

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 280 Glassblowing-Offhand II (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ART 160**Transfer acceptability:** CSU

Advanced problems in the creation of fine blown glass.

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	Units
ART 104 Design and Composition	3
ART 166 History of Art II	3
ART 200 Color/Light and Theory	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
ARTD 250 New Media Studio	3
ARTI 100 Introduction to Illustration	3
ARTI 246 Digital 3D Design and Modeling	3
ARTI 247 Digital 3D Design and Animation	3
BUS 150 Advertising	3
PHOT 100 Elementary Film and Darkroom Photography	3
Final Art Portfolio Review	0

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
ARTI 248 Digital 3D Design and Sculpture	3
GCIP 140 Digital Imaging/Photoshop I	4
GCIP 152 Digital Publishing/Illustrator I	4
DBA 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 - 49**

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

COURSE OFFERINGSIndividual courses are not repeatable. State Guidelines 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/>**ARTD 100 Graphic Design I (3)**

1½ hours lecture - 4½ 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)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ARTD 100**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)

1½ hours lecture - 4½ 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)

1½ hours lecture - 4½ 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)

1½ hours lecture - 4½ 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.

ARTD 250 New Media Studio (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: Enrollment based on portfolio review with list of criteria**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 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.

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

ART 104 Design and Composition

Units

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	Oil Painting I	
ART 225	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	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 Film and Darkroom Photography	3
CE 100	Cooperative Education	1, 2, 3, 4

TOTAL UNITS**45**

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

COURSE OFFERINGS

Individual courses are not repeatable. State Guidelines 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 – Illustration have limitations on the number of times a student may enroll. Specific information about enrollment limitations for Art – Illustration classes is available at <http://www.palomar.edu/>

ARTI 100 Introduction to Illustration (3)

1½ hours lecture - 4½ hours 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)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in ARTI 100**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)

1½ hours lecture - 4½ hours 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.