	3
ARTI 220	Illustration II, Digital Techniques	3

TOTAL UNITS 36

Three-Dimensional Arts

Programs are designed to enable the student to acquire skills in producing fine art for gallery and museum exhibition and commissions, enter into the commercial area, and serve as a preparation for transfer to a four-year college or university. Transfer students should consult the four-year college or university catalog for specific requirements or see a Palomar College counselor.

Three dimensional arts majors may select an emphasis in ceramics, crafts, glass, jewelry and metalsmithing, or sculpture, within the program requirements.

Emphasis in Ceramics**A.A. DEGREE MAJOR****Program Requirements**

Degree Requirements		Units
ART 101	Methods and Materials	3
ART 104	Design and Composition	3
ART 105	3-Dimensional Form and Design	3
ART 135	Ceramics I	3
ART 136	Ceramics II	3
ART 137	Pottery Production	3
	or	
ART 138	Ceramic Surface Decoration	3
	or	
ART 266	Ceramic Sculpture II	3
ART 165	History of Art I	3
ART 166	History of Art II	3
ART 250	Ceramics III	3
ART 265	Ceramic Sculpture I	3
	Final Art Portfolio Review	0

Electives (Select 6 units)

ART 140	Foundry Techniques in Sculpture I	3
ART 156	Glass Casting I	3
ART 255	Foundry Technique in Sculpture II	3
ART 260	Sculpture I	3
ART 278	Glass Casting II	3
ART 160	Glassblowing/Glassforming I	3
ART 261	Sculpture II	3

TOTAL UNITS 36

Emphasis in Crafts

A.A. DEGREE MAJOR

Program Requirements		Units
ART 101	Methods and Materials	3
ART 102	Foundations of Drawing	3
ART 104	Design and Composition	3
ART 105	3-Dimensional Form and Design	3
ART 135	Ceramics I	3
ART 145	Design in Mixed Media	3
ART 146	Design in Wood	3
ART 147	Design in Enamels	3
ART 150	Jewelry and Metalsmithing Design I	3
ART 165	History of Art I	3
ART 166	History of Art II	3
ART 260	Sculpture I	3
	Final Art Portfolio Review	0

Electives (Select 6 units)

ART 136	Ceramics II	3
ART 140	Foundry Techniques in Sculpture I	3
ART 151	Jewelry and Metalsmithing Design II	3
ART 155	Stained Glass I	3
ART 261	Sculpture II	3
ART 270	Jewelry and Metalsmithing Design III	3
ART 275	Stained Glass II	3
PHOT 100	Elementary Film and Darkroom Photography	3
TOTAL UNITS		42

Emphasis in Glass

A.A. DEGREE MAJOR

Program Requirements		Units
ART 101	Methods and Materials	3
ART 102	Foundations of Drawing	3
ART 105	3-Dimensional Form and Design	3
ART 156	Glass Casting	3
ART 160	Glassblowing/Glassforming I	3
ART 165	History of Art I	3
ART 166	History of Art II	3
ART 280	Glassblowing/Glassforming II	3
ART 290	Glassblowing/Glassforming III	3
	Final Art Portfolio Review	0

Electives (Select 4-6 units)

ART 135	Ceramics I	3
ART 136	Ceramics II	3
ART 140	Foundry Techniques in Sculpture I	3
ART 260	Sculpture I	3
ART 261	Sculpture II	3
ART 275	Stained Glass II	3
ART 278	Glass Casting II	3
TOTAL UNITS		33

Emphasis in Jewelry and Metalsmithing

A.A. DEGREE MAJOR

Program Requirements		Units
ART 101	Methods and Materials	3
ART 102	Foundations of Drawing	3
ART 104	Design and Composition	3
ART 105	3-Dimensional Form and Design	3
ART 165	History of Art I	3
ART 166	History of Art II	3
ART 145	Design in Mixed Media	3

ART 147	Design in Enamels	3
ART 150	Jewelry and Metalsmithing Design I	3
ART 151	Jewelry and Metalsmithing Design II	3
ART 205	Indirect Metal Forming	3
ART 270	Jewelry and Metalsmithing Design III	3
	Final Art Portfolio Review	0

Electives (Select 6 units)

ART 135	Ceramics I	3
ART 140	Foundry Techniques in Sculpture I	3
ART 146	Design in Wood	3
ART 260	Sculpture I	3
ART 265	Ceramic Sculpture I	3

TOTAL UNITS 42

Emphasis in Sculpture

A.A. DEGREE MAJOR

Program Requirements		Units
ART 101	Methods and Materials	3
ART 102	Foundations of Drawing	3
ART 104	Design and Composition	3
ART 105	3-Dimensional Form and Design	3
ART 135	Ceramics I	3
ART 140	Foundry Techniques in Sculpture I	3
ART 165	History of Art I	3
ART 166	History of Art II	3
ART 260	Sculpture I	3
ART 261	Sculpture II	3
ART 265	Ceramic Sculpture I	3
ART 266	Ceramic Sculpture II	3
	Final Art Portfolio Review	0

Electives (Select 6 units)

ART 136	Ceramics II	3
ART 145	Design in Mixed Media	3
ART 150	Jewelry and Metalsmithing Design I	3
ART 160	Glassblowing/Glassforming I	3
ART 205	Indirect Metal Forming	3
ART 255	Foundry Techniques/Sculpture II	3

TOTAL UNITS 42

COURSE OFFERINGS

Individual courses are not repeatable. State Regulations (Title 5, Sections 55040-55041) also limit the number of times a student may take courses with related content and similar primary educational activities. Therefore, some combinations of course work in Art have limitations on the number of times a student may enroll. Specific information about enrollment limitations for ART classes is available at <http://www.palomar.edu/schedule/restrictions.htm>

ART 100 Introduction to Art (3)
3 hours lecture

Transfer acceptability: CSU; UC

Promotes an understanding and appreciation of art through slide-lectures, discussion, and museum visits. For non-art majors.

ART 101 Methods and Materials (3)
1 ½ hours lecture - 4 ½ hours laboratory

Transfer acceptability: CSU

Introduction to the aesthetic and technical potential of a variety of materials and methods basic to various art disciplines. Concentration on the skills needed to use these materials in a two- and three-dimensional art.

- ART 102 Foundations of Drawing** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 C-ID ARTS 110
 Introduction to principles, elements, and practices of drawing, employing a wide range of subject matter and drawing media. Focus on perceptually based drawing, observational skills, technical abilities, and creative responses to materials and subject matter.
- ART 103 Intermediate Drawing** (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 102
Transfer acceptability: CSU; UC
 C-ID ARTS 205
 Exploration of artistic concepts, styles, and creative expression related to intermediate-level drawing, focusing on complex subject matter and concepts using a variety of drawing mediums, techniques, and methodologies. Builds on fundamental drawing skills to develop personalized approaches to content and materials in exercises covering multiple historical and contemporary approaches to drawing.
- ART 104 Design and Composition** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 C-ID ARTS 100
 Introduction to the concepts, applications, and historical references related to two-dimensional art and composition, including the study of the basic principles and elements of line, shape, texture, value, color and spatial illusion. Development of a visual vocabulary for creative expression through lecture presentations, studio projects, problem solving, and written assignments.
- ART 105 Three-Dimensional Form and Design** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 C-ID ARTS 101
 Basic instruction in sculptural forms and structures. Charts the development of spatial relations from point to line to plane to volume to complex forms and materials. A variety of media is explored.
- ART 106 Life Painting** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 Examines the use of oil, acrylic or watercolor in modeling the human form. Particular attention will be placed on color mixing, drawing and paint application.
- ART 120 Foundations of Life Drawing** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 C-ID ARTS 200
 Introduction to drawing the human figure from observation using a wide variety of drawing media and techniques. Topics include an introduction to human anatomy and the historical and contemporary roles of figure drawing in the visual arts. Students in this course will learn both descriptive and interpretive approaches to drawing the figure.
- ART 121 Intermediate Life Drawing** (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 120
Transfer acceptability: CSU; UC—Credit Limitations - Credit for only one attempt
 An advanced investigation of the human figure as the primary subject of composition in historical and contemporary art.
 Developed for the advanced painting or illustration majors to aid in the preparation of entry portfolios required for admittance to specialized private four year institutions.
- ART 125 Introduction to Portraiture** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 Introduction to portraiture. Special emphasis is placed on the historical and contemporary role of portraiture in art. Techniques range from traditional approaches to expressive application of drawing and painting media.
- ART 135 Ceramics I** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 An introduction to basic forming techniques in clay and various surface treatments.
- ART 136 Ceramics II** (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 135
Transfer acceptability: CSU; UC
 Advanced studies in handbuilding and wheel throwing techniques. Continuing study of various surface techniques. Techniques of glaze and facility maintenance.
- ART 137 Pottery Production** (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 135
Transfer acceptability: CSU
 Wheel throwing production, kiln use and construction, mixing and maintaining glazes, studio maintenance, decorative techniques, and marketing skills and techniques.
- ART 138 Ceramic Surface Decoration** (3)
 1½ hours lecture - 4½ hours laboratory
Recommended preparation: ART 135, 136, and 250
Transfer acceptability: CSU
 A study of ceramic surface treatments and decorative techniques.
- ART 139 Raku Techniques** (3)
 1½ hours lecture - 4½ hours laboratory
Recommended preparation: ART 135, 136, and 250
Transfer acceptability: CSU
 Exploration of the raku ceramic process and related earthenware decorative techniques.
- ART 140 Foundry Techniques in Sculpture I** (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 105
Transfer acceptability: CSU
 Theory and practice in casting skills using foundry techniques.
- ART 145 Design in Mixed Media** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 Design and production of useful "one-of-a-kind" or "limited edition" objects of art. Attention to the visual as well as structural character of chosen materials. Media may include wood, metal, fibers, plastics, and bone and leather alone or in combination.
- ART 146 Design in Wood** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU; UC
 Explores in depth the sculptural and functional qualities of wood. Original designs may include useful forms such as furniture, containers, and architectural ornaments as well as fantasy forms. Benefits students of three-dimensional art and wood technology.
- ART 147 Design in Enamels** (3)
 1½ hours lecture - 4½ hours laboratory
Recommended preparation: ART 104
Transfer acceptability: CSU
 Exploration of the creative and aesthetic possibilities of enameling. Principles and techniques in two- and three- dimensional designs.
- ART 150 Jewelry and Metalsmithing Design I** (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
 Projects in two- and three-dimensional jewelrymaking and metalsmithing. Study of the relationship of design to materials and of contemporary metal working techniques.

ART 151 Jewelry and Metalsmithing Design II (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 150
Transfer acceptability: CSU
 Exploration of manipulation of metal and surface decoration including stone setting.

ART 155 Stained Glass I (3)
 1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in ART 104
Transfer acceptability: CSU
 Introduction to the materials and processes involved in the creation of flat glass objects. Emphasis on design potential and creative possibilities of the medium.

ART 156 Glass Casting I (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
 This is a beginning level glass casting class. The course will address technical approaches and artistic applications of glass using kilnforming processes of casting, fusing, and slumping.

ART 160 Glassblowing/Glassforming I (3)
 1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
 An introductory course exploring creative applications and potential of glass as a means for artistic expression. Through hands-on material/process and artistic research students will gain an understanding of glassblowing and glassforming as an artist's medium.

ART 163 Arts of Asia (3)
 3 hours lecture
Transfer acceptability: CSU; UC
 A survey of the visual arts from China, Southeast Asia, India, Japan and Korea, from the prehistoric to the present. Students will gain an understanding of the major monuments of Asian art within their historical, social, religious, and political frameworks.

ART 164 Arts of Africa, Oceania and the Americas (3)
 3 hours lecture
Transfer acceptability: CSU; UC
 C-ID ARTH 140
 A survey of the visual arts from Africa, Oceania and the Americas, from the prehistoric to the present. Students will gain an understanding of the major monuments of African, Oceanic, and South, Central, and North American art within their historical, social, religious, and political frameworks.

ART 165 History of Art I: Survey of Western Art (3)
 3 hours lecture
Transfer acceptability: CSU; UC
 The art forms and styles of Western man from the Paleolithic period through Medieval Gothic. Emphasis on the contribution of religion, social and political structures, heritage, and inter-cultural contacts as they influence changes in form and style.

ART 166 History of Art II: Survey of Western Art (3)
 3 hours lecture
Transfer acceptability: CSU; UC
 The art forms and styles of Western man from the Renaissance to the present. Emphasis on the style of individual artists and national styles as well as the contribution of religious, social, and political influences. Focus on European art, but with discussion of American art and architecture, as well as influences from non-Western art and cultures.

ART 169 Survey of Modern Art (3)
 3 hours lecture
Transfer acceptability: CSU; UC
 This course provides an overview of art and architecture from the Western modern period of the 19th and 20th centuries.

ART 182 Introduction to Arts Management (3)
 9 hours laboratory
Note: Cross listed as AMS 182/ DNCE 182/ MUS 182/TA 182
Transfer acceptability: CSU
 An introduction to the principles and practices of arts management through an interdisciplinary study of management topics in the visual and performing arts.

ART 183 Internship in Arts Management (3)
 9 hours laboratory
Prerequisite: A minimum grade of 'C' in AMS/ART/DANCE/MUS/TA 182
Note: Cross listed as AMS 183/ DNCE 183/ MUS 183/TA 183
Transfer acceptability: CSU
 Practical experience in arts management in the visual and performing arts.

ART 197B Topics in Art – Painting (3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.
 Short and extended term lecture-workshops or laboratory courses in various specialized aspects of painting.

ART 197C Topics in Art – Glass (.5-3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU
 Short and extended term lecture workshops or laboratory courses in various specialized aspects of glass.

ART 197D Topics in Art – Ceramics (1-3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.
 Short and extended term lecture workshops or laboratory courses in various specialized aspects of ceramics.

ART 197E Topics in Art – Sculpture (.5-3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.
 Short and extended term lecture workshops or laboratory courses in various specialized aspects of sculpture.

ART 197F Topics in Art – Drawing (.5-3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU
 Short and extended term lecture-workshops or laboratory courses in various aspects of drawing techniques.

ART 197G Topics in Art – Computer Art (.5-3)
Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.
Transfer acceptability: CSU
 Short and extended term lecture-workshops or laboratory courses in which a teacher utilizes and teaches special computer hardware/ software relationships and processes to produce art.

ART 197H Topics in Art – General (5-3)

Units awarded in topics courses are dependent upon the number of hours required of the student. Any combination of lecture and/or laboratory may be scheduled by the department. Refer to Class Schedule.

Transfer acceptability: CSU

Short and extended term lecture-workshops or laboratory courses in various aspects of art. Course title will designate subject covered.

ART 200 Color Theory (3)

1½ hours lecture - 4½ hours laboratory

Transfer acceptability: CSU; UC

C-ID ARTS 270

Investigations into the phenomenon of color and its use in art. Problems involving color and design in various media, including acrylics and collage. Exploration of the role of color in Western art from late 19th Century to the present.

ART 205 Indirect Metal Forming (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 150 or 260

Transfer acceptability: CSU

Exploration of indirect metal forming in jewelry and small sculpture. Projects in lost wax centrifugal and gravity casting, electroforming, and metal spraying.

ART 213 Illustration/Life Drawing (1)

3 hours laboratory

Transfer acceptability: CSU

The study of techniques used in drawing and painting from both nude and costumed models.

ART 220 Introduction to Painting (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 102 and 200, or concurrent enrollment in ART 102 and 200

Transfer acceptability: CSU; UC

Introduction to principles, elements, and practices of painting. Focus on exploration of painting materials, perceptual skills and color theory, paint mixing and technique, as well as creative responses to materials and subject matter.

ART 221 Painting (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 220

Transfer acceptability: CSU; UC

Advanced projects in painting concepts and techniques with concentration on individual creative progress and development in the context of art historical, contemporary and non-Western traditions and approaches.

ART 235 Watercolor Painting I (3)

1½ hours lecture - 4½ hours laboratory

Transfer acceptability: CSU; UC

Fundamental approaches to the use of watercolors and other waterbase paints in creative painting. Concentration on both literal and expressive modes utilizing a variety of subjects.

ART 236 Watercolor Painting II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 235

Transfer acceptability: CSU; UC

Advanced work in watercolor media.

ART 250 Ceramics III (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 136

Transfer acceptability: CSU; UC

Creative and experimental handbuilding, advanced throwing, firing techniques, glaze evaluation, and special research.

ART 255 Foundry Techniques in Sculpture II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 140

Transfer acceptability: CSU

Advanced theory and practices in casting skills using foundry techniques.

ART 260 Sculpture I (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 102 and 105, or concurrent enrollment in ART 102 and 105

Transfer acceptability: CSU; UC

Design and fabrication of expressive three-dimensional forms. Exploration of both historical and contemporary sculptural materials with emphasis on 20th Century models of expression.

ART 261 Sculpture II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 260

Transfer acceptability: CSU; UC

Advanced projects in the concept and creation of original sculpture.

ART 265 Ceramic Sculpture I (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 102 or 104 or 105, and ART 135

Transfer acceptability: CSU; UC

Creative projects and experimentation using clay as the primary material for non-utilitarian expressive forms.

ART 266 Ceramic Sculpture II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 265

Transfer acceptability: CSU; UC

Advanced problems in creative and experimental uses of clay for non-utilitarian expressive forms.

ART 270 Jewelry and Metalsmithing Design III (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 151

Transfer acceptability: CSU

Continued exploration of the manipulation of metal. Advanced projects in jewelry and metalsmithing.

ART 275 Stained Glass II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 155

Transfer acceptability: CSU

Creative expression in flat glass. Emphasis on architectural and fine arts application of the medium. Painting, enameling, and etching techniques will be explored in depth.

ART 278 Glass Casting II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: ART 156

Transfer acceptability: CSU; UC

Intermediate level course provides students with a deeper understanding of glass casting and kilnforming processes. Builds knowledge and techniques to develop individual artistic sensibilities with kiln glass.

ART 280 Glassblowing/Glassforming II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 160

Transfer acceptability: CSU

Intermediate level creative exploration and research in fine art applications of hot and cold glass forming techniques.

ART 290 Glassblowing/Glassforming III (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: ART 280

Transfer acceptability: CSU

An advanced level course exploring creative applications of glass as a professional practice. Emphasis is placed on honing skills and techniques for producing one-of-a-kind objects and production processes. Through hands-on experience, students will gain a deeper understanding of glassblowing and cold glassforming processes for developing unique vessels and sculpture. Provides information on presentation and documentation of glass art relevant to building a portfolio.

ART 295 Directed Study in Art (1, 2, 3)

3, 6, or 9 hours laboratory

Prerequisite: A minimum grade of 'C' in 18 units of college-level art including ART 102, 104 or 105, 165, and 166, and instructor's approval of proposed project or research**Transfer acceptability:** CSU; UC - Credit determined by UC upon review of course syllabus.

Independent study for advanced students dealing with projects or research in areas not covered by regular classes. Students will work under the guidance of an instructor.

ART 296 Special Projects (1, 2, 3)

2, 4, or 6 hours laboratory

Prerequisite: A minimum grade of 'B' in 6 units of college-level course work in a specialized area of art, and instructor's approval of the proposed project**Transfer acceptability:** CSU; UC - Credit determined by UC upon review of course syllabus.

A course for the student who has demonstrated a proficiency in art and wishes to work beyond existing classes or desires to pursue a project which does not fit into the context of existing classes. Students will work directly with an instructor.

Art - Design (ARTD)

Contact the Art Department for further information.

(760) 744-1150, ext. 2302

Office: D-14

Associate in Science Degrees -

AS Degree requirements are listed in Section 6 (green pages).

• Graphic Design

PROGRAM OF STUDY**Graphic Design**

Prepares students in basic skills necessary to prepare a portfolio for application to Graphic Design, Environmental Design, and Packaging Design programs at 4 year schools. In addition, develops creative design ability and conceptual skills in the printed media, motion graphics, and web design.

A.S. DEGREE MAJOR**Program Requirements**

ART 104	Design and Composition	3
ART 166	History of Art II - Survey of Western Art	3
ART 200	Color Theory	3
ARTI 100	Concept Sketching	3
ARTD 100	Graphic Design I	3
ARTD 150	Digital Concepts and Techniques in Art	3
ARTD 200	Graphic Design II - Lettering and Layout	3
ARTD 210	Typography Design	3
ARTD 220	Motion Design	3
ARTI 246	Digital 3D Design and Modeling	3
	Final Art Portfolio Review	0

Electives (Select 6-7 units)

ARTI 247	Digital 3D Design and Animation	3
ARTI 248	Digital 3D Design and Sculpture	3
ARTI 220	Illustration II, Digital Techniques	3
ART 120	Foundations of Life Drawing	3
PHOT 100	Elementary Film and Darkroom Photography	3
BMGT 105	Small Business Management	3
CE 100	Cooperative Education	1 - 4

TOTAL UNITS 36 - 37

Graphic Design A.S. Degree Major is also listed in Art.

COURSE OFFERINGSIndividual courses are not repeatable. State Regulations (Title 5, Sections 55040-55041) also limit the number of times a student may take courses with related content and similar primary educational activities. Therefore, some combinations of course work in Art - Design have limitations on the number of times a student may enroll. Specific information about enrollment limitations for Art - Design classes is available at <http://www.palomar.edu/schedule/restrictions.htm>**ARTD 100 Graphic Design I (3)**

1 1/2 hours lecture - 4 1/2 hours laboratory

Transfer acceptability: CSU

Design principles as they apply to graphic communication. Abstract and pictorial Design for the printed media. Film and architectural signage. Lettering is applied as an abstract Design element.

ARTD 150 Digital Concepts and Techniques in Art (3)

1 1/2 hours lecture - 4 1/2 hours laboratory

Transfer acceptability: CSU; UC

An overview of vector based and pixel based computer applications, and how they are used in a creative environment. Understanding of the underlying logic of computer software will be taught with an emphasis on the role of the computer in all forms of modern art-making. Students will learn how to use the computer as a tool effectively while developing their own method of creating digital artwork. Cross-platform issues will be addressed, as well as file preparation for various output media.

ARTD 200 Graphic Design II - Lettering and Layout (3)

1 1/2 hours lecture - 4 1/2 hours laboratory

Prerequisite: A minimum grade of 'C' in ARTD 100**Recommended preparation:** ARTD 150**Transfer acceptability:** CSU

The study of the historical roots and nomenclature of lettering forms and the development of grid systems to aid in the development of successful layout designs. Design and assembly utilizing both hand skills and computer software will be taught.

ARTD 210 Typography Design (3)

1 1/2 hours lecture - 4 1/2 hours laboratory

Recommended preparation: ARTD 150**Transfer acceptability:** CSU

Introduction to the historical roots and contemporary technology of typography. Provides a critical analysis of technical processes and elements through assignments that define its symbolic and communicative aspects.

ARTD 220 Motion Design (3)

1 1/2 hours lecture - 4 1/2 hours laboratory

Transfer acceptability: CSU

An introduction to the concepts and techniques of animation and multimedia for personal computers using After Effects. Emphasis will be placed on the role of the artist and in the development process and as a key link in determining the success of the final project.

Art - Illustration (ARTI)

Contact the Art Department for further information.

(760) 744-1150, ext. 2302

Office: D-14

Associate in Science Degrees -

AS Degree requirements are listed in Section 6 (green pages).

• Illustration

PROGRAMS OF STUDY**Illustration**

Provides students with specific skills necessary to prepare a portfolio for application to Illustration programs at 4-year schools. In addition develops creative conceptual and Illustrative skills for use in advertising and story Illustration.