

**Electives (Select 6-7 units)**

ART 120	Life Drawing and Composition I	3
ART 296	Special Projects	1,2,3
ARTI 220	Illustration II Digital Techniques	3
R GCIP/ GCIP 140	Digital Imaging/Photoshop I	3
R GCIP/ GCIP 152	Desktop Publishing/Illustrator I	3
RTV 275	Avid Editing for Television and Film	3
BMGT 105	Small Business Management	3
MUS 180	Computer Music I	3
MUS 181 or MUS 184	Computer Music II Electronic Ensemble	3
CE 100	Cooperative Education	1,2,3,4

**TOTAL UNITS 48.5 - 49.5**

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

**COURSE OFFERINGS**

**ARTD 100 Graphic Design I (3)**

6 hours lecture/laboratory  
**Note:** May be taken 2 times  
**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)**

6 hours lecture/laboratory  
**Prerequisite:** A minimum grade of 'C' in ARTD 100  
**Note:** May be taken 2 times  
**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)**

6 hours lecture/laboratory  
**Prerequisite:** A minimum grade of 'C' in ARTD 100  
**Recommended preparation:** ARTD 150  
**Note:** May be taken 2 times  
**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)**

6 hours lecture/laboratory  
**Recommended preparation:** ARTD 150  
**Note:** May be taken 2 times  
**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)**

6 hours lecture/laboratory  
**Recommended preparation:** ARTD 150  
**Note:** May be taken 2 times  
**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.

**ARTD 250 New Media Studio (3)**

6 hours lecture/laboratory  
**Prerequisite:** Enrollment based on portfolio review with list of criteria  
**Note:** May be taken 3 times  
**Transfer acceptability:** CSU  
 An advanced class using digital tools that focuses on collaborative creative projects. Joint concept development, communication, critical thinking and creative teamwork will be stressed. Emphasis will be placed on the integration of graphic design, illustration. 2-D and 3-D animation and fine art components into professional quality multimedia projects. Students from the Art Department will have the opportunity to collaborate with students from music and computer science.

**Art - Illustration (ARTI)**

Contact the Art Department for further information.  
 (760) 744-1150, ext. 2302  
 Office: D-14

**Associate in Arts Degrees -**

AA 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.

**A.A. DEGREE MAJOR**

Program Requirements		Units
ART 104	Design and Composition	3
ART 120	Life Drawing and Composition I	3
ART 125	Head Drawing	3
ART 166	History of Art II	3
ART 200	Color/Light and Theory	3
ART 220 or ART 225	Oil Painting I Acrylic Painting I	3
ARTD 150	Digital Concepts and Techniques in Art	3
ARTI 100	Introduction to Illustration	3
ARTI 200	Rendering	3
ARTI 210	Illustration I – Traditional Techniques	3
ARTI 220	Illustration II – Digital Techniques	3
ARTI 230	Illustration III – Experimental Techniques	3
ARTI 246	Digital 3D Design and Modeling	3
ARTI 247	Digital 3D Design and Animation	3
	Final Art Portfolio Review	0

**Electives (Select 3 units)**

ART 121	Life Drawing and Composition II	3
ART 197B	Topics in Art – Painting	.5-3
ART 197F	Topics in Art – Drawing	.5-3
ART 235	Watercolor Painting I	3
ART 296	Special Projects	1,2,3
ARTD 100	Graphic Design I	3
ARTD 220	Motion Design	3
ARTD 250	New Media Studio	3
BUS 150	Advertising	3
BMGT 105	Small Business Management	3
PHOT 100	Elementary Photography	3.5
CE 100	Cooperative Education	1,2,3,4

**TOTAL UNITS 45**

Illustration A.A. Degree Major is also listed in Art.

## COURSE OFFERINGS

**ARTI 100 Introduction to Illustration (3)**

6 hours lecture/laboratory

**Transfer acceptability:** CSU

A course on proportion and structure, quick sketching, gesture, and contour drawing. Included is the study of perspective and drawing of mechanical and natural forms by the use of line and value. Emphasis is placed on the evolutionary development of visual ideas.

**ARTI 200 Rendering (3)**

6 hours lecture/laboratory

**Recommended preparation:** ART 103, ARTI 100**Note:** May be taken 2 times**Transfer acceptability:** CSU

Application of various media and techniques for illustrating known products and services or the illustration of design ideas for students in design and architecture. Emphasis is on the development of proficiency and the encouragement of comparison of student work with current professional work.

**ARTI 210 Illustration I – Traditional Techniques (3)**

6 hours lecture/laboratory

**Prerequisite:** A minimum grade of 'C' in ARTI 100**Transfer acceptability:** CSU

Course work that reflects the types of assignments an illustrator may encounter in the industry, using a variety of traditional media and techniques. Contemporary principles of concept development and problem solving will be explored, using stylization, design, composition and color as methods of communication. Accurate analysis, historical reference, oral and graphic presentation of ideas, sketches and finished art will be stressed.

**ARTI 220 Illustration II – Digital Techniques (3)**

6 hours lecture/laboratory

**Prerequisite:** A minimum grade of 'C' in ARTI 200 and ARTI 210**Note:** May be taken 2 times**Transfer acceptability:** CSU

A course for advanced illustration students that focuses on creating non-traditional professional level commercial artwork. Media experimentation, and combination of traditional methods with digital applications is used to create finished pieces that are conceptually and visually interesting and strong. Students are encouraged to develop and strengthen personal and distinctive approaches to Illustration. Portfolio preparation for admission to high quality 4-year art and design programs, or for entry into to the work force will be examined and applied. Students will also gain insight into self-promotion and marketing strategies. Contracts, self-employment issues and billing procedures will be explained.

**ARTI 230 Illustration III – Experimental Techniques (3)**

6 hours lecture/laboratory

**Prerequisite:** A minimum grade of 'C' in ARTI 220**Note:** May be taken 3 times**Transfer acceptability:** CSU

Coursework will reflect advanced illustration concepts, conceptually and technically. Students will combine experimental traditional and digital techniques to create projects that reflect a professional level of finish and format. Projects will focus on conceptual content and process, and represent a range of possible industry application, such as entertainment design, editorial illustration and illustrations for an interactive environment.

**ARTI 246 Digital 3D Design and Modeling (3)**

6 hours lecture/laboratory

**Recommended preparation:** ARTD 150**Note:** May be taken 3 times**Transfer acceptability:** CSU

Fundamentals of computerized 3-D modeling and Design. Hands on experience with modeling, lighting, developing texture maps and rendering.

**ARTI 247 Digital 3D Design and Animation (3)**

6 hours lecture/laboratory

**Recommended preparation:** ARTD 220**Note:** May be taken 3 times**Transfer acceptability:** CSU

Concepts and techniques of 3-dimensional animation using Maya software. The course will provide an understanding of the production, animation and postproduction process.

**Astronomy (ASTR)**

Contact the Earth, Space, and Aviation Sciences Department for further information.

(760) 744-1150, ext. 2512

Office: NS-110G

For transfer information, consult a Palomar College Counselor.

**Associate in Arts Degrees -**

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

- Astronomy

**Certificates of Achievement -**

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

- Astronomy

**Planetarium**

Palomar College offers several types of planetarium programs for the community. School programs are presented on Tuesday and Thursday mornings for area elementary and secondary schools. The planetarium also offers two evening shows a month, open to the public. For further information, contact the planetarium at (760) 744-1150, ext. 2833 or the Earth, Space, and Aviation Sciences Department.

## PROGRAM OF STUDY

**Astronomy**

Provides the student with sufficient background to begin upper division course work. Transfer students should consult the four year college or university catalog for specific requirements or see a Palomar College counselor. Students pursuing a major in Astronomy at San Diego State University must complete a minor in Mathematics.

**A.A. DEGREE MAJOR OR  
CERTIFICATE OF ACHIEVEMENT**

Program Requirements		Units
ASTR 100	Principles of Astronomy	3
ASTR 105L	Introduction to Astronomy Laboratory	1
ASTR/GEOL 120	Planets, Moons and Comets	3
MATH 140	Calculus/Analytic Geometry, First Course	5
MATH 141	Calculus/Analytic Geometry, Second Course	4
MATH 205	Calculus/Analytic Geometry, Third Course	4
PHYS 230	Principles of Physics	5
PHYS 231	Principles of Physics	5
PHYS 232	Principles of Physics	4
<b>TOTAL UNITS</b>		<b>34</b>

Recommended Electives: ASTR 210, 295

## COURSE OFFERINGS

**ASTR 100 Principles of Astronomy (3)**

3 hours lecture

**Transfer acceptability:** CSU; UC

The fundamental nature of the night sky as understood by pre 20th century scientists. Properties of the solar system, stars, black holes, galaxies, and extragalactic objects. Interstellar communication and extraterrestrial life.

**ASTR 105L Introduction to Astronomy Laboratory (1)**

3 hours laboratory

**Prerequisite:** A minimum grade of 'C' in ASTR 100 or 120, or concurrent enrollment in ASTR 100 or 120**Transfer acceptability:** CSU; UC

Exploration of the techniques used in astronomy to determine the physical properties of stars and galaxies. The physical nature of light and the optical