



# **Class Schedule** **FALL 2008**

**ROCKY MOUNTAIN COLLEGE OF ART + DESIGN**

# RmCAD

## FALL2008SCHEDULE

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

Fall semester begins	September 2
Thanksgiving break	November 27-28
Fall semester ends	December 19
Graduation	December 20

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	6
AH	Art + Design History	12
AN	Animation	5
DM	Digital Media	6
FA	Fine Arts	7
FAC	Fine Arts/Ceramics	7
FAP	Fine Arts/Painting + Drawing	7
FAS	Fine Arts/Sculpture	8
FAV	Fine Arts/Photography + Video	8
FD	Foundation Studies	3-4
GD	Graphic Design + Interactive Media	9
HU	Humanities/Contemporary Thought Seminars	12
ID	Interior Design	11
IL	Illustration	10
MA	Mathematics	12
NS	Physical/Natural Science	13
SBS	Social/Behavioral Science	13
WO	Communication + Critical Thought	13

### 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)
MHA	Mary Harris Auditorium

### 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.***

FALL 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	MW	8:00 AM	10:50 AM	Sanders	3
FD	1010	B	Digital Image Making	TX	204	MW	12:00 PM	2:50 PM	Sanders	3
FD	1010	C	Digital Image Making	TX	204	MW	3:00 PM	5:50 PM	Staff	3
FD	1010	D	Digital Image Making	TX	204	TR	12:00 PM	2:50 PM	Lynch	3
FD	1010	E	Digital Image Making	TX	204	TR	3:00 PM	5:50 PM	M Price	3
FD	1010	F	Digital Image Making	TX	204	TR	6:30 PM	9:20 PM	Staff	3
FD	1115	A	Visual Design 1	TX	201	MW	8:00 AM	10:50 AM	Puma	3
FD	1115	B	Visual Design 1	TX	201	MW	12:00 PM	2:50 PM	Sheppard	3
FD	1115	C	Visual Design 1	TX	201	MW	3:00 PM	5:50 PM	Sanders	3
FD	1115	D	Visual Design 1	TX	201	TF	8:00 AM	10:50 AM	Staff	3
FD	1115	E	Visual Design 1	TX	201	TR	12:00 PM	2:50 PM	Gola-Kumor	3
FD	1115	F	Visual Design 1	TX	201	TR	3:00 PM	5:50 PM	Gola-Kumor	3
FD	1115	G	Visual Design 1	TX	201	R/F	8:00/10:50 AM	12:00/2:50 PM	M Price	3
FD	1115	H	Visual Design 1	TX	203	TR	12:00 PM	2:50 PM	Magyar	3
FD	1115	I	Visual Design 1	TX	203	TR	3:00 PM	5:50 PM	Lynch	3
FD	1275	A	Drawing 1	TX	203	MW	8:00 AM	10:50 AM	Yalowitz	3
FD	1275	B	Drawing 1	TX	103	MW	12:00 PM	2:50 PM	Weihing	3
FD	1275	C	Drawing 1	TX	103	MW	3:00 PM	5:50 PM	Weihing	3
FD	1275	D	Drawing 1	TX	103	R/F	8:00/10:50 AM	12:00/2:50 PM	Staff	3
FD	1275	E	Drawing 1	TX	103	TR	12:00 PM	2:50 PM	Sanders	3
FD	1275	F	Drawing 1	TX	103	TR	3:00 PM	5:50 PM	Sanders	3
FD	1275	G	Drawing 1	RD	101	TR	3:00 PM	5:50 PM	Magyar	3
FD	1275	H	Drawing 1	RD	101	MW	12:00 PM	2:50 PM	Magyar	3
FD	1275	I	Drawing 1	RD	101	TR	12:00 PM	2:50 PM	McFarren	3
FD	1370	A	Life Drawing 1	RD	102	MW	3:00 PM	5:50 PM	Ceas	3
FD	1370	B	Life Drawing 1	RD	101	F	8:00 AM	2:50 PM	Schmedeke Lee	3
FD	1370	C	Life Drawing 1	RD	102	TR	3:00 PM	5:50 PM	McFarren	3
FD	1375	A	Drawing 2	RD	101	TR	8:00 AM	10:50 AM	Gola-Kumor	3
FD	1375	B	Drawing 2	RD	101	MW	8:00 AM	10:50 AM	Staff	3

**FOUNDATION STUDIES CONTINUED**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
FD	1380	A	Life Drawing 2	RD	102	TR	8:00 AM	10:50 AM	McCray	3
FD	1380	B	Life Drawing 2	RD	102	F	8:00 AM	2:50 PM	McCray	3
FD	1990	A	Freshman Portfolio Review	TBD	TBD	TBD			Gola-Kumor	0
FD	2120	A	Visual Design 2	CS	101	MW	8:00 AM	10:50 AM	Weihing	3
FD	2120	B	Visual Design 2	CS	101	MW	12:00 PM	2:50 PM	Ceas	3
FD	2120	C	Visual Design 2	CS	101	MW	6:30 PM	9:20 PM	Littrell	3
FD	2120	D	Visual Design 2	CS	101	TR	8:00 AM	10:50 AM	Mesple	3

FALL 2008 SCHEDULE

ART + DESIGN COURSES

**ANIMATION**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
AN	1310	A	History of International Animation	MHA		W	8:00 AM	10:50 AM	Seely	3
AN	2310	A	Creative Visualization	TX	203	TR	8:00 AM	10:50 AM	Fleming	3
AN	2310	B	Creative Visualization	TX	203	F	8:00 AM	2:50 PM	Hubley	3
AN	2330	A	Experimental Animation/ 2-D + Mixed Media	TX	001	MW	8:00 AM	10:50 AM	Jurich	3
AN	2340	A	Tools + Techniques of Contemporary Animation	TX	101	MW	12:00 PM	2:50 PM	Jurich	3
AN	2360	A	Drawing + Acting for Animation	TX	001	MW	3:00 PM	5:50 PM	Poole	3
AN	2370	A	3D Computer Animation Modeling	TX	002	MW	12:00 PM	2:50 PM	Lauve	3
AN	2420	A	Animation Sound Design+ Video Production	TX	002	TR	3:00 PM	5:50PM	Tempest	3
AN	3000	A	Animation Sophomore/Junior Portfolio Review	TBD	TBD	TBD			Seely	0
AN	3315	A	2D + 3D Interactive Animation for the Web	TX	101	TR	6:30 PM	9:20 PM	Tempest	3
AN	3341	A	2-D Animation Thesis 1	TX	001	F	8:00 AM	2:50 PM	S Fleming	3
AN	3342	A	3-D Animation Thesis 1	TX	002	F	8:00 AM	2:50 PM	Dodd	3
AN	3350	A	Stop Motion Animation	TX	003	MW	6:30 PM	9:20 PM	Jurich	3
AN	3360	A	3-D Computer Animation Concepts + Techniques	TX	002	MW	8:00 AM	10:50 AM	Lauve	3
AN	3380	A	Scriptwriting for Animation	TX	001	TR	6:30 PM	9:20 PM	S Fleming	3
AN	3840	A	2-D/3-D Animation Thesis 2 (2-D section)	TX	001	F	8:00 AM	2:50 PM	S Fleming	3
AN	3840	B	2-D/3-D Animation Thesis 2 (3-D section)	TX	002	F	8:00 AM	2:50 PM	Dodd	3
AN	4000	A	Animation Senior Portfolio Review	TBD	TBD	TBD			Seely	0
AN	4010	A	Animation Layout + Production Design	TX	001	TR	3:00 PM	5:50 PM	Fleming	3
AN	4130	A	Business, Ethics + Copyright for Animation	TB	103	W	12:00 PM	2:50 PM	Seely	3
AN	4330	A	Animation Collective 1 (2-D section)	TX	001	TR	12:00 PM	2:50 AM	Fleming	3
AN	4330	B	Animation Collective 1 (3-D section)	TX	002	TR	12:00 PM	2:50 AM	Fleming	3
AN	4420	A	3D Advanced Dynamics +SFX	TX	002	MW	3:00 PM	5:50 PM	Lauve	3
AN	4460	A	2D/3-D Advanced Compositing	TX	002	MW	6:30 PM	9:20 PM	Firestone	3
AN	4480	A	Advanced Scripting	TX	002	TR	8:00 AM	10:50 AM	Staff	3

## ART EDUCATION

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
AE	2210	A	Introduction to Art Education	SA	101	W	12:00 PM	2:50 PM	Hochtritt	3
AE	2220	A	Philosophy of Art + Education	RD	001	TR	8:00 AM	9:20 AM	Staff	3
AE	2230	A	Psychology of Creativity	RD	001	TR	9:30 AM	10:50 AM	Staff	3
AE	2240	A	Instructional Technology	TX	202	TR	6:30 PM	9:20 PM	Staff	3
AE	3220	A	Teaching in a Multicultural Environment	SA	101	TR	6:30 PM	7:50 PM	Shay	3
AE	3240	A	Reading in the Content Area	SA	101	W	3:00 PM	5:50 PM	Vanada	3
AE	3245	A	Fibers Studio	SA	101	F	8:00 AM	1:20 PM	Staff	2
AE	3260	A	Methods in Art Education, K-12	SA	101	MW	8:00 AM	10:30 AM	Vanada	4
AE	3280	A	Statistics: Assessing Learning + Teaching	SA	101	M	6:30 PM	9:20 PM	Carroll	3
AE	4240	A	Classroom Management	RD	001	TR	4:30 PM	5:50 PM	Shay	3
AE	4250	A	Student Teaching: Elementary	TBD	TBD	TBD			Hochtritt	7
AE	4260	A	Student Teaching: Secondary	TBD	TBD	TBD			Hochtritt	7
AE	4930	A	Student Teaching Seminar	TBD	TBD	TBD			Hochtritt	2

6

## DIGITAL MEDIA

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
DM	1120	A	Electronic Page Layout.	TX	200	F	8:00 AM	2:50 PM	Fox	3
DM	2110	A	Vector Illustration	TX	200	T	8:00 AM	2:50 PM	Fox	3
DM	2110	B	Vector Illustration	TX	200	MW	3:00 PM	5:50 PM	Staff	3
DM	2110	C	Vector Illustration	TX	206	MW	12:00 PM	2:50 PM	Staff	3
DM	2120	A	Raster Image Processing	TX	200	R	8:00 AM	2:50 PM	Fox	3
DM	2120	B	Raster Image Processing	TX	200	TR	3:00 PM	5:50 PM	Staff	3
DM	2120	C	Raster Image Processing	TX	206	MW	8:00 AM	10:50 PM	Staff	3
DM	3105	A	User Prototyping	TX	202	M	8:00 AM	2:50 PM	Branch	3
DM	3115	A	Web Design	TX	202	T	8:00 AM	2:50 PM	Staff	3
DM	3130	A	Digital Editing	TX	200	M	8:00 AM	2:50 PM	Tarango	3
DM	4420	A	Media Design	TX	206	MW	3:00 PM	5:50 PM	Staff	3

FALL 2008 SCHEDULE

ART + DESIGN COURSES

**FINE ARTS**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
FA	1150	A	Introduction to Painting	SA	103	MW	8:00 AM	10:50 AM	Staff	3
FA	1150	B	Introduction to Painting	SA	103	TR	8:00 AM	10:50 AM	Staff	3
FA	1250	A	Introduction to Sculpture	NS	102	TR	8:00 AM	10:50 AM	Vaughan	3
FA	1410	A	Basic Photography	NS	001	MW	3:00 PM	5:50 PM	Staff	3
FA	1410	B	Basic Photography	NS	001	F	8:00 AM	2:50 PM	Staff	3
FA	2015	A	Seminar in Modern + Contemporary Art	TB	103	W	6:30 PM	9:20 PM	Staff	3
FA	2020	A	Form and Content	SA	103	F	8:00 AM	2:50 PM	Richert	3
FA	3015	A	Contemporary Art Studio	SA	103	TR	6:30 PM	9:20 PM	Price	3
FA	4660	A	Experimental Studies	SA	101	R	12:00 PM	5:50 PM	Richert	3
FA	4990	A	Professional Practices	NS	102	T	3:00 PM	5:50 PM	Vaughan	3
FA	4991	A	Senior Studio (Painting)	SA	103	W	12:00 PM	5:50 PM	Richert	3
FA	4991	B	Senior Studio (Sculpture)	NS	102	W	12:00 PM	5:50 PM	Vaughan	3
FAC	1265	A	Ceramic Sculpture 1: Handbuilding	NS	101	MW	12:00 PM	2:50 PM	Staff	3
FAC	3250	A	Ceramic Sculpture 2: Tools, Techniques, Process	NS	101	MW	8:00 AM	10:50 AM	Staff	3
FAP	2150	A	Painting 1: Painting Practicum	SA	103	T	12:00 PM	5:50 PM	Staff	3
FAP	3100	A	Painting Sophomore/Junior Portfolio Review	TBD	TBD	TBD			Richert	0
FAP	3150	A	Painting 2	SA	103	M	12:00 PM	5:50 PM	Chavez	3
FAP	3170	A	Figure Painting	SA	103	R	12:00 PM	5:50 PM	McCray	3
FAP	4000	A	Painting Senior Portfolio Review	TBD	TBD	TBD			Richert	0
FAP	4050	A	Painting 3	SA	103	M	12:00 PM	5:50 PM	Chavez	3
FAP	4991	A	Advanced Painting: Senior Studio	SA	103	W	12:00 PM	5:50 PM	Richert	3
FAP	4991	B	Advanced Painting Senior Studio	SA	103	W	12:00 PM	5:50 PM	Richert	6

FAP	4991	C	Advanced Painting Senior Studio	SA	103	W	12:00 PM	5:50 PM	Richert	9
-----	------	---	---------------------------------	----	-----	---	----------	---------	---------	---

**FINE ARTS CONTINUED**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
FAS	2250	A	Sculpture 1: Sculpture Practicum	NS	102	R	12:00 PM	5:50 PM	Mesple	3
FAS	3200	A	Sculpture Sophomore/Junior Portfolio Review	TBD	TBD	TBD			Vaughan	0
FAS	3270	A	Sculpture Investigations 1	NS	102	F	8:00 AM	2:50 PM	Staff	3
FAS	4100	A	Sculpture Senior Portfolio Review	TBD	TBD	TBD			Vaughan	0
FAS	4150	A	Sculpture 3: Directed Studies	NS	102	W	12:00 PM	5:50 PM	Vaughn	3
FAS	4810	A	Sculpture Investigations 2	NS	102	F	8:00 AM	2:50 PM	Staff	3
FAS	4992	A	Advanced Sculpture: Senior Studio	NS	102	W	12:00 PM	5:50 PM	Vaughan	3
FAS	4992	B	Advanced Sculpture Senior Studio	NS	102	W	12:00PM	5:50 PM	Vaughan	6
FAS	4992	C	Advanced Sculpture Senior Studio	NS	102	W	12:00 PM	5:50 PM	Vaughan	9
FAV	2245	A	Photography 2	NS	001	MW	12:00 PM	2:50 PM	Emrich	3
FAV	2320	A	Introduction to Video Art	TX	101	MW	8:00 AM	10:50 AM	Emrich	3

FALL 2008 SCHEDULE

ART + DESIGN COURSES

FAV 3100 A Photo + Video Sophomore/Junior Portfolio Review TBD TBD TBD Emrich 0

**GRAPHIC DESIGN + INTERACTIVE MEDIA**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
GD	1020	A	Design Concepts/Methods	TX	202	MW	3:00 PM	5:50 PM	DeOlivera	3
GD	2440	A	Typographic Design	TX	206	F	8:00 AM	2:50 PM	Staff	3
GD	2440	B	Typographic Design	TX	101	R	8:00 AM	2:50 PM	Staff	3
GD	2520	A	Sign + Symbol	TX	202	W	8:00 AM	2:50 PM	Mendelsberg	3
GD	3000	A	Graphic Design + Interactive Media Sophomore/Junior Portfolio Review	TBD	TBD	TBD			Murrell	0
GD	3020	A	Visual Sequencing	TX	202	R	8:00 AM	2:50 PM	Mendelsberg	3
GD	3440	A	Experimental Typography	TX	204	F	8:00 AM	2:50 PM	DeOlivera	3
GD	3470	A	3D Packaging	TX	200	W	8:00 AM	2:50 PM	DeOlivera	3
GD	4000	A	Graphic Design + Interactive Media Senior Portfolio Review	TBD	TBD	TBD			Murrell	0
GD	4020	A	Experience Design	TX	206	R	8:00 AM	2:50 PM	Murrell	3
GD	4501	A	Topics in Graphic Design	TBD	TBD	TBD	TBD	TBD	Staff	3
GD	4970	A	Internship Honors Course	TBD	TBD	TBD	TBD	TBD	Murrell	3
GD	4980	A	Senior Graphic Design Seminar	TX	202	F	8:00 AM	2:50 PM	Mendelsberg	3
GD	4990	A	Graphic Design Graduation Portfolio	TX	206	T	8:00 AM	2:50 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			Kresek	0
IL	2440	A	Typography for Illustration	TX	101	MW	3:00 PM	5:50 PM	Staff	3
IL	2510	A	History of American Illustration	RD	001	MW	6:30 PM	7:50 PM	Sheppard	3
IL	2520	A	Illustration Media	SA	102	MW	8:00 AM	10:50 AM	Alexander	3
IL	2550	A	Life Drawing 3: Human Anatomy	SA	104	TR	3:00 PM	5:50 PM	Collins	3
IL	2550	B	Life Drawing 3: Human Anatomy	SA	104	MW	8:00 AM	10:50 AM	Staff	3
IL	2560	A	Still Life Painting	SA	104	W	12:00 PM	5:50 PM	J Kresek	3
IL	2560	B	Still Life Painting	SA	104	M	12:00 PM	5:50 PM	J Kresek	3
IL	2570	A	Basic Illustration	SA	102	MW	12:00 PM	2:50 PM	Alexander	3
IL	2650	A	Life Painting 1	SA	104	R	8:00 AM	2:50 PM	Collins	3
IL	3000	A	Illustration Junior Portfolio Review	TBD	TBD	TBD			Kresek	0
IL	3580	A	Landscape Painting	RD	102	M	8:00 AM	2:50 PM	McFarren	3
IL	3590	A	Conceptual Illustration	SA	102	F	8:00 AM	2:50 PM	Kresek	3
IL	3610	A	Life Drawing 4	SA	104	T	8:00 AM	2:50 PM	Collins	3
IL	3655	A	Character Design	SA	102	MW	3:00 PM	5:50 PM	Yalowitz	3
IL	4530	A	Directed Themes in Illustration	SA	102	R	8:00 AM	2:50 PM	Kresek	3
IL	4550	A	Computer Illustration	TX	101	F	8:00 AM	2:50 PM	Staff	3
IL	4650	A	Children's Book Illustration 2	TX	203	MW	12:00 PM	2:50 PM	Yalowitz	3
IL	4990	A	Illustration Graduation Portfolio	SA	102	T	8:00 AM	2:50 PM	Alexander	3

10

FALL 2008 SCHEDULE

ART + DESIGN COURSES

**INTERIOR DESIGN**

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
ID	1680	A	Introduction to Interior Design	TX	104	T	3:00 AM	5:50 PM	Staff	2
ID	1780	A	Green Design 1	TX	104	W	12:00 PM	2:50 PM	Hindman	2
ID	1820	A	Drafting	TX	104	F	8:00 AM	2:50 PM	Littrell	3
ID	1870	A	Surfacing Materials	TX	104	R	12:00 PM	2:50 PM	Seiler	2
ID	1890	A	History of Architecture + Furniture 1	MHA		R	8:00 AM	10:50 PM	Seiler	2
ID	2000	A	Interior Design Sophomore/Junior Portfolio Review	TBD	TBD	TBD			Pillote	0
ID	2010	A	Introduction to Computer Aided Design	TX	102	M	8:00 AM	2:50 PM	Naillon	3
ID	2830	A	Architectural Perspective + Rendering Techniques	TX	105	MW	3:00 PM	5:50 PM	Littrell	3
ID	2860	A	Residential Design	TX	105	T	8:00 AM	2:50 PM	Seiler	3
ID	2920	A	History of Architecture + Furniture 2	TX	105	R	3:00 PM	5:50 PM	Seiler	2
ID	3750	A	Building Structures and Systems	TX	105	F	8:00 AM	2:50 PM	Staff	3
ID	3790	A	Intermediate CAD	TX	102	T	8:00 AM	2:50 PM	Naillon	3
ID	3820	A	Research Internship	TBD	TBD	TBD			Pillote	2
ID	3850	A	Construction Documents	TX	102	R	8:00 AM	2:50 PM	Yeagle	3
ID	3860	A	Restaurant + Retail Design	TX	106	W	8:00 AM	2:50 PM	Yeagle	3
ID	3890	A	Interior Design Internship Program 1	TBD	TBD	TBD			Pillote	2
ID	3980	A	Business of Interior Design	TX	106	T	3:00 PM	5:50 PM	Naillon	2
ID	4000	A	Interior Design Senior Portfolio Review	TBD	TBD	TBD			Pillote	0
ID	4200	A	Green Design 3	TX	106	R	8:00 AM	2:50 PM	Pollack	3
ID	4810	A	Historic Preservation	TX	106	T	8:00 AM	2:50 PM	Staff	3
ID	4840	A	Design Research	TX	106	R	3:00 PM	5:50 PM	Yeagle	2
ID	4850	A	Furniture Design	TX	104	M	12:00 PM	2:50 PM	Littrell	2
ID	4870	A	Special Use Design	TX	105	W	8:00 AM	2:50 PM	Pillote	3
ID	4880	A	Interior Design Internship Program	TBD	TBD	TBD			Pillote	3
ID	4990	A	Senior Design Project	TX	102	F	8:00 AM	2:50 PM	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	MW	8:00 AM	9:20 AM	Gesell	3
AH	1010	B	Art + Design History 1: Ancient to Medieval	TB	102	MW	12:00 PM	1:20 PM	Patton	3
AH	1010	C	Art + Design History 1: Ancient to Medieval	TB	102	MW	1:30 PM	2:50 PM	Gesell	3
AH	1010	D	Art + Design History 1: Ancient to Medieval	TB	102	MW	3:00 PM	4:20 PM	Gilderhus	3
AH	1010	E	Art + Design History 1: Ancient to Medieval	TB	102	MW	4:30 PM	5:50 PM	Gilderhus	3
AH	1010	F	Art + Design History 1: Ancient to Medieval	TB	102	F	8:00 PM	10:50 AM	Gerace	3
AH	1010	G	Art + Design History 1: Ancient to Medieval	TB	102	F	12:00 AM	2:50 AM	Bogaard	3
AH	1010	H	Art + Design History 1: Ancient to Medieval	TB	102	TR	1:30 AM	2:50 PM	Gesell	3
AH	1010	I	Art + Design History 1: Ancient to Medieval	TB	102	TR	8:00 AM	9:20 AM	Bogaard	3
AH	1020	A	Art + Design History 2: Renaissance to Contemporary	TB	102	TR	12:00 PM	1:20 PM	Staff	3
AH	2010	A	History of Art + Design in the Nonwestern World	TB	102	MW	9:30 AM	10:50 AM	Gerace	3
AH	2010	B	History of Art + Design in the Nonwestern World	TB	102	TR	4:30 PM	5:50 PM	Gabriel	3
AH	2010	C	History of Art + Design in the Nonwestern World	TB	102	TR	6:30 PM	7:50 PM	Staff	3
AH	3010	A	Advanced Studies in the History of Art + Design	MHA		M	8:00 AM	10:50 AM	Gabriel	3
AH	3010	B	Advanced Studies in the History of Art + Design	MHA		T	8:00 AM	10:50 AM	Gilderhus	3

12

## HUMANITIES/CONTEMPORARY THOUGHT SEMINARS

HU	2010	A	Humanities Seminar 1	TB	103	TR	9:30 AM	10:50 AM	Staff	3
HU	2010	B	Humanities Seminar 1	TB	101	TR	6:30 PM	7:50 PM	Staff	3
HU	2050	A	Humanities Seminar 2	TB	101	TR	9:30 AM	10:50 AM	Staff	3
HU	2050	B	Humanities Seminar 2	TB	103	TR	4:30 PM	5:50 PM	Staff	3
HU	4030	A	Seminar in Contemporary Thought: Identity and Power	RD	001	T	12:00 PM	2:50 PM	James	3
HU	4035	A	Seminar in Contemporary Thought: The Cultural Politics of Consumption	TB	103	W	8:00 AM	10:50 AM	Moses	3

## MATHEMATICS

MA	1210	A	Basic Mathematics	TB	101	TR	8:00 AM	9:20 AM	Zinn	3
MA	1215	A	Applied Mathematics	TB	103	TR	8:00 AM	9:20 AM	Flink	3
MA	1220	A	Financial Principles + Practices	TB	101	TR	4:30 PM	5:50 PM	Kish	3

FALL 2008 SCHEDULE

LIBERAL STUDIES COURSES

PHYSICAL/NATURAL SCIENCE

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
NS	2010	A	Climate Change	TB	103	M	3:00 PM	5:50 PM	Thorsheim	3
NS	2030	A	Life Science	TB	103	W	3:00 PM	5:50 PM	Thorsheim	3

SOCIAL/BEHAVIORAL SCIENCE

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
SBS	2010	A	Anthropology	TB	103	TR	3:00 PM	4:20 PM	Pfeiffer	3
SBS	2010	B	Anthropology	TB	103	TR	6:30 PM	7:50 PM	Staff	3
SBS	2020	A	Social Psychology	RD	001	MW	3:00 PM	4:20 PM	Lienau	3

COMMUNICATION + CRITICAL THOUGHT

*WO	1020	A	Written + Oral Communication	TB	101	MW	9:30 AM	10:50 AM	Lee	3
**WO	1025	A	Written + Oral Communication Lab	TX	203	W	6:30 PM	7:50 PM	Staff	
*WO	1020	B	Written + Oral Communication	TB	101	MW	1:30 PM	2:50 PM	Lee	3
**WO	1025	B	Written + Oral Communication Lab	RD	001	R	6:30 PM	7:50 PM	Staff	
*WO	1020	C	Written + Oral Communication	TB	101	MW	12:00 PM	1:20 PM	Lee	3
**WO	1025	C	Written + Oral Communication Lab	TB	103	M	6:30 PM	7:50 PM	Staff	
*WO	1020	D	Written + Oral Communication	TB	101	MW	4:30 PM	5:50 PM	Moses	3
**WO	1025	D	Written + Oral Communication Lab	SA	102	W	6:30 PM	7:50 PM	Staff	
*WO	1020	E	Written + Oral Communication	TB	101	MW	3:00 PM	4:20 PM	Moses	3
**WO	1025	E	Written + Oral Communication Lab	TB	101	M	8:00 PM	9:20 PM	Staff	
*WO	1020	F	Written + Oral Communication	TB	101	MW	6:30 PM	7:50 PM	Moses	3
**WO	1025	F	Written + Oral Communication Lab	RD	001	T	6:30 PM	7:50 PM	Staff	
*WO	1020	G	Written + Oral Communication	TB	101	MW	8:00 AM	9:20 AM	Staff	3
**WO	1025	G	Written + Oral Communication Lab	RD	001	M	9:30 AM	10:50 AM	Staff	
*WO	1020	H	Written + Oral Communication	TB	101	TR	12:00 PM	1:20 PM	Pfeiffer	3
**WO	1025	H	Written + Oral Communication Lab	TX	203	R	6:30 PM	7:50 PM	Staff	

\*In addition to the regularly scheduled class times shown above, all Written + Oral Communication students meet in the Mary Harris Auditorium every other Tuesday at 6:30 PM-7:50 PM on the following dates: September 16, September 30, October 14, October 28, November 11 and November 25.

\*\*Please check your class schedule for the Start Date of this Written + Oral Communication Lab.

COMMUNICATION + CRITICAL THOUGHT CONTINUED

DEPT	COURSE	SCTN	TITLE	BLDG	ROOM	DAY/S	START	END	FACULTY	CR
WO	1060	A	Philosophy of Art + Design	TB	101	TR	1:30 PM	2:50 PM	Walter	3
WO	1060	B	Philosophy of Art + Design	TB	101	TR	3:00 PM	4:20 PM	Walter	3

## COURSE DESCRIPTIONS

## Art Education

## AE 2210

## Introduction to Art Education (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. The goal of this lecture/field experience class is to introduce philosophical issues about art education, and to anticipate the practical application and resolution of these issues. It is a philosophical investigation of the historical, social, political, psychological, and educational concepts, pursued to practical ends. A translation of theory to practice structures the course. Additional concepts address legal responsibilities and educational advocacy. Students research introductory and basic elements of curriculum design, lesson/unit plans, and assessment strategies. They generate applicable and pedagogically sound solutions addressing whom to teach, what to teach, how and when to teach. Students will author content and performance standards and design assessment tools that confirm learning. The course will test the student's own beliefs about art and education against the thoughts that others have documented in addressing art and education issues. At the conclusion of this course, students will be familiar with leaders in art education and the issues and debates that currently define the field. Utilizing classroom observations and hands-on teaching practice, students will gain the knowledge to engage in learning and teaching as a reflective and active process. They will also have the ability to write lesson and unit plans, and practice effective assessment strategies for K-12 students.

Prerequisite: must be an Art Education major

## AE 2220

## Philosophy of Art + Education (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. This course discusses and analyzes some philosophical issues in art and education, and their historical context. Students analyze the differences between and similarities among many philosophies, and examine how each led to and affect one another as well as society and culture. At the conclusion of this course, students will develop an individualized philosophy of art and education. Students will be able to identify theories and philosophies in action through readings, discussions, and field observations in K-12 classrooms, and they will better understand current debates in art education and how they affect society and culture

Prerequisite: WO 1060 Philosophy of Art + Design;  
must be an Art Education major

## AE 2230

## Psychology of Creativity (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. This course offers an in-depth study of the aspects of the human personality that support or block creative impulses. The material includes discussion of well-known creative people in all disciplines including science, literature, music, and art. Students examine how both positive and negative aspects of personality influenced these creative people's work. Students will explore the influence of culture and social standards on creativity and will further understand their own personal creative process and style. At the conclusion of this course, students will be able to apply the principles of psychology to the process of creativity. Through assignments, papers, observations, and readings, students will understand the complexity of creative thinking and how it applies in K-12 art education.

Prerequisite: WO 1060 Philosophy of Art + Design;  
must be an Art Education major

## AE 2240

## Instructional Technology (3 credits)

Students learn applications that support instruction and enhance student learning, including the use of the computer as an image-making tool. Skills at various levels include: technical use of the computer, spreadsheets, databases, presentation software, and use of the internet. At the conclusion of the course students will be able to use the computer for a variety of teaching situations, track and analyze student progress, prepare and deliver visual presentations.

Prerequisite: none; must be an Art Education major

## AE 3220

## Teaching in a Multicultural Environment (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. This course will prepare students for teaching in the culturally rich environment of America's schools. Students will understand the accepted definition of diversity and how to deliver content that assures successful outcomes to all learners. Students will learn how race, culture, and immigration affect society. Specific areas of study will include the contributions of Native American, African, Hispanic, and Asian cultures to the United States' democratic society, and how work, leisure and essential belief systems affect the individual learner, as well as group culture. At the conclusion of this course, students will be able to define what culture is, and how culture affects and is affected by education; differentiate between additive and transformative multicultural curricula; and develop lesson plans that address the needs of diverse learners.

Prerequisite: WO 1060 Philosophy of Art + Design;  
must be an Art Education major

## AE 3240

## Reading in the Content Area (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. The course addresses three main goals: researching and accumulating resources to address literacy requirements, developing strategies to incorporate literacy development in the content of fine and applied arts courses, and researching potential texts and other published materials to support teaching philosophies and content delivery. Objectives include comparing and contrasting the common elements of written, spoken and visual language. Journaling serves as a main strategy. The Best Practices for Teaching Literacy and CSAP Test Strategies in the Visual Arts, published by Jefferson County Schools, is a primary resource. At the conclusion of this course, students will understand the many correlations between visual arts and literacy development. They will demonstrate an understanding of visual literacy through the development of strategies for teaching and the creation of lesson plans that incorporate reading and literacy in K-12 art classes.

Prerequisite: WO 1060 Philosophy of Art + Design;  
must be an Art Education major

## AE 3245

## Fibers Studio (2 credits)

Various fiber media are explored, emphasizing those with direct application to a public art school program and professional practice. On- and off-loom weaving (including handmade, strap, table or floor looms) are integrated with soft-sculpture approaches. Students learn warping of looms from 2 to 4+ harness design and investigate different fibers in relationship to these processes. At the conclusion of this course, students will be familiar with the diverse vocabulary of fiber media through a variety of hands-on and research assignments. Students will also learn traditional and historical weaving and surface design processes, as well as contemporary potential for creative expression with natural and man-made fibers.

Prerequisite: FD 2120 Visual Design 2

## COURSE DESCRIPTIONS

### AE 3260

#### Methods of Art Education, K-12 (4 credits)

Field experience/observation hours: 40 clock hours in a public or private school setting. This methods class puts theory and planning into practice. Students apply the content of the applicable Liberal Studies courses and the introductory art education class to specific lessons incorporating appropriate and effective methods, equipment, and materials answering clear goals and objectives authored by the student. This is a combination lecture and studio course with a field experience. Students apply the elements of curriculum design, lesson/unit plans, and assessment strategies. Content has direct application to the classroom. Students model and demonstrate the skills intrinsic to the lesson, participate in the process, and create the art product resulting from the lesson objectives. Students share their experience with and are evaluated by classmates. Research and investigations of student diversity, multicultural objectives, learning styles, and exceptionalism are incorporated into practical applications. At the conclusion of this course, students will have acquired an understanding of basic philosophy, methods and strategies for developing art programs for the K-12 student, be able to identify instructional objectives, learn how to develop lesson and unit plans using a variety of media, and put their lesson plans into practice.

**Prerequisite:** AE 2210 Introduction to Art Education; AE 2220 Philosophy of Art + Education; AE 2230 Psychology of Creativity; AE 2240 Instructional Technology; must be an Art Education major

### AE 3280

#### Statistics: Assessing Learning + Teaching (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. The course introduces basic statistics principles and applies them to the purposes for and approaches to assessment, both traditional and alternative. Study includes quantitative and qualitative methods for assessing student performance in art and design, as well as, course and program effectiveness. Included are basic statistical principles. Various assessment strategies documented in the RMCAD assessment/ evaluation model are analyzed. Proficiencies are determined by measuring the student's ability to organize data, plan teaching effectiveness, devise and demonstrate assessment and evaluation instruments and methodologies. At the conclusion of this course, students will have learned basic statistical methods for data collection and analysis for the purpose of assessing teaching and learning in K-12 schools. Students will also become familiar with how to assess their own teaching skills and to recognize the importance and methods of assessing student learning in the classroom.

**Prerequisite:** AE 2210 Introduction to Art Education; must be an Art Education major

### AE 4240

#### Classroom Management (3 credits)

Field experience/observation hours: 30 clock hours in a public or private school setting. The goal of this course is to enable teacher candidates to design, organize, and facilitate positive learning environments. They observe, document, devise, and discuss consistent teacher behaviors that produce high levels of student involvement in classroom activities and minimal amounts of student behaviors that interfere with work. Proficiencies are determined by the candidate's ability to plan and design clear expectations about appropriate and inappropriate behavior, efficient use of time, room organization, traffic pattern, dissemination of materials, cleanup, and project storage. Study includes the teaching cycle, teacher threat cycle, positive characteristics of classroom managers, and prescriptions for effective management of the classroom and instruction. Legal rights, due process, and school governance augment the course objectives.

**Prerequisite:** AE 2210 Introduction to Art Education; must be an Art Education major

### AE 4250

#### Student Teaching: Elementary (7 credits)

Field experience/observation hours: 300 clock hours in a public or private school setting. This is an extended field experience and mentorship. The student teacher spends a minimum of six weeks in an elementary school setting and a minimum of nine weeks in a secondary school. The student teacher has the opportunity to implement their teaching abilities in actual school classrooms. The student teacher is observed, guided, and coached by a cooperating teacher in the accredited public or private school and a supervising teacher from the college. The cooperating teacher has a minimum of three years experience in teaching art. Responsibility for taking over the teaching by the RMCAD student teacher is gradually increased, allowing growth in a safe, supervised environment. The student teacher will keep a reflective journal and learning portfolio as an assessment instrument and a future resource. Feedback is consistently given and documented. A summative evaluation of the student teacher's performance establishes proficiencies, which are translated into a Pass/ Fail grade. The student teaching seminar is taken concurrently. Longer student teaching experiences can be implemented if agreed to by both the cooperating teacher and the student teacher; however, maximum credit hours awarded for elementary are seven and for secondary are eight.

**Prerequisites:** All AE courses, field hours completed and all required studio classes. Concurrent requisite: AE 4260 Student Teaching: Secondary and AE 4930 Student Teaching Seminar; must be an Art Education major

### AE 4260

#### Student Teaching: Secondary (7 credits)

Field experience/observation hours: 300 clock hours in a public or private school setting. Please refer to AE4250 for the course description. **Prerequisites:** All AE courses, field hours completed and all required studio classes. Concurrent requisite: AE 4250 Student Teaching: Elementary and AE 4930 Student Teaching Seminar

### AE 4930

#### Student Teaching Seminar (2 credits)

This capstone, culminating course is taken concurrently with student teaching. Student teachers share experiences, challenges, celebrations, concerns, and strategies from their student teaching assignments. The course content is based on real-life, ethnographic experiences and events that impact philosophy, theory, and practice. Other seminar objectives include career opportunities, interview strategies, résumé critique, and portfolio assessment. Proficiencies are determined by quantity of participation and quality of shared insights, observable application of discussions and solutions, and the demonstration of knowledge, skills, and strategies that make up the content of all art education and education course work.

**Concurrent requisites:** AE 4250 Student Teaching: Elementary and AE 4260 Student Teaching: Secondary

## Animation

### AN 1310

#### History of International Animation (3 credits)

This course explores the evolution of the animation art form, its ways of expression, the power of its language, symbolism, variety of mediums, communication of ideas, political viewpoints, creation of impact and mood. Students study the visual and design styles of both commercial and independent animation from America, Western Europe, Eastern Europe, and the Far East. At the conclusion of this course, students will understand the art of animation from its early roots through the present, having studied the development of animators, studios, technologies, styles, business, and the influence of social/political change.

Prerequisite: none

### AN 2310

#### Creative Visualization (3 credits)

The emphasis of this course is on developing imaginative concepts, using the language of film and animation through the storyboard process. Students illustrate animated story ideas, focusing on expressive character development, layout and set design. At the conclusion of this course, students will be capable of using the storyboard process to write animated story ideas, utilizing elements of composition, camera angles, continuity, character and motion dynamics.

Prerequisite: none

### AN 2330

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

This course begins with a broadened definition of the word "animation": a viewpoint of the animator as artist, and an emphasis on the importance of the concepts an animator brings to explorations of frame-by-frame filmmaking. Hands-on experimentation includes a variety of non-standard techniques and materials: pixilation, painting and scratching on film, cut-out collage animation, sand or gravel animation, silhouette animation. Students study the work of early and contemporary experimental animators. By the conclusion of the course, students have learned to utilize numerous innovative methods for creating animation and developed their ability to integrate an experimental approach when working with more conventional 2-D and 3-D animation production techniques.

Prerequisite: AN 1310 History of International Animation

### AN 2340

#### Tools + Techniques of Contemporary Animation (3 credits)

Students are introduced to the digital tools necessary to integrate animated, live action and still imagery into a final video production. Techniques include image capture and manipulation, matte generation and keying, keyframe animation using layered digital images, color correction and special effects. Students each create a customized interactive DVD, using rendered class productions. At the conclusion of this course, students will have learned to composite a variety of digital elements, correct and eliminate inherent problems, and enhance the video imagery with effects.

Prerequisite: FD 1010 Digital Image Making

### AN 2360

#### Drawing + Acting for Animation (3 credits)

Drawing and Acting for Animation requires a solid understanding of human and animal anatomy and behavior. Within the course, students work in a studio life-drawing environment, and participate in field trips focused on the outdoor lab, character model building and sculpture. Simplified drawing technique is examined, along with character behavior as it applies to "moving drawings," with an emphasis on mass, volume, structure, and design. By the end of the course, students have learned the value of solid character structure, how to create drawings that convey emotion and how to more effectively create key poses and realistic facial and body expressions.

Prerequisite: AN 2310 Creative Visualization and AN 2230 Fundamentals of 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 are introduced to a 3D animation environment and strategies for model creation of animate and in-animate forms, with which anything imagined can be created. By the conclusion of the course, students have completed the first step in building a 3D skill set, evidencing expertise in the design and creation of 3D model geometry.

Prerequisite: FD 1010 Digital Image Making

### AN 2420

#### Animation Sound Design + Video Production (3 credits)

Students learn sound design and production for creation of dialogue, sound effects, and music tracks. Recording techniques for the creation of these audio elements are studied and practiced. Video production, including DV camera operation and non-linear editing will be studied in the second half of the term. Sound and video editing as well as pre-visualization software are used to link and finish these elements of the animation post-production process. At completion of the course, students will demonstrate an understanding of the fundamental principles of video editing and sound design, and their practical application to an understanding of animation production. Through numerous tutorials and individual projects, students will evidence comprehension and creative application of course material.

Prerequisite: AN 2340 Tools + Techniques of Contemporary Animation

### AN 3000

#### Animation Sophomore/ Junior Portfolio Review (non-credit graduation requirement)

Students who have completed 60 – 90 credit hours must participate in a first Animation portfolio review. Each student's portfolio is critiqued for style, creativity, composition, color, execution and presentation of the work, with direction of how to improve the work.

Prerequisite: FD1990 Freshman Portfolio Review

### AN 3315

#### 2-D + 3-D Interactive Animation for the Web (3 credits)

One of the fastest growing areas of animation is on the World Wide Web. This interactive arena will be studied and animation will be created using production software applications such as HTML, Flash for 2-D and Anark for 3-D. Web page creation for the distribution of animation content will be studied and practiced by the student.

Prerequisite: AN 2340 Tools + Techniques of Contemporary Animation

### AN 3341

#### 2-D Animation Thesis 1 (3 credits)

Students direct their knowledge of 2-D hand layout and drawing, scanning, digital ink and paint knowledge into designing, planning, and producing a high quality animation, including sound and computer post-production. At the conclusion of the course, students will have completed a schedule of milestones, including script/storyboard, schedule development, design and layout of characters and sets, acquisition of music, effects and dialog, and the production of an animatic of the story. Subsequently, within AN 3840, students will produce and post the film.

Prerequisites: AN 2420 Animation Sound Design + Video Production

## COURSE DESCRIPTIONS

### AN 3342

#### 3-D Animation Thesis 1 (3 credits)

Students direct their knowledge of 3-D computer modeling, surfacing, lighting into designing, planning and producing a high quality animation, to include sound and computer post-production. At the conclusion of the course, students will have completed a schedule of milestones, including script/storyboard, schedule development, design and modeling of characters and sets, acquisition of music, effects and dialog, and the production of a pre-visualization of the story. Subsequently, within AN3840, students will produce and post the film.

**Prerequisite:** AN 2420 Animation Sound Design + Video Production

### AN 3350

#### Stop Motion Animation (3 credits)

Using clay figures and wire armature puppets, students will explore the world of stop motion animation. Application of fundamental animation principles in a stop motion setting is emphasized, along with expression of personality through movement. Students will gain experience with techniques and concepts for lighting dimensional characters and sets, and will analyze outstanding examples of stop motion animation. At the conclusion of this course, students will have learned how to: build a puppet suitable for animation; operate a camera and software for capturing their work; achieve smooth movement and believable timing in stop motion animation.

**Prerequisite:** AN 2420 Animation Sound Design + Video Production

### AN 3360

#### 3-D Computer Animation Concepts + Techniques (3 credits)

Students who have become skilled in traditional 3-D computer modeling methodologies and skills are introduced to intermediate and advanced levels. Concepts and techniques required for forthcoming productions are practiced using the high-end power of 3-D computer animation.

**Prerequisites:** AN 2230 Fundamentals of Animation and AN 2370 3-D Computer Animation Modeling

### AN 3380

#### Scriptwriting for Animation (3 credit elective)

This course is designed to give students an opportunity to experience another facet of animation pre-production: the script. Students develop a rough story idea, including characters, settings, conflicts, resolutions, and develop of a final, 22-minute script. Several smaller creative assignments lead to the final project. At the conclusion of the course, students will understand how to write a short script, have a body of creative pre-production suitable for animation development, and understand the aspects of storytelling that make a film memorable and successful.

**Prerequisite:** AN 2310 Creative Visualization

### AN 3840

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

This second thesis class provides students with continued opportunity to create and produce an animated film that further expands their styles, skills and techniques. Students utilize pre-production progress gained within AN 3341 and AN 3342. Following the schedules developed in Thesis I, students are able to successfully complete the animation production process. Using the plan visualized through the animatics, students work through tasks and problems as each shot is animated and rendered. Post production includes editing the shots, syncing all sound and music and final delivery and projection of the film. At the conclusion of the class, students have completed the process of animation production and the film envisioned in Thesis I.

**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)

The Senior Portfolio Review is scheduled at the end of the term preceding the final term of study. The review begins students' preparation for the graduation exhibition and for transition from the academic environment to the professional world. The student's demo/graduation show reel is critiqued by department faculty, as well as discuss about their post graduation plans.

**Prerequisite:** AN 3000 Animation Sophomore/ Junior Portfolio Review

### AN 4010

#### Animation Layout + Production Design (3 credits)

Students explore different stylistic approaches for individual animated productions, and design original characters and environments. Areas of study include perspective, character and prop model sheets, background and character layouts, and proportion sheets (for multiple characters in a production). In addition, students produce full color samples of their master backgrounds and color keys of the main characters.

Upon completion of this course, students will have a greater working knowledge of perspective and composition, knowledge of how these pertain to cinematic motion and design, and several finished works for their portfolios.

**Prerequisite:** AN 3310 Character Animation + Motion Studies or AN 3720 3-D Computer Animation Motion Studies

### AN 4130

#### Business, Ethics + Copyright for Animation (3 credits)

Students learn about business practices in the animation industry, including business organization and operation as employer or employee, studio specialist or freelance generalist. Current and historic developments in copyright law are studied, as well as the ethical/non-ethical uses of animation. At the conclusion of this course, students will have assessed their animation education through the lens of the reality of the business world, and assessed their expectations for a career in animation. Students will understand the realities of the budgeting process, learned procedures for legal use and protection of copyright, and developed an understanding of the ethical use of this art form.

**Prerequisite:** AN 1310 History of International Animation

### AN 4330

#### Animation Collective 1 (3 credits)

This course is designed to simulate a real production studio environment. Students work together to produce a high-quality short film. Together, students combine their ideas into a cohesive theme, using skill sets learned in previous courses. Students' collective knowledge is used to develop an idea, write the script, produce a storyboard, and design the look and feel of the animation. Students experience the importance of successful leadership and team member interactions.

At the conclusion of the course, students will have completed the pre-production necessary for AN 4445 Collective 2.

**Prerequisite:** AN 3840 2-D/3-D Animation Thesis 2

### AN 4420

#### 3-D Advanced Dynamics + SFX (3 credits)

Explosions, waterfalls, and flocking birds are just a few of the effects students will learn to create using 3-D dynamics and Special Effects. Harnessing the power of physics and mathematics to control the creation and motion of particles, students will learn to simulate and recreate forces of nature. Once the motion is created, light, color, and texture is applied through software and hardware rendering. These effects are then rendered and combined to create state of the art digital effects composites. At the conclusion of this course students are able to manipulate forces, light, particles, materials, cloth, hair and fluids to solve visual problems in SFX.

**Prerequisite:** AN 3660 3-D Computer Animation Lighting + Materials

## AN 4460

### 2-D/3-D Advanced Compositing (3 credits)

Students study compositing techniques for matting 2-D and 3-D animation with live action. Techniques include blue/green screen set-up, lighting and camera techniques, using 2D/3D, motion tracking and compositing software. Students explore necessary pre and post-production project planning strategies to ensure seamless results invisible to the viewer. This is an advanced class / Technical Director level. At the conclusion of the course, students will have practical experience in visualizing, planning, and executing original and innovative approaches to the seamless combination of different layers of art, as well a finished piece representing the work.

**Prerequisite:** AN 3320 2-D Computer Animation or AN 3660 3-D Computer Animation Lighting + Materials

## AN 4480

### Advanced Scripting (3 credit elective)

An advanced Technical Director class that examines basic programming and scripting techniques as related to specific CGI applications. Included are research, development, writing and testing of expressions and plug-ins for 2-D and 3-D software. Projects are integrated with other animation classes to solve production problems or create new CGI tools. At the conclusion of the course, students will have gained practical experience with various professional scripting/programming procedures by applying them to specific Animation Department production problems, and have a finished piece representing the work.

**Prerequisite:** AN 4420 3-D Advanced Dynamics + SFX

## Digital Media

### DM 1120

#### Electronic Page Layout (3 credits)

An introductory, interdisciplinary course that addresses the principles of page layout through the use of digital technology. Areas of study will include page layout, page systems, typographic hierarchy, type and image, and the use of grids. At the conclusion of this course the students will demonstrate a basic understanding of typography, paragraph formatting, and grid structures, as it pertains to desktop publishing.

**Prerequisite:** FD 1010 Digital Image Making

### DM 2110

#### Vector Illustration (3 credits)

An introductory, interdisciplinary course that introduces the student to produce vector art. Students learn the basic features and commands of a vector program and produce graphics with a variety of styles. At the conclusion of this course the student will understand the principles of vector art, create original graphics, modify existing graphics, work with color libraries, and a variety of drawing tools.

**Prerequisite:** FD 1010 Digital Image Making

### DM 2120

#### Raster Image Processing (3 credits)

An introductory, interdisciplinary course that introduces the student to 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/white or color images have been scanned and/or electronically created. At the conclusion of this course the student will have a proficient understanding of raster images, how they are created, manipulated and output to print or web environments.

**Prerequisite:** FD 1010 Digital Image Making

### DM 3105

#### User Prototyping (3 credits)

This is a foundation design course that establishes a set of best practices allowing the student to approach digital media through a user centered lens. Students research and explore a variety of pre-visualization methods that are inherent in the online digital environment, merging new tools like user interface, interactivity, visual sequencing and storytelling into their final projects. At the conclusion of this course students will gain a thorough understanding of paper prototyping, user testing, and pre-visualization methods for onscreen environments creating a user centered design foundation for digital media.

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

### DM 3115

#### Web Design (3 credits)

This intermediate course uses the knowledge from DM 3105 User Prototyping and focuses on taking the principles from traditional graphic design and applying them to the online environment. Students are introduced to site architecture, concept mapping and digital code. Web sites will be tested and used for optimal browser display, information architecture and user needs. At the conclusion of this course, students will have gained an understanding of the common challenges of creating and designing interactive media through prototyping, flow charting, pre-production, production and execution of a final website design.

**Prerequisite:** DM 3105 User Prototyping

### DM 3130

#### Digital Editing (3 credits)

This intermediate course builds on the knowledge of DM 3105 User Prototyping and introduces digital tools to create real time non-linear editing for video and sound. Students learn to use and design digital tools for online environments and apply them to projects that integrate sound, motion and writing. Through the introduction of history, research and storytelling, students create final video and sound productions that will be used for pre-production, production and post-production design projects. At the conclusion of this course, students will have gained an advanced understanding of digital media design through the time based storytelling, theory, pre-production, production and post-production techniques.

**Prerequisite:** DM 3105 User Prototyping

### DM 4420

#### Media Design (3 credit elective)

Converging multiple skill sets from the interaction and motion design classes into one integrated project approach. This course is the finalization of the Digital Media series. Students design and develop a variety of projects that are versatile across various on-screen environments. At the conclusion of this course students will demonstrate an advanced ability to use all the tools of digital media in previous prerequisite classes and integrate them into a final design project that merges across all areas of the Interactive environment.

**Prerequisites:** DM 4310 Motion Design and DM 4320 Interaction Design

COURSE DESCRIPTIONS

Fine Arts

FA 1150  
Introduction to Painting (3 credits)

An introduction to the tools, materials and processes of painting including: building stretcher frames, stretching and preparing the canvas and paint application with various brushes and tools. Topics include: the cultivation of self-expression through exploring basic painting techniques and developing art literacy, including terminology; through critical review and discussion. Upon completion of this course, students will be technically prepared to undertake projects in higher level painting courses. Students will demonstrate in critiques and projects their knowledge of canvas and panel construction, painting techniques, light and color, and an introductory knowledge of contemporary art trends.  
Prerequisite: none

FA 1250  
Introduction to Sculpture (3 credits)

This course is an introduction to a wide variety of the processes, materials and conceptual aspects of 3-D art making. Students learn to engage their art making in a three-fold approach: critical thinking as a process, attention to materials knowledge and exposure to contemporary and historical artists through lectures. Students investigate formal aspects of sculpture as well as the development of ideas. They expand written and oral communication skills regarding aesthetics and art as they develop and employ research methods by which to nourish their art making. As well, they explore a variety of new working methods: individual, small group and class collaboration. At the conclusion of this course, students will have worked with wood, fibers, metals and other alternative forms to create a coherent body of work.  
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. At the conclusion of this course, students will have a broad understanding of B&W photography and its relationship to contemporary art and will have created a thoughtful portfolio of photographs. Students will need a manual 35mm camera and should expect to spend \$100-\$150 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 Art History 2: Renaissance to Contemporary.

FA 2020  
Form and Content (3 credits)

Students thoroughly analyze the total organic structure of a work of art and its meaning. The class also studies light and space in relation to both two and three dimensions. Psychology, theory, history, design, and aesthetics are investigated as tools to develop a visual vocabulary. At the conclusion of this course, students are expected to demonstrate knowledge of visual vocabulary, formally and in relationship to content in class projects.  
Prerequisite: none.

FA 3015  
Contemporary Art Studio (3 credit elective)

Students investigate contemporary movements and concepts including happenings, installation, performance, new figuration, and postmodern aesthetics in studio projects that reflect knowledge and insights gained from a series of panel discussions led by college faculty, critics, and visiting artists. These studio projects culminate in a major research project covering contemporary artists and issues as they relate to the student's own artistic vision.  
Prerequisite: FA 2015 Seminar in Modern + Contemporary Art

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. At the conclusion of this course, student projects will exhibit awareness of current art practices, increased art literacy, and the role of technology and experimentation in contemporary art.  
Prerequisite: none

FA 4990  
Professional Practices (3 credits)

This course prepares fine art majors with essential knowledge and practical strategies necessary to effectively seek out venues for their own art, which include gallery representation, co-operative and alternate spaces, commissions, government grants, competitions, residencies and graduate schools. The class visits area artists' studios, galleries, art centers and museums. Students are exposed to working professionals such as critics, art administrators, gallery directors and museum curators. At the conclusion of the course, students will have created a professional-grade portfolio, which includes artist statement, resume and photography of artwork. Students use their portfolios to submit applications to exhibitions, residency programs, grants and graduate schools. Students also learn how to properly display, store and ship art using sound archive methods.  
Prerequisite: must be a junior or senior. Non-Fine Arts majors accepted upon department Chair's or department Head's approval

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 using ceramic materials to make sculpture and vessels. Emphasis is placed on individual style and how clay can be used as a vehicle for expression. Students make work from low-fire clay using a combination of coil, slab, and texturing techniques, surface slips and glazes. An introduction to ideas about sculpture, the vessel, and the Raku process are presented through slide lectures and research assignments. At the conclusion of this course, students will be well-versed in hand-building techniques, basic glaze formulation, and firing of electric and Raku kilns. Students will learn to develop strategies to translate an idea into sculptural form.  
Prerequisite: none

### FAC 3250

#### Ceramic Sculpture 2: Tools, Techniques, Process (3 credit elective)

This course focuses on using the potter's wheel as a tool to make functional and sculptural forms. Emphasis is placed on combining and altering forms made on the wheel, experimenting with low-fire clays, surface slips and glazes, and developing critical skills for looking at art. Students research the works from historical time periods and of contemporary clay artists. At the conclusion of this course, students will understand the immense possibilities of using the wheel and the clay process, and its application to their personal vision.

Prerequisite: FAC 1265 Ceramic Sculpture 1: Handbuilding

## Fine Arts: Painting

### FAP 2150

#### Painting 1: Painting Practicum (3 credits)

Students deal with intermediate painting issues as they continue to develop skills in their chosen media. The course includes exploration of the human figure and the landscape as they student the relationship between figure and ground. As students begin to define their individual directions, creative integration of concept, drawing, painting, color, composition become important concerns. At the conclusion of this course, students are expected to demonstrate knowledge of research skills and its application to individual process.

Prerequisite: FA 1150 Introduction to 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 3150

#### Painting 2 (3 credits)

In this course the emphasis is on dealing with contemporary issues while further defining individual directions. Craft, content, and the dialogue between the artist and the viewer are emphasized. A broadening of format, image, and theme allows the students to independently analyze and develop within their chosen painting media and forms. At the conclusion of this course, students are expected to have obtained sufficient technical ability to undertake more advanced work.

Prerequisite: FAP 2150 Painting 1: Painting Practicum

### FAP 3170

#### Figure Painting (3 credits)

The theme of figure is utilized as a point of departure. Issues of craft, content, and the dialog between the artist and the viewer are emphasized. A broadening of format, image, and theme allows students to independently analyze and develop their own painting media and forms.

Prerequisite: FAP 2150 Painting 1: Painting Practicum

### 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: FAP 3100 Painting Sophomore/ Junior Portfolio Review; must be a junior or senior.

### FAP 4050

#### Painting 3 (3 credits)

Students research advanced contemporary issues while refining a personal visual vocabulary. Emphasis is on building a stylistically coherent body of work evolving out of concepts explored in previous courses. At the conclusion of this course, students will have a working knowledge of contemporary painting practices and its application to their individually derived content.

Prerequisite: FAP 3170 Figure Painting, or FAP 3150 Painting 2

### 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.

Prerequisites: FAP 3170 Figure Painting, or FAP 3150 Painting 2

COURSE DESCRIPTIONS

Fine Arts: Sculpture

FAS 2250

Sculpture 1: Sculpture Practicum (3 credits)

Students develop practical skills to successfully execute, exhibit, and document their art works. The course includes honing visual thinking skills, understanding real-world exhibition concerns, documenting works with digital and slide formats, and becoming more self-aware of their process through readings about contemporary artists and writing exercises. At the conclusion of the course, students will be able to construct various exhibition devices, be well-versed with the tools and techniques in the metal and wood shops, and have a strong understanding of the conceptual and technical consistencies in their individual process.

Prerequisite: FA 1250 Introduction to 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 4150

Sculpture 3: Directed Studies (3 credits)

Through advanced research, students consider contemporary issues while refining a personal visual vocabulary. Emphasis is on content, idea development and process. At the end of this course, students have progressed their art towards a coherent body of work, evolving out of concepts explored in previous studies. Individual influences and sources are researched and investigated. Extended studies include in-depth readings, reports and visits to area art venues.

Prerequisite: FAS 3250 Sculpture 2: Exhausting the Metaphor

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

Fine Arts: Photography + Video Art

FAV 2245

Photography 2 (3 credits)

This course is a continuation of the Basic Photography class. Students are expected to have a working knowledge of beginning photographic techniques (camera operation, exposure, developing, printing, finishing and presentation). Photography 2 focuses on controlling all aspects of photographic image making. Designed to put the student firmly in command of the mechanics of photography, this course explores contrast control, the zone system, exhibition size and scale, different papers and film, toning, studio lighting and alternative cameras. At the conclusion of this course, students have focused their personal creative vision and presented this knowledge in a refined and thoughtful portfolio.

Prerequisite: FA 1410 Basic Photography

FAV 2320

Introduction to Video Art (3 credits)

This course introduces video as a medium for artistic expression and social inquiry. In this introductory course in digital video production and non-linear editing, students produce short works and are introduced to a range of approaches including experimental, documentary, and installation. Recent and historical trends in the medium are covered through the viewing of work by media artists of the past 40 years. At the conclusion of this course, students have a working knowledge of this medium and its history.

Prerequisite: FA 1410 Basic Photography

FAV 3100

Photo + Video 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

## 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 are introduced to Photoshop and Illustrator techniques as well as printing and type management. At the conclusion of this course the student will be able to demonstrate their ability to solve visual, compositional, and technical problems on Mac/Pc platforms.

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

22 FD 1275

### Drawing 1 (3 credits)

This course investigates the creative possibilities found in the act of drawing and thinking. Students draw from seen and invented subject matter to practice with conceptual ideas, experimental materials, and techniques. Drawing exercises emphasize composition, positive/negative space, figure-ground relationship, and multiple points of view. At the conclusion of this course students demonstrate improved ability to implement creative, expressive, and personal solutions to visual problems.

Prerequisite: none

FD 1375

### Drawing 2 (3 credits)

This course introduces students to methods of structural based drawing through rigorous observational practices. With an emphasis on composition, ideas such as light, shade, value contrast, tone, proportion, texture, mass, volume, and techniques are introduced. Utilizing the study of natural and man-made objects, students become familiar with one, two, and three point perspective. At the conclusion of this course the students demonstrate improved knowledge and skills in translating what is observed from life into 2-D picture plane.

Prerequisite: FD 1275 Drawing 2

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 Studies

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 is a survey course for freshman intending to pursue a major in Graphic Design + Interactive Media. Students are introduced to professional graphic design organizations such as American Institute of Graphic Arts (AIGA) and the design offices of practicing professionals. At the conclusion of this course, students successfully complete a broad range of 2 and 3-dimensional studio projects that demonstrate proficiencies with research methods, problem analysis, brainstorming strategies, team interactions, and graphic visualization techniques.

Prerequisite: none

GD 2440

### Typographic Design (3 credits)

This formative course serves as an in-depth examination of the elements and principles of typography via hand-assembled and digital studio projects. Reader and audience demographics are also thoroughly covered. At the conclusion of this course, students demonstrate conceptual and technical proficiencies with letterform structures, legibility, readability, text manipulation, typographic space, and communication hierarchies.

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

GD 2520

### Sign + Symbol (3 credits)

Graphic design principles, elements, and methodology are addressed in this introductory course. Major topics include anatomy of visual form, simplification, typography, sequence, composition, and basic graphic communication theory. Projects are designed to build sound conceptual thinking and practical expertise by making use of brainstorming, sketching, visual diagramming, and computer generated imagery. Projects are directed towards the understanding of signs, symbols, pictograms, logos, and logotypes. At the conclusion of this course, students working as individuals and in teams demonstrate a basic understanding of graphic design principles and methodology.

Prerequisites: DM 2110 Vector Illustration, DM 2120 Raster Image Processing, GD1020 Design Concepts/Methods, and GD 2440 Typographic Design

## COURSE DESCRIPTIONS

### 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 3020 Visual Sequencing (3 credits)

The significance of design research, analysis, and demographics are addressed in this advanced course. Using concepts and principles from the previous course, students research and explore more complex multi-page visual communication problems. Principles and elements include: conceptual development, grid systems, sequencing, typographic hierarchy, and text/image integration. Working in teams and as individuals, students are introduced to written, verbal, and visual presentation techniques in order to articulate why specific solutions have been employed to solve graphic design problems. At the conclusion of this course students demonstrate the ability to conceptualize, design, and execute more complex communication projects.  
**Prerequisite:** GD 2520 Sign + Symbol

### GD 3440 Experimental Typography (3 credits)

This advanced course addresses more in-depth relationships between form and content in typographic communication. Elements and principles such as contrast, scale, space, rhythm and sound are fully examined. Students work as individuals and in teams with a wide range of hand-assembled and digital media. Contemporary typographers are studied and inform the studio projects. At the conclusion of this course, students understand both abstract and objective forms of typography.  
**Prerequisite:** GD 2440 Typographic Design

### GD 3470 3-D Packaging (3 credits)

Students utilize both traditional and digital media as an introduction to the skills necessary for designing packaging graphics and preparing accurate mock-ups as practiced within the graphic design industry. Content includes basic concept rendering, developing die-cut patterns, model-making and mock-up techniques, and both visual and verbal presentation skills. The course includes visits to package design and fabrication facilities in the Denver area.  
**Prerequisites:** FD 2120 Visual Design 2, DM 2110 Vector Illustration and DM 1120 Electronic Page Layout

### 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 4020 Experience Design (3 credits)

This integrated course fully explores the significance and impact of experience design. Moving beyond traditional graphic design concepts, this course strives to create experiences beyond products and services. Students work as individuals and in teams on multi-faceted projects that address: way-finding, environmental graphic design, information architecture, and fabrication connections and resources. Students address issues such as: product or service life cycles, user interfaces, and the creation of environments that connect on an emotional or value level to customers. As in previous courses, students sharpen analytical, verbal, written, and visual presentation techniques. At the conclusion of this course, students demonstrate a sound knowledge of research and user centered design via studio projects and client/ user presentations.  
**Prerequisite:** GD 3040 Design Systems

### 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:** GD 3040 Design Systems. **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 4980 Senior Graphic Design Seminar (3 credits)

This course investigates seminal issues and ideas in graphic design. Topics include the changing role of the graphic designer in contemporary culture, conflicts between commercial practice and social responsibility, and practical issues as they relate to securing a professional position in the field. Visiting designers contribute to a thought provoking seminar environment. At the conclusion of this course, students have successfully completed a thesis project, writing portfolio, and marketing materials.  
**Prerequisite:** FD1990 Freshman Portfolio Review, GD 3000 Graphic Design + Interactive Media Sophomore/ Junior Portfolio Review, and must be a senior

### 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 1680

### Introduction to Interior Design (2 credits)

This course is an introduction to the interior design profession and practice. The course introduces students to the design process, fundamental skills, principles, and theories related to the interior environment and human behavior within a variety of contexts. Students learn vocabulary and terminology related to the profession of interior design and architecture. Upon successful completion of this course, students will have broad perspective awareness of the processes, practices, terminology and skills necessary for continued study; and a foundation for the ethical approach to creating interior environments.

Prerequisite: none

ID 1780

### Green Design 1 (2 credits)

This course presents an introduction to the philosophical and practical principles of green design. Students gain knowledge of environmental issues, sustainability, and professional design standards for ecological projects, services, and materials. Green design projects are highlighted through case studies and field trips. Local resources for green design research, materials, products, and services are introduced through guest speakers and class discussions. Upon successful completion of this course, students will have an understanding of sustainable design concepts in preparation for Green Design 2 and 3, as well as their application to other courses, and will develop research skills for green design criteria necessary for all future projects.

Prerequisite: none

ID 1820

### Drafting (3 credits)

This introductory course covers the principles and elements of drafting as applied to interior design, architecture, and environmental graphic design. Utilizing relevant industry tools and techniques, students learn the basic techniques and methods of hand drafting including: layout and lettering, dimensioning, and the development of floor plans and elevations. Upon successful completion of this course, students will acquire the necessary hand drafting skills to apply to future courses in the curriculum and to advance to the study of Computer Aided Design (CAD).

Prerequisite: none

ID 1870

### Surfacing Materials (2 credits)

This course is an in-depth study of surface materials, the industries that produce them and their integral relationship to interior design. Students investigate appropriate conventional and sustainable material choices for use in non-structural applications and examine the process of selecting and specifying appropriate materials for different interior elements. Upon successful completion of this course, students will be able to recognize, categorize and evaluate different surfacing materials to create aesthetic and functional designs appropriate for residential and commercial interiors that protect health, safety and welfare.

Prerequisite: ID 1840 Textiles

ID 1890

### History of Architecture + Furniture 1 (2 credits)

This course is an introduction to the history of interiors and western architecture from antiquity to the mid-19th century. Students investigate period design within the context of the cultural, economic, lifestyle, and technological issues of each era including interior and exterior architectural elements; furniture, design motifs and ornamentation; fine arts; and construction methods. Upon successful completion of this course, students will have the ability to identify style elements of architecture, furniture and ornamentation for each period studied, and to apply these skills to period renovation/restoration, or to reinterpret historical design elements for current uses.

Prerequisite: none

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). Upon successful completion of the Sophomore/Junior Portfolio Review, students will have identified their individual strengths and weaknesses so that they may address both in their upcoming major course work.

Prerequisite: FD1990 Freshman Portfolio Review

ID 2010

### Introduction to Computer Aided Design (CAD) (3 credits)

This course introduces students to the use of CAD systems as a drafting/design tool for interior design. Areas of study include CAD Systems (hardware, software, procedures and standards) and terminology as applied to architectural drawing types. Emphasis is upon proper use of software commands, layer organization and strategies, efficient drawing practices, and the production of scaled drawings. Upon successful completion of this course, students will establish time management skills to meet deadlines; understand the terminology and use of CAD Systems and commands following acceptable standards and procedures; and utilize appropriate file management methods.

Prerequisites: FD 1010 Digital Image Making, and ID 2850 Basic Space Planning

ID 2830

### Architectural Perspective + Rendering Techniques (3 credits)

This course introduces the artistic and presentation techniques of perspective and rendering for the interior design profession. Students develop skills in both the conceptual and technical process of manually constructing one, two, and three-point perspective drawings as well as professional rendering techniques that include color palette use, light sources and shading, surface and detail indications and entourage. Upon successful completion of this course, students will understand and demonstrate the free-hand and mechanical drawing and rendering skills necessary to successfully illustrate their design solutions in presentation drawings.

Prerequisite: ID 1820 Drafting

ID 2860

### Residential Design (3 credits)

This course examines the functional and aesthetic elements and considerations of design for residential environments within the context of current design philosophies and best practices. Students investigate and apply diverse design solutions through projects involving space planning, spatial development, and furniture and finish selections, as well as appropriate, professional presentation methods. Upon successful completion of this course, students will have the ability to recognize and evaluate different residential design alternatives; understand and apply aesthetic principles and human factors; utilize 2 & 3 dimensional elements and principles of design; and apply appropriate regulations, standards and codes to protect health, safety and welfare of residential clients.

Prerequisite: ID 2850 Basic Space Planning

## COURSE DESCRIPTIONS

### ID 2920 History of Architecture + Furniture 2 (2 credits)

This course is a continuation of History of Architecture and Furniture 1 and examines the history of interiors and architecture of American and Western European cultures from the 19th century through Post-Modernism. Students investigate period design within the context of the cultural, economic, lifestyle, and technological issues of each era including interior and exterior architectural elements; furniture, design motifs and ornamentation; fine arts; and construction methods. Upon successful completion of the course, students will have the ability to identify style elements of architecture, furniture and ornamentation for each period studied, recognize and evaluate architectural and interior 3-dimensional principles, and apply these skills to period renovation/restoration, or to reinterpret historical design elements for current uses.  
**Prerequisite:** ID 1890 History of Architecture + Furniture 1

### ID 3750 Building Structures and Systems (3 credits)

This course examines building structural methods and materials as well as mechanical, electrical and plumbing systems as they relate to interior design practice. Emphasis is on understanding and illustrating building construction in compliance with building and life-safety codes. Upon successful completion of this course, students will understand typical constructions materials, methods and systems as well as variations, experimental and sustainable alternatives; utilize primary reference sources for specific building systems and materials; and complete a set of residential construction documents.  
**Prerequisites:** ID 2860 Residential Design (Residential Design may be taken concurrently)

### ID 3790 Intermediate CAD (3 credits)

This course is a continuation of Introduction to Computer Aided Design, ID 2010 and provides an in depth study of industry CAD standards and procedures using advanced application and utility functions. Emphasis is upon two-dimensional drafting and design as they relate to the interior design industry through the development of detailed CAD drawings using advanced protocols and management/distribution systems. Upon successful completion of this course, students will demonstrate competence with advanced CAD standards and procedures through the development, management and distribution of CAD documents.  
**Prerequisite:** ID 2010 Introduction to Computer Aided Design (CAD)

### 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 3850 Construction Documents (3 credits)

This course builds upon the skills acquired in previous courses to interpret the graphics, terms, and accepted practices necessary to prepare construction documents for commercial interior spaces. Students develop in-depth knowledge of the codes, laws, and references necessary to prepare a valid set of construction documents, and develop knowledge and skills required for the design of custom millwork, and the preparation of specifications and cost estimations. Upon successful completion of this course, students will have the ability to create and assemble a set of code compliant construction documents and related preliminary budget documentation.  
**Prerequisites:** ID 3750 Building Structures and Systems and ID 2010 Intro to Computer Aided Design (CAD)

### ID 3860 Restaurant + Retail Design (3 credits)

This course introduces students to the space planning techniques, image development, merchandising, and physical and psychological considerations involved in designing restaurants and retail spaces. Students investigate the color, material, furniture, and equipment selections necessary to design restaurant and retail spaces, with emphasis upon quick problem-solving and presentation methods. Upon successful completion of this course, students will have the ability to formulate and communicate a comprehensive design for a restaurant and a retail environment.  
**Prerequisite:** ID 2860 Residential Design

### ID3890 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 3980 Business of Interior Design (2 credits)

This course introduces students to the fundamental considerations and processes involved in creating and running a professional interior design business including the legal, ethical, practical and professional requirements involved in interior design practice. Students investigate types of business structures and practices, professional documents and contracts, effective marketing techniques, professional working relationships with related disciplines; principles of job cost estimating, budgeting methods, and project management methods. Upon successful completion of this course, students will have the ability to successfully assess their interior design career options and understand the principles and practices of the interior design profession.  
**Prerequisite:** ID 3810 Office Design or ID 3860 Restaurant + Retail Design

### 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. Upon successful completion of the Interior Design Senior Portfolio Review, students will be able to further develop their individual portfolios for entrance into the design profession and/or graduate school.  
**Prerequisite:** ID 2000 Interior Design Sophomore/ Junior Portfolio Review

### ID 4200 Green Design 3 (3 credit elective)

This course builds upon the previous 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 who successfully complete this course will understand how to use LEED rating systems, 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 4810 Historic Preservation (3 credit elective)

This course introduces students to the theoretical and practical aspects of historic preservation as well as the current issues affecting the design and adaptation of existing and historic buildings. Students explore the design criteria, products, sources of information, and codes and standards applicable to historic preservation through discussion, lecture, projects, and site visits. Upon successful completion of this course, students will possess an enhanced understanding of the systems, policies, laws, treatments, and practices affecting historic preservation projects.

**Prerequisites:** ID 1890 History of Architecture + Furniture 1 and ID 2920 History of Architecture + Furniture 2, junior or senior status

### ID 4840 Design Research (2 credits)

Students in this course develop an understanding of research methodologies and information-gathering techniques for application to their Senior Design Project. Emphasis is upon code analysis, surveys, literature reviews, observational and case studies, and critiques. Upon successful completion of this course, students will have researched, compiled, and analyzed all information relevant to their Senior Design Project and organized it into a professional reference notebook that includes a detailed project proposal and programming analysis.

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

### ID 4850 Furniture Design (2 credits)

This course emphasizes innovation and creativity in the design of functional and aesthetically pleasing furniture designs. Students investigate appropriate materials including sustainable alternatives and apply appropriate assembly and construction techniques for their designs. Upon successfully completing this course, students will understand and implement the creative, technical and practical processes involved in the design and construction of custom furniture for specific uses.

**Prerequisite:** ID 3850 Construction Documents

### ID 4870 Special Use Design (3 credits)

Building complexes utilizing mixed function and use are the subject of the course. The student applies previously learned information to specific design problems associated with large building complexes. Project topics include retirement centers, health care facilities, and hotels. Emphasis is upon the preservation and rehabilitation of buildings, and design solutions for special needs. Upon successful completion of this course, students will demonstrate advanced abilities to plan and implement design solutions for complex design problems.

**Prerequisites:** ID 3860 Restaurant + Retail Design and ID 3810 Office Design

### 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 to facilitate the best possible student/sponsor connection, and a planned program of activities is then coordinated with the professional internship sponsor. Students are exposed to a variety of on-the-job experiences such as space planning, drafting, showroom use, presentation boards, installation supervision, and client and manufacturer interaction. Students must participate in a scheduled pre-internship seminar prior to enrolling for the Internship program. Upon successful completion of the internship program, students will have real-world experience working with a design and/or architectural firm that prepares them to successfully enter the design profession.

**Prerequisites:** Senior status and department Chair approval

### ID 4990 Senior Design Project (3 credits)

Students independently develop and present a major design project in this course. Emphasis is upon the application of research completed in the Design Research course to a project of special interest to the student. The project must meet the program's guidelines and departmental approval. Each student presents and defends the finished project to a jury of professional designers. Upon successful completion of this course, students will demonstrate the ability to complete a comprehensive design project illustrating all of their skills and knowledge as pre-professional designers.

**Prerequisites:** ID 4870 Special Use Design and ID 4840 Design Research, must be a senior in their last term (Special Use Design may be taken concurrently, although it is not recommended)

## COURSE DESCRIPTIONS

### 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. At the end of this review, students and faculty will have identified and discussed both strength and weaknesses in the student portfolios so that the students may address both in their upcoming major coursework.

**Prerequisite:** FD1990 Freshman Portfolio Review

#### IL 2440

#### Typography for Illustration (3 credits)

This course examines the relationship of typographic design to illustration. Students will learn to apply the basic elements and principles of graphic design to a range of typographic projects to learn how type works with images to communicate ideas. In addition, students will discuss historical and contemporary use, examining page layout, identifying crucial relationships, with special emphasis on creative typographic design solutions. By the end of this class, students will exhibit increased abilities to arrange, design, and manipulate typography as a visual tool in order to more effectively communicate ideas.

**Prerequisites:** FD1010 Digital Image Making and FD2120 Visual Design 2

#### 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. By the end of this course, students will exhibit increased skills and knowledge in reading, writing, and in employing analytical skills in evaluating the influences of the past in shaping visual storytelling styles within American culture.

**Prerequisite:** none

#### IL 2520

#### Illustration Media (3 credits)

Students explore a variety of media that are particularly effective for illustrators working with deadlines. The emphasis of this course is experimentation with innovative techniques using both water-based and oil media to discover new ways to express their ideas visually. At the conclusion of this course the student will have practical usage and application of various drawing and painting media. They will show a curiosity and openness to experimentation in non-traditional solutions. The student will understand efficient methods of creating images that require short deadlines.

**Prerequisites:** FD 1115 Visual Design 1 and FD 1360 Structural Drawing

#### 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. At the end of this course students shall, in a variety of media, have improved their ability to apply perceptual, geometric/constructive, and anatomical modes to the drawing of the clothed and unclothed human figure, and be able to place figures in a coherent story-telling setting.

**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 2570

#### Basic Illustration (3 credits)

This course is the foundation illustration course. Students learn to apply their problem-solving skills to make narrative illustrations in various media, such as pencil, pen and ink, scratchboard, charcoal and watercolor. Students are challenged to develop finished illustrations through a series of preliminary drawings which analyze and direct the meaning of the work. Projects challenge the student's ability to create pictures that communicate to a mass audience with impact and style. Upon completion of this course, students will have the knowledge of how professional quality illustrations are produced. They will have the understanding on how to produce preliminary sketches and to develop conceptual solutions. Students will comprehend the methods and steps required in successful compositional arrangements. They will be able to take their ideas and fully render them as a finished work of art.

**Prerequisite:** IL 2510 History of American Illustration

#### IL 2650

#### Life Painting 1 (3 credits)

Students paint from live models to further develop artistic skills in this studio course. They explore the potential of the human figure as a vehicle for creative visual expression. The integration of drawing, painting, composition, color and content are important. At the end of this course the student will have created a portfolio of figure paintings demonstrating a command of color, form, gesture, and anatomy in rendering the clothed and unclothed figure.

**Prerequisite:** IL 2550 Life Drawing 3: Human Anatomy

#### 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. At the end of this review, students and faculty will have identified and discussed both strength and weaknesses in the student portfolios so that the students may address both in their upcoming major coursework.

**Prerequisite:** IL 2000 Illustration Sophomore Portfolio Review

**IL 3580**  
**Landscape Painting (3 credits)**

Landscape painting continues the illustrator's study of basic oil painting materials and methods. Students further their understanding of representational painting through both studio and location work and employing plein-air studies that observe the landscape to master traditional compositional principles. At the conclusion of the course the student will understand the basics of observational painting in oils, using the landscape as subject matter.

**Prerequisite:** IL 2560 Still Life Painting

**IL 3590**  
**Conceptual Illustration (3 credits)**

The information age demands that the illustrator must absorb complicated text and summarize it with a single image. In the areas of advertising, editorial and institutional illustration, the artist does just that. This course defines and develops the necessary methods required to successfully conceive and produce powerful single image illustrations that quickly communicate to a mass audience. Studio projects will rely on the analytical method of thumbnail sketches, reference gathering, preliminary drawings, and color studies for the production of finished illustrations. At the conclusion of this course students will gain knowledge and skills in story analysis, compositional development and the production of finished illustrations in a variety of techniques.

**Prerequisite:** IL 2570 Basic Illustration

**IL 3610**  
**Life Drawing 4 (3 credits)**

A figure drawing course that utilizes pastels, watercolors, charcoal, graphite and conté crayon to exercise and develop the drawing skills of the student. Students study advanced concepts of storytelling, costumed drapery, pose, character development, composition, and continue their study of the anatomy with particular emphasis on the head and hands. Students also examine the effect of light on form. At the end of this course students will have a portfolio of drawings in different media demonstrating an improvement in the essentials of figure drawing developed in Life Drawing 1, 2, and 3, with special emphasis on the expressive possibilities of the head and hands, and in form lighting through long poses of the clothed and unclothed figure.

**Prerequisite:** IL 2550 Life Drawing 3: Human Anatomy

**IL 3655**  
**Character Design (3 credit elective)**

Telling good stories involves creating memorable characters. How is this accomplished? What is the role of costume? How can the artist develop vivid personalities to inhabit the author's stories? How does knowing the audience help define the character? The answers to these questions are the basis for this advanced course in character design. Students develop a series of characters traditionally on paper (character sketches, turnarounds, sheets and finished drawings) and with Sculpey or other clay 3-D materials. At the conclusion of this class the student will have a better understanding of how to create a more fully developed drawn character.

**Prerequisite:** IL 3610 Life Drawing 4

**IL 4530**  
**Directed Themes in Illustration (3 credits)**

Students specialize in a single area of illustration for the entire term. They may choose illustration projects in editorial, advertising, book, or institutional areas, in order to explore artwork in a related series of instructor-directed themes. At the completion of this course, the student will have created a series of three related portfolio projects that demonstrate advanced problem solving ability, greater command of a personal style in their artwork, as well as continued improvement in developing skills in illustration methods and materials.

**Prerequisite:** IL 3660 Illustrating Literature

**IL 4550**  
**Computer Illustration (3 credits)**

This is an electronic-based, technology-driven illustration course. Projects in editorial, advertising, and book illustration are created solely on the computer, applying the software programs from previous computer classes to communicate to specific audiences. At the end of this course, the student will possess the ability to clearly communicate and interpret ideas, themes and experiences as evidenced through the presentation and content of their portfolio. The student's portfolio will show effective use of materials, processes and techniques, which display application competencies. The issues of illustration problem solving, inherent in this upper level class, will advance the student's ability to understand how to integrate intercultural ideas into their professional work. The knowledge from other courses will be synthesized and used in new learning situations meant to demonstrate analogous concepts between illustration and other subjects.

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

**IL 4650**  
**Children's Book Illustration 2 (3 credit elective)**

Children's Book Illustration 2 is the second half of Children's Book Illustration 1. Individual assignments augment the earlier course and extend the practical methods. At the conclusion of this class the student should have an increased knowledge of the process needed to complete a 32 page picture book project, as well as an increased understanding of storytelling, design, character development and other basic illustration principles.

**Prerequisite:** IL 3650 Children's Book Illustration 1

**IL 4990**  
**Illustration Graduation Portfolio (3 credits)**

This course allows Senior students to develop their individual illustration concepts within the boundaries of editorial, advertising, or book illustration areas. Timetables and assignment themes are self-directed in consultation with the instructor. At the end of the course, a portfolio of professional-level work is completed for display in the graduation exhibition.

**Prerequisite:** must be a senior in their last term

## COURSE DESCRIPTIONS

### 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

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 + 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 4030

#### Seminar in Contemporary Thought: Identity and Power (3 credits)

Students focus on contemporary intellectual debates within aesthetic and social theory. "Identity and Power" examines the role of society and culture in the construction of gender and ethnic differences in the American historical and contemporary contexts. As a result of work in this course, students will: know the history of the feminist movement and the civil rights movement in the United States from the 1800's to the present; understand the impact of these movements on politics and self-identity; critically examine the role of society and culture in the construction of gender and ethnic differences; understand and use social theory to explore social inequalities.

Prerequisite: HU 2050 Humanities Seminar 2

HU 4035

**Seminar in Contemporary Thought:  
The Cultural Politics of Consumption (3 credits)**

This is the third in the 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. This seminar focuses on the activity of consumption in a variety of forms, emphasizing the various relations of human beings to the goods they produce, desire, exchange, and use. In this final course of the Humanities series, students focus on contemporary intellectual debates within aesthetic and social theory. Thus students develop a broad familiarity with the nineteenth century rise and twentieth century development of economic trends and their impact on philosophical, historical and social relations. Further, students gain a greater awareness of the complexities of economic structures and systems that permeate every aspect of contemporary culture.

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

MA 1215

**Applied Mathematics (3 credits)**

This course introduces students to aspects of mathematics that are particularly relevant to art and design. A basic knowledge of mathematics is required (first year of high school level). Topics include: numeric and geometric patterns in art and nature (Fibonacci series, tiling), symmetry, perspective, polyhedra, equations and graphs of trajectories, computer graphics, and fractals. At the conclusion of this course, students will be able to apply mathematical equations to solve problems related to the topics listed above.

Prerequisite: none

MA 1220

**Financial Principles + Practices (3 credits)**

Students are exposed to the principles and practices of financial management in the contemporary world. Topics include basic financial concepts and tools, business plans, financial statement analysis, and working capital management investment strategies. Students set an earning goal and design a business plan and investment strategy to reach that goal.

Prerequisite: none

**Physical + Natural Science**

NS 2015

**Climate Change (3 credits)**

This course examines climate change from the perspective of several scientific disciplines. The class will introduce students to scientific thinking with concepts from plant ecology, glaciology, earth science and meteorology. Students will learn how scientists have begun to understand the earth as an integrated system. Special note will be taken of features in the intermountain West such as snowfields, glaciers, gas, oil and coal fields and emerging trends in energy use. At the conclusion of this course students will have the tools to critically evaluate climate issues using scientific principles to critique a rapidly evolving world of conscious consumerism and energy use.

Prerequisite: WO 1060 Philosophy of Art + Design

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

## COURSE DESCRIPTIONS

### Social + Behavioral Science

#### SBS 2010

##### Anthropology (3 credits)

Anthropology is the study of human beings throughout time and across space. In this course, students explore human evolution, our place in the animal kingdom, our knowledge of others, and our knowledge of ourselves through a focus on specific peoples and cultures. Students also critically evaluate our perceived understanding of other cultures and the role of that understanding in our own culture. Outcomes: Students will learn about a variety of cultures; grasp and use the principles governing the discipline of anthropology, including its methods of research and writing.

**Prerequisite:** WO 1060 Philosophy of Art + Design

#### 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

\*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

