

RmCAD
Class Schedule
Summer 2008

RmCAD

SUMMER2008SCHEDULE

Rocky Mountain College of Art + Design
 1600 Pierce Street
 Lakewood CO 80214

Summer semester classes begin	May 12
Memorial Day (holiday no classes)	May 26
Independence Day (holiday-no classes)	July 4
Summer term ends:	August 1
Graduation:	August 2
Student break:	August 2-September 1

Current students register in consultation with their assigned Academic Advisor. New students and RMCAD students who have not taken classes for one year or more should call 303-753-6046 for an appointment with an Admissions Counselor to discuss admission and registration details.

Course Abbreviations

Course Abbreviations	Page Numbers	
AE	Art Education	5
AH	Art + Design History	10
AN	Animation	4
DM	Digital Media	5
FA	Fine Arts	6
FAC	Fine Arts/Ceramics	6
FAP	Fine Arts/Painting + Drawing	6
FAS	Fine Arts/Sculpture	6
FAV	Fine Arts/Photography + Video	6
FD	Foundation Studies	3
GD	Graphic Design + Interactive Media	7
HU	Humanities/Contemporary Thought Seminars	10
ID	Interior Design	9
IL	Illustration	8
MA	Mathematics	10
NS	Physical/Natural Science	10
SBS	Social/Behavioral Science	11
WO	Communication + Critical Thought	11

Building Abbreviations

CS	Carpenter Shop
NS	Neusteter Building
RD	Rude Building
SA	Shore Annex Building
TB	Triboro Building
TX	Texas Building
BH	Metal Shop (Boiler Room)

Days of the Week

M	Monday
T	Tuesday
W	Wednesday
R	Thursday
F	Friday
TBD	To Be Determined

Our faculty is composed of a dedicated group of professional educators, artists, and designers who determine the college curriculum and play a significant role in the content, development, and structure of the courses they teach.

SUMMER 2008 SCHEDULE**FOUNDATION STUDIES COURSES****FOUNDATION STUDIES**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
FD	1010	A	Digital Image Making	TX	204	TR	8:00 AM	11:50 AM	Mesple	3
FD	1115	A	Visual Design 1	TX	201	MW	1:00 PM	4:50 PM	Gola-Kumor	3
FD	1360	A	Structural Drawing	RD	101	MW	8:00 AM	11:50 AM	Gola-Kumor	3
FD	1370	A	Life Drawing 1	RD	101	F	8:00 AM	4:50 PM	Weihing	3
FD	1380	A	Life Drawing 2	RD	102	F	8:00 AM	4:50 PM	McCray	3
FD	1990	A	Freshman Portfolio Review	TBD	TBD	TBD	TBD	TBD	Gola-Kumor	0
FD	2120	A	Visual Design 2	CS	101	TR	1:00 PM	4:50 PM	Mesple	3

ANIMATION

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR	
AN	2230	A	Fundamentals of Animation	TX	001	F	8:00 AM	4:50 PM	S Fleming	3	
AN	2310	A	Creative Visualization	TX	103	MW	1:00 PM	4:50 PM	Seely	3	
AN	2330	A	Experimental Animation/ 2-D + Mixed Media	TX	001	MW	8:00 AM	11:50 AM	Jurich	3	
AN	2370	A	3-D Computer Animation Modeling	TX	002	TR	1:00 PM	4:50 PM	Lauve	3	
AN	3000	A	Animation Sophomore/Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Seely	0	
AN	3305	A	Animation Media Delivery Techniques	TX	002	MW	8:00 AM	11:50 AM	Seely	3	
AN	3310	A	Character Animation + Motion Studies	TX	001	TR	1:00 PM	4:50 PM	Fleming	3	
AN	3320	A	2-D Computer Animation	TX	001	MW	1:00 PM	4:50 PM	Staff	3	
AN	3341	A	2-D Animation Thesis 1	TX	001	TR	8:00 AM	11:50 AM	Lauve	3	
AN	3342	A	3-D Animation Thesis 1	TX	002	TR	8:00 AM	11:50 AM	Lauve	3	
AN	3720	A	3-D Computer Animation Motion Studies	TX	101	TR	8:00 AM	11:50 AM	S Fleming	3	
4	AN	3840	A	2-D/ 3-D Animation Thesis 2	TX	002	TR	8:00 AM	11:50 AM	Lauve	3
AN	4000	A	Animation Senior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Seely	0	
AN	4350	A	Experimental Computer Animation	TX	101	F	8:00 AM	4:50 PM	Lauve	3	

SUMMER 2008 SCHEDULE
ART + DESIGN COURSES

ART EDUCATION

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
AE	3230	A	Jewelry	BH	101	R	8:00 AM	1:30 PM	Vanada	2
AE	3250	A	Printmaking	SA	101	MW	1:00 PM	4:50 PM	Sanders	3

DIGITAL MEDIA

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
DM	2110	A	Vector Illustration	TX	206	M	8:00 AM	4:50 PM	Fox	3
DM	2120	A	Raster Image Processing	TX	204	W	8:00 AM	4:50 PM	Fox	3
DM	4310	A	Motion Design	TX	206	F	8:00 AM	4:50 PM	Mages	3

FINE ARTS

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
FA	1250	A	Introduction to Sculpture	NS	102	MW	1:00 PM	4:50 PM	Vaughan	3
FA	1410	A	Basic Photography	NS	001	MW	8:00 AM	11:50 AM	Brown	3
FA	2015	A	Seminar in Modern and Contemporary Art	TB	101	T	8:00 AM	11:50 AM	Sheppard	3
FA	3610	A	Installation	NS	102	MW	8:00 AM	11:50 AM	Vaughan	3
FA	4660	A	Experimental Studies	SA	103	F	8:00 AM	4:50 PM	Richert	3
FA	4991	A	Senior Studio	SA	103	T	8:00 AM	4:50 PM	Richert	3
FAC	1265	A	Ceramic Sculpture 1: Handbuilding	NS	101	F	8:00 AM	4:50 PM	Staff	3
FAP	2150	A	Painting 1: Painting Practicum	SA	103	R	8:00 AM	4:50 PM	Richert	3
FAP	3100	A	Painting Sophomore/Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Richert	0
FAP	4000	A	Painting Senior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Richert	0
FAP	4991	A	Advanced Painting: Senior Studio	SA	103	T	8:00 AM	4:50 PM	Richert	1-6
FAS	3200	A	Sculpture Sophomore/Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Vaughan	0
FAS	3270	A	Sculpture Investigations 1	NS	102	MW	8:00 AM	11:50 AM	Vaughan	3
FAS	4100	A	Sculpture Senior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Vaughan	0
FAS	4810	A	Sculpture Investigations 2	NS	102	MW	8:00 AM	11:50 AM	Vaughan	3
FAS	4992	A	Advanced Sculpture: Senior Studio	NS	102	T	8:00 AM	4:50 PM	Richert	1-6

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SUMMER 2008 SCHEDULE

ART + DESIGN COURSES

GRAPHIC DESIGN + INTERACTIVE MEDIA

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
GD	1020	A	Design Concepts/Methods	TX	202	W	8:00 AM	4:50 PM	Mendelsberg	3
GD	2440	A	Typographic Design	TX	202	F	8:00 AM	4:50 PM	Mendelsberg	3
GD	2450	A	History of Graphic Design	TB	101	T	1:00 PM	4:50 PM	Sheppard	3
GD	3000	A	Graphic Design + Interactive Media Sophomore/Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Murrell	0
GD	3040	A	Design Systems	TX	206	R	8:00 AM	4:50 PM	Murrell	3
GD	4000	A	Graphic Design + Interactive Media Senior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Murrell	0
GD	4501	A	Topics in Graphic Design	TBD	TBD	TBD	TBD	TBD	Staff	3
GD	4990	A	Graphic Design Graduation Portfolio	TX	206	W	8:00 AM	4:50 PM	Murrell	3

ILLUSTRATION

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
IL	2000	A	Illustration Sophomore Portfolio Review	TBD	TBD	TBD	TBD	TBD	Kresek	0
IL	2510	A	History of American Illustration	TB	102	W	8:00 AM	11:50 AM	Kresek	3
IL	2550	A	Life Drawing 3	SA	104	TR	1:00 PM	4:50 PM	Collins	3
IL	2560	A	Still Life Painting	SA	104	F	8:00 AM	4:50 PM	Kresek	3
IL	2840	A	Animal Anatomy + Drawing	SA	102	F	8:00 AM	4:50 PM	Collins	3
IL	3000	A	Illustration Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Kresek	0
IL	3250	A	Life Painting 2	SA	104	TR	8:00 AM	11:50 AM	Collins	3
IL	3650	A	Children's Book Illustration 1	SA	102	W	8:00 AM	4:50 PM	Yalowitz	3
IL	3660	A	Illustrating Literature	SA	102	T	8:00 AM	4:50 PM	Alexander	3
IL	4450	A	Illustration Web Portfolio	TX	202	R	8:00 AM	4:50 PM	Balzer	3

SUMMER 2008 SCHEDULE
ART + DESIGN COURSES

INTERIOR DESIGN

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
ID	1840	A	Textiles	TX	105	W	1:00 PM	4:50 PM	Seiler	2
ID	1870	A	Surfacing Materials	TX	105	M	1:00 PM	4:50 PM	Seiler	2
ID	2000	A	Interior Design Sophomore/Junior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Pillote	0
ID	2200	A	Architectural Model Building	TX	104	TR	1:00PM	4:50 PM	Littrell	3
ID	2830	A	Architectural Perspective+ Rendering Techniques	TX	104	F	8:00 AM	4:50 PM	Littrell	3
ID	2850	A	Basic Space Planning	TX	106	F	8:00 AM	4:50 PM	Von Kaenel	3
ID	2860	A	Residential Design	TX	105	MW	8:00 AM	11:50 AM	Seiler	3
ID	3200	A	Green Design 2	TX	106	W	8:00 AM	4:50 PM	Webb	3
ID	3810	A	Office Design	TX	106	M	8:00 AM	4:50 PM	Naillon	3
ID	3820	A	Research Internship	TBD	TBD	TBD	TBD	TBD	Pillote	2
ID	3890	A	Interior Design Internship Program 1	TBD	TBD	TBD	TBD	TBD	Pillote	2
ID	3970	A	Lighting, Layout + Design	TX	105	F	8:00 AM	4:50 PM	Pillote	3
ID	4000	A	Interior Design Senior Portfolio Review	TBD	TBD	TBD	TBD	TBD	Pillote	0
ID	4200	A	Green Design 3	TX	105	R	8:00 AM	4:50 PM	Pollack	3
ID	4840	A	Design Research	TX	106	T	8:00 AM	11:50 AM	Naillon	2
ID	4880	A	Interior Design Internship Program	TBD	TBD	TBD	TBD	TBD	Pillote	3

ART + DESIGN HISTORY

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
AH	1010	A	Art + Design History 1: Ancient to Medieval	TB	102	TR	1:00 PM	2:50 PM	Gilderhus	3
AH	1020	A	Art + Design History 2: Renaissance to Contemporary	TB	102	TR	8:00 AM	9:50 AM	Gilderhus	3
AH	2010	A	History of Art + Design in the Nonwestern World	TB	102	TR	10:00 AM	11:50 AM	Gerace	3
AH	3010	A	Advanced Studies in the History of Art + Design	TB	102	M	8:00 AM	11:50 AM	Gerace	3

HUMANITIES/CONTEMPORARY THOUGHT SEMINARS

HU	2010	A	Humanities Seminar 1	TB	103	MW	3:00 PM	4:50 PM	James	3
HU	2050	A	Humanities Seminar 2	TB	103	TR	8:00 AM	9:50 AM	Moses	3
HU	4020	A	Seminar in Contemporary Thought: Theatre Studies	TB	101	M	1:00 PM	4:50 PM	McFarren	3

MATHEMATICS

MA	1210	A	Basic Mathematics	RD	001	TR	8:00 AM	9:50 AM	Zinn	3
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PHYSICAL/NATURAL SCIENCE

NS	2030	A	Life Science	TB	103	T	1:00 PM	4:50 PM	Thorsheim	3
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SUMMER 2008 SCHEDULE

LIBERAL STUDIES COURSES

SOCIAL/BEHAVIORAL SCIENCE

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
SBS	2020	A	Social Psychology	TB	103	MW	1:00 PM	2:50 PM	Lienau	3

COMMUNICATION + CRITICAL THOUGHT

WO	1020	A	Written + Oral Communication	RD	001	TR	3:00 PM	4:50 PM	Lee	3
WO	1060	A	Philosophy of Art + Design	TB	103	TR	10:00 AM	11:50 AM	Moses	3

SKETCHES OF SPAIN: SUMMER 2008

Note: Students enrolling in the Sketches of Spain program must register for all three classes listed below. Students not participating in the program may not register for any of the below classes.

HU	3050	A	Spain and Cultural Diaspora	RD	001	T	10:00 AM	2:50 PM	James	3
AH	3015	A	Spanish Art from Altamira to Almodóvar	TB	102	TR	3:00 PM	4:50 PM	Gilderhus	3
FA	1160	A	Oil Painting: Cultural Connections, Colorado + Spain	RD	102	W	8:00 AM	4:50 PM	McCray	3

- This program is open to any student in good standing with RMCAD who meets the prerequisite requirements for each course (see page 20 for details).
- Students must enroll in all 9 credits offered, and must register for the courses through the Registrar's office, between March 19th and 26th.
- Students participating in the program may not enroll in other courses for the summer term.

Art Education

AE 3230

Jewelry (2 credits)

This metal working and jewelry making course has an emphasis on K-12 projects. Professional applications include basic fabricating, forging, lost-wax casting, stone setting, soldering, joining, fastening and forming, patinas and other surface treatments.

Prerequisite: FD 2120 Visual Design 2

AE 3250

Printmaking (3 credits)

Students transfer their drawing skills to a variety of printmaking techniques and mediums that, in turn, have direct application to techniques, materials, and equipment appropriate to the public school and professional setting. Water-based materials are emphasized. Safe practices using minimal amounts of oil-based mediums and solvents will be explored, including monoprint, linotype, dry point, relief, and chemical resist printmaking methods.

Prerequisite: FD 2120 Visual Design 2

12 Animation

AN 2310

Creative Visualization (3 credits)

The emphasis of this course is on developing imaginative concepts, using the language and magic of animation, and exploring the possibilities offered by this art form. Students storyboard ideas, and design expressive characters and backgrounds. This is accomplished by exploring the importance of visual and film elements that include composition, space, camera angles, point of views and the dynamics of motion.

Prerequisite: none

AN 2230

Fundamentals of Animation (3 credits)

Students are introduced to the various aspects required to produce an animated film. The principles of motion, as they relate to animation, are studied. Assignments deal with action analysis, from the simple to the intermediate level. Students carefully analyze motion with regard to gravity, weight, space, and time. The primary objective is to bring characters to life on the screen. In addition, numerous technical aspects of filmmaking and production are discussed throughout the semester. Standard industry production tools are introduced and explained, such as x-sheets, field guides, etc. Students learn the various phases of production: storyboard, layout, ink and paint, special effects, and camera are discussed.

Prerequisite: none

AN 2330

Experimental Animation/ 2-D + Mixed Media (3 credits)

This course enriches both sides of the brain. Analytical studies of the history of both American and International experimental animation stimulates the left side. Hands-on experimentation with a variety of techniques including painting on film, scratch-off a film, cut-out, shadow, sand or gravel animations, painting under camera, and silhouette animation will activate the right side.

Prerequisite: AN 1310 History of International Animation

AN 2370

3-D Computer Animation Modeling (3 credits)

The methodology and technique of modeling for three-dimensional animation: space, form and surface are introduced in this course. Students who have become familiar with traditional stop motion are exposed to the power of dimensional modeling technology, tools, methodologies and production skills.

Prerequisite: FD 1010 Digital Image Making

AN 3000

Animation Sophomore/ Junior Portfolio Review

(non-credit graduation requirement)

Students who have completed over 60 credit hours are required to participate in the mid-career portfolio review before reaching 90 credits. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

AN 3305

Animation Media Delivery Techniques (3 credits)

The final step in the animation creation process, delivery, is becoming very diverse, with the advent of the web, HDTV, as well as film and TV. Students will study how to create animation for the different publication formats. Students study different distribution strategies used in the commercial world. Digital video, interactive video DVD, interactive web, Film and IMAX as well as more specialized formats including Lenticular Stereo imaging and Holograms, are studied.

Prerequisites: AN 1310 History of International

AN 3310

Character Animation + Motion Studies (3 credits)

This class continues to develop the student's skills in motion analysis. More advanced action and movement concepts are introduced. Further study of human and animal locomotion is covered. Students are encouraged to develop some of their own characters in the latter half of the course and will begin to investigate personality and emotion in their animation. Other subjects covered during this class will be dialogue or lip sync and effects animation, such as fire, smoke, rain and snow.

Prerequisite: AN 2360 Drawing + Acting for Animation

AN 3320

2-D Computer Animation (3 credits)

This course deals primarily with digital ink and paint and final production techniques of traditional, hand-drawn animation. Students are provided with the opportunity to incorporate earlier work into this course. They can blend that work into fresh ideas or concepts helping them advance further into the digital realm. Software for this course may include: Opus, Toon Boom, or After Effects.

Prerequisite: AN 2340 Tools + Techniques of Contemporary Animation

AN 3341

2-D Animation Thesis 1 (3 credits)

The thesis project requires students to direct their accumulated traditional, 2-D computer and/or stop-motion knowledge into designing and planning a production of highest quality animation, sound, and computer post-produced.

Prerequisites: AN 2420 Animation Sound Design + Video Production

AN 3342

3-D Animation Thesis 1 (3 credits)

The thesis project requires students to direct their accumulated 3-D computer modeling, surfacing, lighting, and animation knowledge into designing and planning a production of highest quality animation, sound, and computer post-produced.

Prerequisite: AN 2420 Animation Sound Design + Video Production

SUMMER 2008 SCHEDULE

COURSE DESCRIPTIONS

AN 3720

3-D Computer Animation Motion Studies (3 credits)

Students learn how to animate and analyze 3-D movement as a means of expressing weight, gravity, dynamics and choreography of human and animal motions as well as the influence of physical laws upon them. Similar to the 2-D version of this class, studies include key framing: in-betweening, easing in and out of motions and creating exposure sheets for animation created using a 3-D computer animation application.

Prerequisite: AN 3360 3-D Computer Animation Concepts + Techniques

AN 3840

2-D/3-D Animation Thesis 2 (3 credits)

This second thesis provides students with additional opportunity to create and produce an animated film that further expands their styles, skills and techniques. Students utilize new insight gained via their 2-D or 3-D Thesis 1 experience. Open to co-production, this thesis experience enables students to cooperate with their fellow students. This cooperative environment will encourage striving for higher goals, resulting in more ambitious and challenging animation.

Prerequisites: AN 3341 2-D Animation Thesis 1
or AN 3342 3-D Animation Thesis 1

AN 4000

Animation Senior Portfolio Review

(non-credit graduation requirement)

All Seniors who are ready to graduate are required to participate in a departmental Senior portfolio review, which is always the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Specific portfolio requirements vary by department.

Prerequisite: AN 3000 Animation Sophomore/ Junior Portfolio Review

AN 4350

Experimental Computer Animation (3 credit elective)

Advanced students explore their creative ideas by stepping outside the boundaries of digital animation technology and art. This experimental course allows the exploration of any or all of the forms of computer animation as a means of expression.

Prerequisites: AN 4420 3-D Advanced Computer Animation Dynamics + SFX

Digital Media

DM 2110

Vector Illustration (3 credits)

Continued growth in the creation and utilization of computer-generated imagery for the fields of illustration, advertising, and graphic design is a necessity today. This course is designed for students interested in exploring the potential of computer illustration as it applies to the profession. The course covers 2-D computer paint and text systems.

Prerequisite: FD 1010 Digital Image Making

DM 2120

Raster Image Processing (3 credits)

Adobe Photoshop is an industry-based image-manipulation processing program. The designer, illustrator, or fine artist can use the program as a paint, prepress, color correction, and darkroom system. Numerous image effects are possible after black and white or color images have been scanned and/ or electronically created.

Prerequisite: FD 1010 Digital Image Making

DM 4310

Motion Design (3 credit elective)

Further enhancing the skills acquired in Digital Editing for broadcast animation. This course is an advanced process in designing and developing 2-D motion graphic titles. Students script, animate, produce and composite sequences for television and film.

Prerequisite: DM 3130 Digital Editing

Fine Arts

FA 1250

Introduction to Sculpture (3 credits)

An introduction to the tools and processes of sculpture including: the perception and manipulation of three-dimensional objects and materials using constructed sculptural techniques. Topics include: realizing self-expression through exploring basic sculptural techniques and developing art literacy, including terminology through critical review and discussion.

Prerequisite: none

FA 1410

Basic Photography (3 credits)

This course is an introduction to black and white photography; from a working knowledge of the camera through film processing to printing in a darkroom using traditional light sensitive materials. Students will be introduced to the history of photography – its approaches and trends – resulting in a basic knowledge of photography and its relationship to contemporary art. They will begin to explore the relationship between this acquired knowledge in photography and the individual and then begin to apply this knowledge to a realized personal vision through critical thinking and seeing. Students will need a manual 35mm camera and should expect to spend between \$150- \$200 in materials for this class.

Prerequisite: none.

FA 2015

Seminar in Modern + Contemporary Art (3 credits)

This lecture course focuses on issues, art movements, and criticism from 1950 to the present. Students investigate art through the writings of artists and critics that correspond with, but are not limited to, movements that include: Abstract Expressionism, Pop Art, Minimalism, Earth Art, Process Art, Conceptual Art, Feminist and other political art movements, Video and Multimedia work. Students study important issues and philosophies in contemporary art. Discussions are led by visiting lecturers, and field trips are taken to museums, galleries, and artists' studios. Course work includes a research project covering contemporary artists and issues.

Prerequisite: AH 1020 Issues in Modern and Contemporary Art + Design.

FA 3610

Installation (3 credit elective)

This course traces the origins of installation art as early as 1923 when El Lissitzky created sculptures that occupied the corners of his "Proun Rooms". In this advanced level studio course, students investigate contemporary and other historical artists who work in this genre. Students work on and off-campus to create their own installation based works. Field trips are taken to view locally exhibited examples of installation art. At the conclusion of this course, students understand the vernacular of installation art, and create their own installation-based work confidently.

Prerequisite: FD 2120 Visual Design 2. Non-Fine Arts majors accepted upon department Chair's or department Head's approval. Must be a junior or a senior.

FA 4660

Experimental Studies (3 credits)

Students explore definitions and applications of contemporary sensibilities. The merging of existing art forms into innovative and experimental approaches, including the utilization of new technologies, also blends into considerations of site and audience in this multi-dimensional course.

14 Prerequisite: none

FA 4991

Senior Studio (3 credits)

This course allows students to work independently with the instructor assisting as needed. Personal interpretations of the meaning of art are encouraged. Emphasis is placed on incorporating design elements, material handling, technique, concept development and expression, and in the meaning of the work presented. In-depth individual and group critique analysis is expected.

Prerequisite: must be a junior or senior.

Fine Arts: Ceramics

FAC 1265

Ceramic Sculpture 1: Handbuilding (3 credits)

Students explore basic hand building techniques that lend themselves particularly well to the creation of both sculpture and vessels, using the medium of clay. Emphasis is placed on individual style and how clay can be used as a vehicle for expression. Students produce works made from low fire clay using a combination of coil, slab, and texturing techniques. The sculptures and vessels are then fired, and a variety of surface treatments are applied. An introduction to the history of clay in sculpture is presented.

Fine Arts: Painting

FAP 3100

Painting Sophomore/ Junior Portfolio Review

(non-credit graduation requirement)

Students who have completed over 60 credit hours (Junior year) are required to participate in a mid-career portfolio review before reaching 90 credits (Senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

FAP 4000

Painting Senior Portfolio Review

(non-credit graduation requirement)

All Seniors who are ready to graduate are required to participate in a departmental Senior portfolio review. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Prerequisite: Must be a junior or senior.

Prerequisite: FAP 3100 Painting Sophomore/ Junior Portfolio Review

FAP 4991

Advanced Painting: Senior Studio (1-6 credit elective)

Students paint independently with the instructor assisting as needed. Personal interpretations of the meaning of art are encouraged. Topics include: painting materials and handling, design elements, color, and compositional devices.

Fine Arts: Sculpture

FAS 3200

Sculpture Sophomore/ Junior Portfolio Review

(non-credit graduation requirement)

Students who have completed over 60 credit hours (Junior year) are required to participate in a mid-career portfolio review before reaching 90 credits (Senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

FAS 3270

Sculpture Investigations 1 (3 credits)

This is the first of a two-semester course sequence of sculpture investigations and is designed to further expand awareness of materials and concepts available in the discipline of sculpture. Each semester, contemporary and/or traditional materials and methods are introduced. Topics may include, but are not limited to: kinetic and robotic art, public art, earth art, fibers, interactive art, sound and light, and figure sculptures. At the conclusion of this course, students are versed in the topic of the semester's coursework, and can create work that demonstrates this knowledge.

Prerequisite: FAS 2250 Sculpture 1: Sculpture Practicum. Non-Fine Arts majors accepted upon Department Chair's or Department Head's approval

FAS 4100

Sculpture Senior Portfolio Review

(non-credit graduation requirement)

All Seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review, which is always the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Participation in the Senior Portfolio Review is mandatory.

Prerequisite: FAS 3200 Sculpture Sophomore/Junior Portfolio Review

FAS 4810

Sculpture Investigations 2 (3 credits)

This is the second of a two-semester course sequence of sculpture investigations and is designed to further expand awareness of materials and concepts available in the discipline of sculpture. Each semester, contemporary and/or traditional materials and methods are introduced. Topics may include, but are not limited to: kinetic and robotic art, public art, earth art, fibers, interactive art, sound and light, and figure sculptures. At the conclusion of this course, students are versed in the topic of the semester's coursework, and can create work that demonstrates this knowledge.

Prerequisite: FAS 2250 Sculpture 1: Sculpture Practicum. Non-Fine Arts majors accepted upon Department Chair's or Department Head's approval.

FAS 4992

Advanced Sculpture: Senior Studio (1-6 credit elective)

This course allows students to sculpt independently with the instructor assisting as needed. Personal interpretations of the meaning of art are encouraged. Emphasis is placed on incorporating design elements, material handling, technique, concept development and expression, and in the meaning of the work presented. In-depth individual and group critique analysis is expected. A final slide presentation in written and oral form is presented to the sculpture department, which professionally presents the artist's body of work and its context over the span of advanced level studies.

Prerequisite: must be a junior or senior

SUMMER 2008 SCHEDULE

COURSE DESCRIPTIONS

Foundation Studies

FD 1010

Digital Image Making (3 credits)

This course introduces students to the use of the computer as an image-making tool used across all art/design disciplines. Students become familiar with problem solving technical, visual, compositional, and color issues on the computer.

Prerequisite: none

FD 1115

Visual Design 1 (3 credits)

This course investigates the language, theories, and practices of color and two-dimensional design in the visual arts. This course familiarizes students with the basic relationships between color and compositional practices such as space, unity, emphasis, balance, rhythm, and proportion.

Prerequisite: none

FD 1360

Structural Drawing (3 credits)

This course introduces students to ideas, techniques, and methods of structural based drawing. Students become familiar with one, two, and three point perspective to analyze three-dimensional objects on a two-dimensional surface. Students will draw from life and imagination to understand issues of structure, lighting, color, and conceptual ideas as they apply to drawing.

Prerequisite: none

FD 1370

Life Drawing 1 (3 credits)

This course focuses on the basic anatomy of the human figure. Students improve their understanding of figure drawing through the studies of skeletal structures and muscle masses. Issues such as foreshortening, accurate proportion, lighting, and composition are explored.

Prerequisite: none

FD 1380

Life Drawing 2 (3 credits)

This course introduces students to expressive issues in drawing the human figure. Students learn to analyze the figure in terms of planes, masses, shapes, action, proportion, rhythm and personal mark making. Areas covered include: gesture, quick sketch, long poses, foreshortening and composition.

Prerequisite: FD 1370 Life Drawing 1

FD 1990

Freshman Portfolio Review

(non-credit graduation requirement)

This is a non-credit portfolio review taken by all Freshmen at the end of their second semester of study. Attendance at the Freshman portfolio review is mandatory as this is a graduation requirement.

Prerequisite: two semesters of Foundation study

FD 2120

Visual Design 2 (3 credits)

This course explores theories and practices of three-dimensional design. Students use a variety of materials, processes, and techniques to explore fundamental issues such as volume mass, gravity, tension, compression, light, color, and structure.

Prerequisite: FD 1115 Visual Design 1

Graphic Design + Interactive Media

GD 1020

Design Concepts/Methods (3 credits)

This course is the introductory survey for freshmen intending to pursue a major in Graphic Design + Interactive media. This course presents the diverse environments and working methods of design practitioners. Students will have the opportunity to meet with the design faculty at RMCAD and also visit design studios in the Denver Metropolitan area. They will also meet with executive members of professional organizations such as the American Institute of Graphic Arts (AIGA), Art Directors Club of Denver (ADCD), and Society for Environmental Graphic Design (SEGD). The course addresses practical methods such as research, brainstorming, graphic visualization techniques, and team problem solving. Via on-site visits and studio projects, students will demonstrate an awareness of graphic design practice and procedures.

Prerequisite: none

GD 2440

Typographic Design (3 credits)

Students examine the elements and principles of typography in depth. Study areas include typeface classifications and sizes, letter spacing, line spacing, column structures, and grid systems. Type forms are manipulated using traditional materials. Students then proceed to computer-generated projects.

Prerequisites: FD 1115 Visual Design 1 and DM 1120 Electronic Page Layout

GD 2450

History of Graphic Design (3 credits)

This seminar and research course covers developments in visual communications from the prehistoric period to the present. The course begins with the origins of the spoken and written word, symbols and signs, and the development of printing and typography. Topics include the Bauhaus and the origins of design education, the impact of world wars on visual communication, and changing technologies including computers and multimedia design. Key 20th century designers and typographers are studied in depth. The course consists of slide and video presentations, seminars, and research and studio projects.

Prerequisite: WO 1060 Philosophy of Art + Design

GD 3000

Graphic Design + Interactive Media Sophomore/ Junior Portfolio Review (non-credit graduation requirement)

Students who have completed over 60 credit hours are required to participate in the Mid-Career Portfolio Review before reaching 90 credits. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

GD 3040

Design Systems (3 credits)

This intensive course focuses on the principles and elements of brand marks and identity systems. Students work as individuals and in teams to engage in long-term projects that address the significance of brand design, applications, and identity management. Company mission, goals, and objectives are researched, investigated, and presented in detail. Content hierarchy, complex grid systems, typographic hierarchy, text/ image integration, and color identification are explored in depth. Students also examine 20th century and contemporary branding systems. At the conclusion of this course via long-term projects, students demonstrate the conceptual and technical ability to establish, define, and design a graphic standards system.

Prerequisite: GD 3020 Visual Sequencing

GD 4000

Graphic Design + Interactive Media Senior Portfolio Review (non-credit graduation requirement)

All Seniors who are ready to graduate are required to participate in a departmental Senior portfolio review, which is always on the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world.

Prerequisite: GD 3000 Graphic Design + Interactive Media Sophomore/ Junior Portfolio Review

GD 4501

Topics in Graphic Design (3 credits)

An alternative to the Internship Honors Course, Topics 4501 offers seniors the opportunity to enhance their conceptual thinking, research methodologies, communication skills, and technical expertise. At the conclusion of this course, students will have successfully researched, organized, and produced a comprehensive graphic design project for later inclusion in their senior graphic design portfolio. In order to qualify, students submit a portfolio of previous work and provide a preliminary plan of study to the department chair and advisor for approvals. Students must plan carefully one semester in advance in order to qualify for this course. All reviews and paperwork must be completed by the end of the registration period that precedes the term in which the class will occur.

Prerequisite: written approval by the instructor, Departmental Chair, and the Vice President for Academic Affairs

GD 4970

Internship Honors Course (3 credits)

An honors program that enables qualified Seniors to work within established graphic design studios, advertising agencies, and new media facilities. Seniors must have a cumulative 3.0 grade point average and have completed all required forms and documentation. Upon acceptance, the College guides a candidate into the best possible student/ professional connection. The planned program of activities is controlled by RMCAD, not by the officials of a job establishment. Class attendance is on a weekly basis and is regularly scheduled to provide for interaction between Internship sponsor, instructor, and student. Appropriate assignments are required for completion of the course. Students who do not meet the above criteria are required to take GD 4501 Topics in Graphic Design.

Prerequisite: Must be a senior with approval of the Graphic Design Departmental Chair

GD 4990

Graphic Design Graduation Portfolio (3 credits)

The designer's portfolio of work is the employer's primary tool for assessing the skills and talents of a prospective employee. The portfolio is the art student's most important asset in successfully gaining employment upon graduation. Portfolio class explores these issues as well as what constitutes a professional-looking portfolio, who should see it, and how to arrange appointments. Instructors assist the students in selecting artwork for refinement and inclusion in the portfolio and in assembling the portfolio for maximum effect.

Prerequisite: GD 4000 Graphic Design + Interactive Media Senior Portfolio Review

Interior Design

ID 1840

Textiles (2 credits)

This course covers the textile industry for interior design. The fiber, yarn, construction, finishing, coloring, and printing of textiles is discussed in detail. The course examines the use of natural, synthetic, and recycled textiles to meet interior specifications. Students learn how to identify and select appropriate textiles for specific residential and commercial applications.

Prerequisite: none

ID 1870

Surfacing Materials (2 credits)

Students learn the properties of and applications for all materials for floors, walls, ceilings, windows, and other interior surfaces. Information pertinent to specification, measurement, estimation, and installation is covered.

Prerequisite: ID 1840 Textiles

ID 2000

Interior Design Sophomore/Junior Portfolio Review (non-credit graduation requirement)

Students who have completed over 60 credit hours (Junior year) are required to participate in a mid-career portfolio review before reaching 90 credits (Senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

ID 2200

Architectural Model Making (3 credit elective)

This introductory course provides students with enhanced three-dimensional visualization skills for the commercial and residential environment. Principles and elements include scale, proportion, plane, volume, light and space. Various types of scale models and construction techniques are demonstrated. Students will learn how to assemble accurate three-dimensional representations based on existing plans and elevations.

Prerequisite: FD 2120 Visual Design 2

ID 2830

Architectural Perspective + Rendering Techniques (3 credits)

This course offers an overview of the artistic and presentational aspects of perspective rendering in the Interior Design profession. Information will be presented in a logical sequence that enables students to understand both the conceptual and technical process of manually constructing one, two, and three-point perspective drawings. Basic, intermediate and advanced rendering techniques are introduced to students to enhance presentation drawings, including color palette, detailing, shading and light sources, surface indications, entourage and landscape.

Prerequisite: ID 1820 Drafting

ID 2850

Basic Space Planning (3 credits)

Students investigate three principal areas of information required for design problem solving, within the confines of introductory building code and barrier-free requirements. The first area involves the physical and psychological factors that designers must consider to meet the needs of people in their environment, including ergonomics, behavioral patterns, and interpersonal interaction. Second, the students explore programming methods of gathering and organizing data for solving design problems. The last area involves creating appropriate spatial relationships and furniture layouts for residential and commercial projects.

Prerequisite: ID 1820 Drafting

ID 2860

Residential Design (3 credits)

This course focuses on the functional and aesthetic aspects of design as they are applied to residential design problems. Students communicate design solutions through the development of plans, elevations, sections, and three-dimensional drawings. Students present a final project that includes furniture, finishes, fabrics, and the execution of finished presentation boards.

Prerequisite: ID 2850 Basic Space Planning

SUMMER 2008 SCHEDULE

COURSE DESCRIPTIONS

ID 3200

Green Design 2 (3 credit elective)

Real-world applications of green design principles, products, and processes in the built environment are examined, through in-depth analysis of sustainable building procedures. Also, specifications of sustainable products, and a variety of interior applications are explored. Students visit local sustainable building sites, and meet with local sustainable interior designers, architects, and building experts.

Prerequisites: ID 1780 Green Design 1, ID 1870 Surfacing Materials, and ID 2860 Residential Design

ID 3810

Office Design (3 credits)

In this course, students gain the technical and practical knowledge and skills necessary to design large scale work environments, including both enclosed and open office configurations. The course includes information about space planning, systems planning, ergonomics, building systems (electrical, lighting, and acoustics), finishes, furnishings, fire and safety codes, and ADA requirements, as they relate to design development and problem solving strategies. Programming and presentation techniques are emphasized, and students work both individually and with peers.

Prerequisite: ID 2860 Residential Design

ID 3820

Research Internship (2 credits)

This advanced program enables students to work with both faculty and professionals to identify and gather information relevant to research in interior design theory and the interior design profession. The College, in cooperation, controls the planned program of activities with the sponsor. Attendance is on a weekly basis and is regularly scheduled to provide for interaction between the internship sponsor, instructor, and student. Students have the opportunity to develop skills in methods of scholarly research, product or design process research, development of design theory, and preparation of data for professional publication.

Prerequisite: Must be a junior or senior

ID 3890

Interior Design Internship 1 (2 credits)

This advanced program enables students to work with established professional interior design showrooms, or related industry types, where students are exposed to methods of design for showroom displays, showroom products, and the relationships between reps, showrooms, dealers, clients, and designers. Under the direction of the Department Chair and the Director of Career and Alumni Services, students are carefully evaluated in order to facilitate the best possible student/sponsor connection. RMCAD maintains contacts with the showrooms in order to maintain this valuable program. The college, in cooperation, controls the planned program of activities with showroom personnel. Attendance is on a weekly basis and is regularly scheduled to provide for interaction between internship sponsor, instructor, and student.

Prerequisite: Must be a junior or senior.

ID 3970

Lighting Layout + Design (3 credits)

This course provides students with information necessary to select light sources that enhance the functional and aesthetic elements of interior spaces. Students learn to apply criteria related to human activity and environmental psychology in the development of appropriate lighting strategies. Emphasis is placed on the understanding and application of quality and quantity of light, as well as the development of calculation methods, lighting and reflected ceiling plans, and lighting specifications. Students also compile a lighting notebook for future reference.

Prerequisites: ID 3810 Office Design or ID 3860 Restaurant + Retail Design (Office Design or Restaurant + Retail Design may be taken concurrently)

ID 4000

Interior Design Senior Portfolio Review

(non-credit graduation requirement)

All seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Specific portfolio requirements and schedules vary by department.

Prerequisite: ID 2000 Interior Design Sophomore/ Junior Portfolio Review

ID 4200

Green Design 3 (3 credit elective)

This course builds upon the previous two Green Design courses to provide students with a working knowledge of the products, processes, and applications for sustainable interior design solutions. The course also examines how designers can quantify the impacts of their design decisions through research, and how to use this research to contribute to the body of green design knowledge. Students learn how to specify and describe sustainable building and interior materials in construction documents, work with local green designers, architects, and sustainability specialists in workshops, and produce a "Green Design" portfolio.

Prerequisites: ID 3200 Green Design 2, ID 3850 Construction Documents, ID 3810 Office Design, and ID 3860 Restaurant + Retail Design

ID 4840

Design Research (2 credits)

Students develop an understanding of research methodologies and information-gathering techniques through application of their senior design subject. Emphasis is placed on surveys, literature search, observation, case studies, and critiques. A detailed project proposal book and programming analysis is prepared.

Prerequisite: ID 4870 Special Use Design (may be taken concurrently)

ID 4880

Interior Design Internship Program (3 credits)

This program enables students to work with established design professionals specifically related to their career interests. Under the direction of the Department Chair and the Director of Career and Alumni Services, students are carefully evaluated in order to facilitate the best possible student/sponsor connection. RMCAD maintains contacts with the sponsor in order to maintain this valuable program. The College, in cooperation, controls the planned program of activities with professional personnel. Attendance is on a weekly basis and is regularly scheduled to provide for interaction between externship sponsor, instructor, and student. Students are exposed to a variety of on-the-job experiences from space planning, drafting, showroom shopping, presentation boards, installation supervision, and client and manufacturer contacts.

Prerequisites: Senior status or department chair approval

Illustration

IL 2000

Illustration Sophomore Portfolio Review (non-credit graduation requirement)

Students who have completed over 60 credit hours (at the end of their sophomore year) are required to participate in this mid-career portfolio review. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

IL 2510

History of American Illustration (3 credits)

This course offers the beginning illustration student a broad view of the major personalities who influenced the illustration field. Examining how past illustrators conceived and produced their artwork for the mass media; this course uncovers the roots of style, and reveals the singular philosophies that shaped the major avenues of illustration.

Prerequisite: none

18 IL 2550

Life Drawing 3: Human Anatomy (3 credits)

This figure drawing course allows students to exercise and develop both observational and constructive drawing skills. Students continue their study of gesture, the effect of light and shade on form, planes, constructive anatomy techniques, and achieving effective proportion through daily drawings of the draped and undraped figure. Character development, pose, composition, and illustrative storytelling themes add interest to the studies. Students use charcoal, conté crayon, inks, and pastels on various drawing surfaces.

Prerequisite: FD 1380 Life Drawing 2

IL 2560

Still Life Painting (3 credits)

This course introduces basic oil painting materials and methods, using the still life as inspiration to develop the students' perceptual abilities. At the conclusion of this course the student will have been introduced to and understand the basics of observational painting materials and methods in oils, using the still life as subject matter.

Prerequisites: FD 2120 Visual Design 2 and FD 1360 Structural Drawing

IL 2840

Animal Anatomy + Drawing (3 credit elective)

Students of all abilities learn wildlife sketching and drawing techniques based on comparative anatomical studies of the principle families of animals. Various resources available to the artist are explored in order to create accurate environments for animal art. Sessions take place at the Denver Zoo and the Denver Museum of Nature and Science.

Prerequisite: FD 1360 Structural Drawing

IL 3000

Illustration Junior Portfolio Review

(non-credit graduation requirement)

All Juniors are required to participate in their departmental Junior portfolio review, which occurs at the completion of the Junior year. This review enables the department to redirect students toward certain remedial tasks and helps them to focus on their professional objectives.

Prerequisite: IL 2000 Illustration Sophomore Portfolio Review

IL 3250

Life Painting 2 (3 credits)

With emphasis on personal style, expressive approaches, and employing both the draped and undraped model, this course continues the anatomical, constructive and compositional ideas introduced in Figure Painting. Oils and acrylics are the primary materials used in this painting course.

Prerequisite: IL 2650 Life Painting 1

IL 3650

Children's Book Illustration 1 (3 credit elective)

Students are familiarized with the illustrator's role in the development and creation of a children's book. Assignments include breaking up manuscripts, designing characters, creating a storyboard, a wrap around jacket, a 3-D page dummy and several finished pieces. Other areas covered in class are story flow, consistency, age-appropriateness, professional practices, working with text, design, color and composition.

Prerequisite: IL 2570 Basic Illustration

IL 3660

Illustrating Literature (3 credits)

This course is designed to inform students about the issues involved in visual storytelling. Through a series of interpretive studio projects, students will derive their inspiration from various texts, illustrating classic short stories, poems and children's literature. By emphasizing advanced story analysis, development process, pictorial composition and color organization, students will analyze and develop a succession of narrative illustrations.

Prerequisite: IL3590 Conceptual Illustration

IL 4450

Illustration Web Portfolio (3 credits)

Today, illustrators advertise their services to clients through their web page. Knowing the history, limitations and opportunities in web design using various browsers, enables illustrators enrolled in this course to research, design, and implement a professional level web portfolio.

Prerequisites: DM 2110 Vector Illustration and DM 2120 Raster Image Processing

Art + Design History

AH 1010

Art + Design History 1: Ancient to Medieval (3 credits)

In the first of four required courses in the history of art and design, students explore the major artists, movements and artistic themes of the Western tradition, beginning with Prehistoric art and concluding with the Gothic in the late thirteenth century. Lectures and readings examine ways in which artists conceive of religion, society, politics and the role of men and women within their historical and stylistic context. In addition, the course considers various media and materials, such as painting, sculpture, and architecture, and the fundamentals of design and composition. At the conclusion of this course, students will recognize a broad range of artists, works, and styles from ancient to medieval art. Further, students will learn to conduct research within the discipline of art history, and write knowledgeably on topics from ancient to medieval art.

Prerequisite: none

AH 1020

Art + Design History 2: Renaissance to Contemporary (3 credits)

In the second of four required courses in the history of art and design, students explore the major artists, movements and artistic themes of the Western tradition, beginning with the Renaissance and concluding with contemporary art of the twenty-first century. Lectures and readings examine ways in which artists conceive of religion, society, politics and the role of men and women within their historical and stylistic context. In addition, the course considers various media and materials, such as painting, sculpture, and architecture, and the fundamentals of design and composition. At the conclusion of this course, students will recognize a broad range of artists, works, and styles from Renaissance to contemporary art. Further, students will learn to conduct research within the discipline of art history, and write knowledgeably on topics from Renaissance to contemporary art.

Prerequisite: AH 1010 Art + Design History 1: Ancient to Medieval

SUMMER 2008 SCHEDULE

COURSE DESCRIPTIONS

AH 2010

History of Art + Design in the Nonwestern World (3 credits)

In the third of four courses focusing on the history of art and design, students study the painting, sculpture, craft, architecture and design of Africa, India, Southeast Asia, China, the Pacific, and the Americas. Students encounter appropriate works from the prehistoric period to the present, exploring the cultural, religious, political and historical circumstances of their creation. Nonwestern art and design are studied both in their own national and cultural contexts and from the perspective of the European cultures.

Prerequisite: AH 1020 Art + Design 2: Renaissance to Contemporary

AH 3010

Advanced Studies in the History of Art + Design (3 credits)

In the last of four required courses, students concentrate on one topic in the history of modern and contemporary art and design. Advanced studies are designed to allow students to focus intensively on themes, issues, and theoretical frameworks that define twentieth and twenty-first century art and design. Lectures, readings and assignments emphasize research, writing, and oral presentations. Topics vary from one semester to another. Sample topics include: Modern Latin American Art, Abstract Expressionism, The History of Photography, Modern German Art. At the conclusion of this course, students possess a deeper understanding of art historical movements, methods, and theories. Further, students refine and deepen their research and writing skills, researching and writing knowledgeably on topics from the course.

Prerequisite: AH 2010 History of Art + Design in the Nonwestern World

Humanities and Contemporary Thought Seminars

HU 2010

Humanities Seminar 1 (3 credits)

This is the first of three courses in which students examine important intellectual and social currents of the past in order to develop a broad context and perspective from within which to evaluate their culture, their own work as artists, and their lives as human beings. Students read primary source materials from a wide range of disciplines, including philosophy, social and political history, drama, poetry, fiction, music, sciences and religion. The goal of this course is not to provide full historical "coverage," but to give students a basic intellectual vocabulary with which to engage in honest self-examination and thoughtful, reflective discourse.

Prerequisite: WO 1060 Philosophy of Art + Design

HU 2050

Humanities Seminar 2 (3 credits)

This is the second in a series of three courses in which students examine important intellectual and social currents of the past in order to develop a broad context and perspective from within which to evaluate their culture, their own work as artists, and their lives as human beings. Students read primary source materials from a wide range of disciplines, including philosophy, social and political history, drama, poetry, fiction, music, sciences and religion. The goal of this course is not to provide full historical "coverage," but to help students develop increasingly sophisticated intellectual vocabulary with which to engage in honest self-examination and thoughtful, reflective discourse.

Prerequisite: HU 2010 Humanities Seminar 1

HU 4020

Seminar in Contemporary Thought: Theatre Studies (3 credits)

Students examine important intellectual and social currents of the past in order to develop a broad context and perspectives from within which to evaluate their culture, their own work as artists, and their lives as human beings. In this final course, students focus on contemporary intellectual debates within aesthetic and social theory. This seminar focuses on theatre through a multi-disciplinary study, incorporating both theoretical perspectives and practical experiences.

Prerequisite: HU 2050 Humanities Seminar 2

Mathematics

MA 1210

Basic Mathematics (3 credits)

For students who need a fresh start, this course will cover the basic mathematical concepts and skills that are relevant to anyone. This course starts with elementary mathematical operations, followed by the basic concepts of functional analysis, graphs, algebra, geometry, trigonometry, probability and statistics. Concepts will be introduced with examples that emphasize problem solving using visualization of the problem. Applications will address the many manifestations of mathematical laws in nature. Intended for those with little mathematical background. At the conclusion of the course, students will be able to solve simple mathematical equations, use and understand graphical methods, understand the mathematics of patterns found in nature and art, and appreciate the relevance of mathematics to everyday life: general scientific issues, polls, finance and business.

Prerequisite: none

Physical + Natural Science

NS 2030

Life Science (3 credits)

Students explore the basic aspects of life on Earth, including its requirements and patterns; its basic units; the organization of the living world; and the interdependence of living organisms. The concepts of flow of matter and energy; heredity and natural selection; population dynamics; and community interactions are also examined. Field trips and case studies are used to evaluate the living world. After completion of this course, students will be able to understand how biology explains the living world, and to address the questions of evolution and ethics that face the world today.

Prerequisite: WO 1060 Philosophy of Art + Design Social + Behavioral Science

Social + Behavioral Science

SBS 2020

Social Psychology (3 credits)

Students investigate the multitude of environmental elements that contribute to the development of the personality or the "self." Humans are born into a preexisting world of social demands and expectations, and so each person's entry into and journey through that world shapes the personality in many ways; the individual journey takes place in the midst of social forces over which one has little or no control. This course provides an understanding of the balance between the internal workings of individuals and the external forces surrounding them.

Prerequisite: WO 1060 Philosophy of Art + Design

Communication + Critical Thought**WO 1020****Written + Oral Communication (3 credits)**

This is the first course in the Liberal Studies sequence and serves as an introduction to college-level reading, writing, discussion and presentation. Relying upon significant works from our intellectual tradition as stimuli, students will increase their writing skills using a number of different genres and further develop oral communication skills commensurate with those required at the college level.

Prerequisite: none

WO 1060**Philosophy of Art + Design (3 credits)**

In this second and final course in freshman reading and writing, students explore major paradigms of aesthetic theory. Building upon the work of WO 1020, WO 1060 challenges students to greater complexity of thought and greater competency in verbal and written argumentation. Together, WO 1020 and WO 1060 provide the foundations for the rest of the Liberal Studies curriculum. Thus students will develop information literacy and research abilities, will critically examine the understanding of their own aesthetic, and will foster appropriate levels of communication necessary to proceed in their college careers.

Prerequisite: WO 1020 Written + Oral Communication

Sketches of Spain 2008 Curriculum

Note: Students enrolling in the Sketches of Spain program must register for all three classes listed below. Students not participating in the program may not register for any of the below classes.

HU 3050 Spain and Cultural Diaspora

Utilizing the Iberian Peninsula as locus, this course examines Spain as a microcosm of major forces through time. Being a bridge between Africa and Europe, Spain is a cultural, political and social crossroad for much of history. Emphasis is placed especially on movements from 1492 into the twentieth century and on the peculiarly Spanish phenomenon of "exiling" its most creative and culturally divergent peoples. This travel-based course explores significant intellectual and social currents through a wide range of disciplines including philosophy, cultural and political history, drama, poetry, fiction, music, sciences, and religion with an emphasis in contextualizing contemporary culture and thought. Students will have, at the conclusion of the course, a context in which to develop an increasingly sophisticated intellectual vocabulary, using Spanish culture and history as a paradigm from which they engage in honest self-examination and thoughtful reflective discourse.

This course may substitute for HU 2050 or an HU 4000 Seminar in Contemporary Thought.

Prerequisite: HU 2010 Humanities Seminar 1

AH3015 Spanish Art from Altamira to Almodóvar

Spanish Art from Altamira to Almodóvar introduces students to the history of art in Spain. Lectures and readings explore topics including the beginning of art on the Iberian Peninsula during the prehistoric era, the Islamic and Christian foundation of Spanish art during the Middle Ages, Renaissance adaptations in the work of El Greco, conceptions of spirituality and politics in the Baroque paintings of Francisco de Zurbarán and Diego Velázquez, revolution and tradition in the paintings and prints of Francisco Goya, the emergence of Spanish modernism in the works of Gaudí, Picasso, Dalí, and Miró, and conceptions of post-Franco Spain in the films of Pedro Almodóvar. Students will read, discuss, conduct research, and write extensively on these topics. At the conclusion of this course, students possess a deeper understanding of the major artists and stylistic movements in Spanish art, and further refine and deepen their research and writing skills.

This course may substitute for AH3010 Advanced Studies in the History of Art + Design

Prerequisites AH1020 Art + Design History 2: Renaissance to Contemporary

FA1160 Oil Painting: Cultural Connections, Colorado and Spain

The major concern of this course is transforming time-honored methods into innovative approaches for mixing and applying colors to canvas, organizing imagery, and finding techniques of expression that support certain chosen subjects within the general theme of peopled places. Directives for a series of paintings will be taken from experiences of personally significant places, reactions to common historical locations in Colorado, and responses to unfamiliar cultural or ancient sites in Spain. Students will collectively explore discursive issues of impermanence, memory, familiarity, and disorientation as they pertain to human habitation. At the conclusion of the course students will have a developed relationship between content and use of materials which will be demonstrated through completed studio and onsite painting assignments in Colorado and Spain.

Prerequisites: Visual Design 1; Structural Drawing or Observational Drawing

Course may substitute for a studio elective, or Introduction to Painting FA 1150 or Painting 1 FAP 2150.

SUMMER 2008 SCHEDULE

*USE THIS WORKSHEET TO PENCIL IN DAYS/TIMES OF CLASSES THAT YOU WISH TO TAKE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
8AM						
9AM						
10AM						
11AM						
12PM						
1PM						
2PM						
3PM						
4PM						
5PM						
6PM						
7PM						
8PM						
9PM						
10PM						

BREAK

RmcaD CAMPUS MAP

