TRANSFER CURRICULUM

Transfer requirements are subject to change. Students should check with a counselor for current transfer information.

Note: These are not programs but suggested courses to prepare for transfer.

ART

CALIFORNIA STATE UNIVERSITY, LOS ANGELES

Below are the transferable major courses to CSULA. These are provided only as a guide to students planning to transfer to these schools. Any student planning to transfer to a four-year school should contact that school’s Art Department for a current list of requirements and see an ELAC counselor or go to the Transfer Center for specific information about the college to which you plan to transfer.

CALIFORNIA STATE UNIVERSITY, LOS ANGELES

Required Lower Division Core

<table>
<thead>
<tr>
<th>SUBJECT &amp; NO.</th>
<th>COURSE</th>
<th>UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 101</td>
<td>Survey of Art History I</td>
<td>3</td>
</tr>
<tr>
<td>ART 102</td>
<td>Survey of Art History II</td>
<td>3</td>
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<tr>
<td>ART 201</td>
<td>Drawing I</td>
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<tr>
<td>OR</td>
<td>ART 202 Drawing II</td>
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<td>OR</td>
<td>ART 203 Drawing III</td>
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<tr>
<td>OR</td>
<td>ART 501 Beginning Two-Dimensional Design</td>
<td>3</td>
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<tr>
<td>OR</td>
<td>ART 502 Beginning Three-Dimensional Design</td>
<td>3</td>
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Students choose one of the following options to complete their major.

Animation Option

<table>
<thead>
<tr>
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<th>UNITS</th>
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</thead>
<tbody>
<tr>
<td>ART 118</td>
<td>History of Animation</td>
<td>3</td>
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</tbody>
</table>

Design Option

<table>
<thead>
<tr>
<th>SUBJECT &amp; NO.</th>
<th>COURSE</th>
<th>UNITS</th>
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</thead>
<tbody>
<tr>
<td>ART 303</td>
<td>Intermediate Design</td>
<td>3</td>
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</table>

CHOOSE ONE ELECTIVE FROM THE FOLLOWING:

<table>
<thead>
<tr>
<th>SUBJECT &amp; NO.</th>
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<tbody>
<tr>
<td>ART 204</td>
<td>Life Drawing I</td>
<td></td>
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<tr>
<td>OR</td>
<td>ART 300 Introduction to Painting</td>
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<td>OR</td>
<td>ART 304 Acrylic Painting I</td>
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<td>OR</td>
<td>ART 305 Acrylic Painting II</td>
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<td>OR</td>
<td>ART 306 Acrylic Painting III</td>
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<tr>
<td>OR</td>
<td>ART 307 Oil Painting I</td>
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<td>OR</td>
<td>ART 708 Introduction to Ceramics</td>
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<td>OR</td>
<td>ART 709 Ceramics I</td>
<td>3</td>
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<td>OR</td>
<td>PHOTO 10 Beginning Photography</td>
<td>3</td>
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</tbody>
</table>

Art History Option

<table>
<thead>
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</thead>
<tbody>
<tr>
<td>ART 300</td>
<td>Introduction to Painting</td>
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<td>OR</td>
<td>ART 304 Acrylic Painting I</td>
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<td>OR</td>
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<tr>
<td>CSU GENERAL EDUCATION REQUIREMENTS</td>
<td>39</td>
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</tbody>
</table>

Portfolio of work recommended.

COURSE DESCRIPTIONS

ANIMATION (ANIMATN)

212 Character Animation and Design (3) CSU

Lecture, 2 hours; Laboratory, 4 hours.

This course provides foundational character animation concepts. The concepts include key positions, breaking down movement, acting, takes, accents, gestures, dialogue and facial expressions.

216 Layout and Background Art (3) CSU

Lecture, 2 hours; Laboratory, 2 hours.

This course covers background design and layout for animation. Topics include linear perspective, composition, framing, staging, the field guide, layers, and camera shots, moves and angles.
217 Storyboards (3) CSU
Lecture, 2 hours; Laboratory, 2 hours.
In this course, students learn the process of storyboarding. Topics covered include framing, basic camera shots, linear perspective, composition, lighting, continuity, and uses of storyboards.

218 Fundamentals of Animation (3) CSU
Lecture, 2 hours; Laboratory, 4 hours.
This course provides foundational animation concepts and experimental techniques. The concepts include squash and stretch, anticipation, overlapping action, analyzing, and depicting natural forces. The techniques introduced include drawing, puppet making, sand, paint and cutouts.

219 Animation Process and Production (3) CSU
Lecture, 2 hours; Laboratory, 3 hours.
This course gives students the opportunity to create a broadcast quality animated video project from beginning to end. A brief overview of the process includes concept development, visualization, story boarding, production, animation, title design and post-production.

221 Three-Dimensional Animation I (3) CSU
Lecture, 2 hours; Laboratory, 4 hours.
This advanced course introduces high-end three-dimensional Maya software. Students acquire familiarity with the expansive interface. Students gain the capability to model, texture, and animate three-dimensional content. Basic animation concepts are reinforced and demonstrated through projects.

222 Three-Dimensional Animation II (3) CSU
Prerequisite: Animation 221.
Lecture, 2 hours; Laboratory, 4 hours.
This course is the second level of three-dimensional computer animation studies using Maya software. Students gain the capability to rig a character using a skeleton, morph targets, create facial expressions, lip sync, and learn animation techniques uniquely relevant to character animation.

223 Three-Dimensional Animation III (3) CSU
Prerequisite: Animation 222.
Lecture, 2 hours; Laboratory, 4 hours.
This course is the third level of three-dimensional computer animation studies using Maya software. Students begin production of a short animated narrative that will continue in Animation 224. Students develop a narrative, and proceed with full production including storyboarding, creating an animatic, character designs, background designs, modeling and rigging.

224 Three-Dimensional Animation IV (3) CSU
Prerequisite: Animation 223.
Lecture, 2 hours; Laboratory, 4 hours.
This course is the fourth level of three-dimensional computer animation studies using Maya software. Students complete production of a short animated narrative project started during the previous semester. Students add texture, lighting effects, sound, animation, titles and final rendering to complete their project.

643 Design In Nature (3) CSU
Lecture, 2 hours; Laboratory, 2 hours.
This course is an interdisciplinary exploration of the relationship between nature and animation. Course content from engineering, architecture, physics and art converge to inform one’s understanding of animation motion graphics. Natural forces are explored through animation and include gravity, friction, air resistance, inertia, momentum, acceleration, velocity, structure, and flexibility.

ART (ART)

101 Survey of Art History I (3) UC:CSU IGETC Area 3A
Advisory: English 101.
Note: See note following Art 102.
Lecture, 3 hours.
This course follows the historical development of visual art (including painting, sculpture, architecture, and other forms) produced by European, North African, and Middle Eastern peoples from prehistory to ca. 1300. Art is discussed in its historical and cultural context. Among the cultures covered are: Mesopotamian, Egyptian, Persian, Greek, Roman, Early Christian, Byzantine, Medieval, and Islamic.

102 Survey of Art History II (3) UC:CSU IGETC Area 3A
Advisory: English 101.
Note: Art 101 is not a prerequisite of Art 102. Either course may be taken first. Art 101 and 102 are required of all art majors who want to transfer to a 4-year institution.
Lecture, 3 hours.
This course follows the historical development of visual art (including painting, sculpture, architecture, and other forms) produced in Europe and United States from ca. 1300 to ca. 1900. Art is discussed in its historical and cultural context. The following styles are covered: Late Gothic, International, Renaissance, Mannerism, Baroque, Rococo, Neoclassicism, Romanticism, and Early Modern.

103 Art Appreciation I (3) UC:CSU IGETC Area 3A
Lecture, 3 hours.
This course is an introductory and integrative course in the arts. It involves a comparative study of the visual arts produced in Europe and North America from ca. 1300 to ca. 1900. It may be taken first. Art 101 and 102 are required of all art majors who want to transfer to a 4-year institution.

105 History of Asian Art (3) UC:CSU IGETC Area 3A
Advisory: English 101.
Lecture, 3 hours.
This course covers the history of the visual arts in China and Japan. These arts are discussed in the context of the history and cultures from which they originated.

111 History of Contemporary Art (3) UC:CSU IGETC Area 3A
Advisory: English 101.
Lecture, 3 hours.
This course follows the historical development of Modern and Contemporary visual art (including painting, sculpture, architecture, new media, and other forms) produced from ca. 1840 to the present. Art produced by the global community will be considered with special concentration placed on European and North American artistic production since 1900. Art is discussed in its historical and cultural context. The following styles are covered: Symbolism, Fauvism, German Expressionism, Cubism, Dada, Bauhaus, Surrealism, Abstract Expressionism, International Style, Pop, and Postmodernism.
117 Mesoamerican Art: Olmec-Aztec (3) UC:CSU  
Lecture, 3 hours.  
This introductory course covers the history of Precolumbian art in Mexico, Guatemala, Honduras and Belize from the Olmec through the Aztec periods (1500 B.C. – 1519 A.D.). These arts are discussed in the context of the cultures from which they sprang. The following periods are presented: Olmec, Late Formative, Teotihuacan, Classic Cities, Maya, and Aztec.

118 History of Animation (3) UC:CSU IGETC Area 3B  
Lecture, 3 hours  
A historical survey of international cinema animation. Topics include the personalities and techniques of animators, as well as the social, political and economic forces that shaped this art form.

201 Drawing I (3) UC:CSU  
Prerequisite: Art 205.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course provides beginning instruction in drawing with graphite, charcoal, conte crayon, and other drawing media through the visual elements of art: line, value, shape, form, mass, texture and color. Subject matter from nature and still-life is included. Basic skills are developed, such as, eye-hand coordination and expressive composition is emphasized. It is a basic course required for all art majors and is recommended for non-art majors.

202 Drawing II (3) UC:CSU  
Prerequisite: Art 201.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course is a continuation of Art 201, Drawing I. It emphasizes black and white and color drawing, expanding the variety of drawing materials and techniques introduced in Drawing I. Emphasis is also placed on more expressive composition.

203 Drawing III (3) UC:CSU  
Prerequisite: Art 202.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course is a continuation of Art 202, Drawing II. Color drawing is emphasized, expanding the variety of drawing materials and techniques introduced in Drawing II. Emphasis is also placed on more expressive composition.

204 Life Drawing I (3) UC:CSU  
Lecture, 2 hours; Laboratory, 2 hours.  
This course is an introductory and integrative course in the arts. It involves a study of the structure, proportion and articulation of the human figure for use in advertising, fashion and illustration. Exercise in rapid figure indication.

205 Life Drawing II (3) UC:CSU  
Prerequisite: Art 204.  
Lecture, 2 hours; Laboratory, 2 hours.  
A course designed to develop the student’s ability to draw from life in various media using quick sketch and long pose. Emphasis is placed on composition.

206 Life Drawing III (3) UC:CSU  
Prerequisite: Art 205.  
Lecture, 2 hours; Laboratory, 2 hours.  
A course designed to develop the student’s ability to draw from life in various media using quick sketch and long pose. Emphasis is placed on composition.

207 Life Drawing IV (3) UC:CSU  
Prerequisite: Art 206.  
Lecture, 2 hours; Laboratory, 2 hours.  
A course designed to develop the student’s ability to draw from life in various media using quick sketch and long pose. Emphasis is placed on composition.

208 Life Drawing Studio (2) UC:CSU  
Prerequisite: Art 207.  
Lecture, 2 hours; Laboratory, 2 hours.  
A course designed to develop the student’s ability to draw from life in various media using quick sketch and long pose. Emphasis is placed on composition.

209 Perspective Drawing I (3) UC:CSU  
Prerequisite: Art 201.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course is an introductory and integrative course in the arts. As an extensive study of drawing, the course is designed to help the student to draw accurately. Development of drawing skills and knowledge necessary to create the illusion of three-dimensions on a two-dimensional surface. Emphasis on devices used to represent volume and structure of various forms for delineative and illustrative purposes. Exploration of rendering in various media.

211 Art Laboratory for Drawing (1) CSU  
Corequisite: One of the following, Art 201, 202, or 203.  
Laboratory, 2 hours.  
This course is designed to reinforce the lectures presented in each drawing class. It gives the student needed practice using Art tools and applying techniques and concepts to each assignment.

213 Color Theory (3) UC:CSU  
Prerequisite: Art 501.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course examines Color Dynamics. The topics considered include form and value, harmony and spatial effects. In addition to the traditional 12-part color wheel, digital color principles are also examined.

215 Animal Drawing (3) UC:CSU  
Prerequisite: Art 201.  
Lecture, 2 hours; Laboratory, 2 hours.  
Note: This course requires the use of private vehicles for field trips.  
This is an intermediate studio course in sketching and drawing animals. Emphasis is given to “Gesture” sketching, locomotion, and structural analysis. Field trips to the Los Angeles Zoo are required of all students.

220 Interactive Animation (3) CSU  
Prerequisite: Art 219.  
Lecture, 2 hours; Laboratory 2 hours.  
This is an intermediate course using “Macromedia’s Director” with lingo commands to create two-dimensional animations and interactive designs such as kiosk’s, web pages and web site.

300 Introduction to Painting (3) UC:CSU  
Prerequisite: Art 201.  
Lecture, 2 hours; Laboratory, 2 hours.  
This course provides beginning instruction in painting. Emphasis is placed on exploring painting materials and techniques. A variety of subject matter will be used, as well as a
variety of art concepts related to imagery. Paint quality, color quality and composition are stressed.

301 Watercolor Painting I (3) UC:CSU
Prerequisite: Art 202.
Lecture, 2 hours; Laboratory, 2 hours.
This course is an introduction to transparent watercolor techniques, wet or dry washes, wet into wet, dry brush, resist, and preparation of the watercolor papers. Applications of drawing beginning, painting, and design fundamentals to these techniques are included.

302 Watercolor Painting II (3) UC:CSU
Lecture, 2 hours; Laboratory, 2 hours.
Advanced watercolor techniques, wet on dry washes, transparency, wet into wet, and dry brush. Application of advanced painting and design fundamentals to these techniques.

304 Acrylic Painting I (3) UC:CSU
Prerequisite: Art 201.
Lecture, 2 hours; Laboratory, 2 hours.
Introduction to acrylic painting techniques, transparent and opaque. Techniques applied to a variety of surfaces, paper, board, canvas, application of painting and design fundamentals.

305 Acrylic Painting II (3) UC:CSU
Prerequisite: Art 304.
Lecture, 2 hours; Laboratory, 2 hours.
Advanced acrylic techniques, transparent and opaque. Application of advanced painting and design fundamentals to these techniques.

306 Acrylic Painting III (3) UC:CSU
Prerequisite: Art 305.
Lecture, 2 hours; Laboratory, 2 hours.
Refining of acrylic techniques. Application of advanced painting and design fundamentals to these techniques. Emphasis on student and individual exploration.

307 Oil Painting I (3) UC:CSU
Prerequisite: Art 201.
Lecture, 1 hour; Laboratory, 5 hours.
This is an introductory course in oil painting and covers the basic skills and techniques. Problems are presented which are important to the understanding of painting as a means of expression.

308 Oil Painting II (3) UC:CSU
Prerequisite: Art 307.
Lecture, 1 hour; Laboratory, 5 hours.
This course is a continuation of Oil Painting I. Composition, color and form are studied through a range of projects to bring the student in touch with contemporary ideas in the field of painting.

309 Oil Painting III (3) UC:CSU
Prerequisite: Art 308.
Lecture, 1 hour; Laboratory, 5 hours.
This course is a continuation of Oil Painting II. It emphasizes individually conceived projects in oil painting and more personal means of expression.

313 Art Laboratory for Painting (1) CSU
Corequisite: One of the following, Art 300, 304, 305, or 306.
Laboratory, 1 hour.
This course is designed to reinforce the lectures presented in each painting class. It gives the student needed practice using art tools and applying techniques and concepts to each assignment.

501 Beginning Two-Dimensional Design (3) UC:CSU
Note: Required of all Art majors. Art 501 should be taken before more advanced studio classes and preferably in the same semester as Art 201.
Lecture, 2 hours; Laboratory, 2 hours.
This is an introductory and integrative course in the arts. It provides a study of the elements and principles common to the visual arts. A variety of tools and media are utilized in solving problems of relationships of the elements: line, value, color, texture, shape, form, mass, and space and the use of the principles: rhythm (variation and repetition), transition, balance, proportion emphasis (dominance and subordination), and contrast (opposition and tension). Projects are primarily abstract and two-dimensional. This is a basic requirement for all art majors and is recommended for non-art majors.

502 Beginning Three-Dimensional Design (3) UC:CSU
Prerequisite: Art 501.
Lecture, 2 hours; Laboratory, 2 hours.
A course in the use of art principles as applied to three-dimensional design. Emphasis is upon the development of abilities to adapt from two dimensions into three dimensions. Students work within actual limitations imposed upon professional designers.

503 Intermediate Design (3) UC:CSU
Prerequisite: Art 501.
Lecture, 2 hours; Laboratory, 2 hours.
A course in the fundamentals of two- and three-dimensional composition with an emphasis on research and the development of abilities to present ideas clearly and concisely using space relations, value, texture, and color.

504 Introduction to Art Materials and Techniques I (3) CSU
Lecture, 2 hours; Laboratory, 2 hours.
This course teaches the skills, knowledge of materials, and awareness of resources that the “art major” (or anyone interested in art, photography, or architecture) needs to prepare for success. Demonstrations of practical professional techniques, and the use of tools and equipment, will be presented. Outside assignments will include individual student “portfolio” preparation, and exhibition work experience in ELAC’s Vincent Price Gallery. Subjects will include mat preparation, framing, mounting methods, portfolio and display presentation, marketing, and consumer “smarts” for the student.

505 Introduction to Art Materials and Techniques II (3) CSU
Prerequisite: Art 504.
Lecture, 2 hours; Laboratory, 2 hours.
Further exploration and experimentation of the subjects included in Art 504. Emphasis will be on advanced individual skills development necessary to provide the student with a “competitive edge” in the art world.
520 Design Workshop (3) CSU
Prerequisite: Art 502.
Lecture, 2 hours; Laboratory, 2 hours.
A course in the use of art principles. Emphasis is upon individual research, experimentation, and the development of individual abilities. Students work in two and three dimensions, experimenting with a wide variety of equipment in a wide variety of media.

522 Art Laboratory for Design (1) CSU
Corequisite: One of the following, Art 501, 502, or 503.
Laboratory, 2 hours.
This course is designed to reinforce the lectures presented in each design class. It gives the student needed practice using art tools and applying techniques and concepts to each assignment.

600 Lettering I (3) CSU
Lecture, 2 hours; Laboratory, 2 hours.
This course is the development of skill, speed, and judgment in the use of lettering and calligraphic techniques; instruction in the principles of basic letter construction.

601 Lettering II (3) CSU
Prerequisite: Art 600.
Lecture, 2 hours; Laboratory, 2 hours.
Development of skill, speed, and judgment in the use of lettering and calligraphic techniques; instruction in the principles of basic letter construction.

604 Graphic Design I (3) CSU
Prerequisite: Art 501.
Lecture, 2 hours; Laboratory, 2 hours.
Elementary problems in letter indications, layout, and advertising techniques. The student learns how material is prepared for reproduction by the major printing processes. The student is exposed to such problems as newspaper and magazine layout, catalog and direct mail design, and counter display.

605 Graphic Design II (3) CSU
Prerequisite: Art 604.
Lecture, 2 hours; Laboratory, 2 hours.
Problems in illustration related to further study and experimentation in advertising techniques including package design.

606 Graphic Design III (3) CSU
Prerequisite: Art 605.
Lecture, 2 hours; Laboratory, 2 hours.
Problems in illustration related to further study and experimentation in advertising techniques including package design.

633 Introduction to Computer Graphics (3) CSU
Corequisite: Art 638.
Lecture, 2 hours; Laboratory, 2 hours.
This is an introductory course in computer graphics designed to introduce a student to the microcomputer, its operative system DOS, 2-D and 3-D application packages, used as tools of the graphic designer, and to discuss how computer graphics are used in society.

634 Computer Graphics I: Three-Dimensional Computer Graphics (3) CSU
Prerequisite: Art 633.
Lecture, 2 hours; Laboratory, 2 hours.
This course focuses on computer generated 3-D design techniques, employed as a tool by graphic designers, through use of the micro-computer based 3-D design programs. The course’s emphasis is on introduction of concepts and menu structures, as well as application of advanced 3D design systems. Additional open-lab work may be necessary to complete assignments.

635 Desktop Publishing Design (3) CSU
Lecture, 2 hours; Laboratory, 2 hours.
An introductory course to desktop publishing design. The course is designed for advertising design majors, fine artists, journalism majors, and computer graphics novices. Emphasis will be on computer layout and composition. Basic concepts relating to the fonts, type styles, page design, readability, digitized input, laser printers, and type setters will be explored.

637 Presentation Graphics (3) CSU
Prerequisites: Art 633, 635, CO SCI 200, 201.
Lecture, 2 hours; Laboratory, 2 hours.
This course is an introduction to the art of presentation graphics using IBM compatible computers and peripherals. The topics covered include: understanding the basic elements of visually based presentations for business and education; matching audience, presentation type, and media; representing numerical data in charts and graphics; making slides, overhead transparencies and paper-based images.

638 Computer-Aided Art Laboratory (1) CSU RPT3
Corequisite: One of the following, Art 633, 635, or 639.
Laboratory, 2 hours.
This course is designed to reinforce the lectures presented in each computer aided art class. It gives the student needed practice in applying software programs to various class assignments.

639 Introduction to Digital Imaging (3) UC:CSU
Lecture, 2 hours; Laboratory, 2 hours.
An introduction to the use of computers for still image manipulation. Among the areas covered will be: image editing, application of filters, integration of text, and the combining of images.

640 Portfolio Development (2) CSU
Lecture, 1 hour; Laboratory, 2 hours.
Portfolio development is a course that requires students to hone their artistic vision and target a specific area of interest. Students prepare a portfolio focusing directly toward a specific and unique individual goal. Depending on the student’s own direction, the portfolio may take form as two-dimensional work, a digital format, photographs of artwork, etc. Topics include the application process, art schools, presentation of artwork, employment directions, internships, and documenting one’s artwork.
641 Advanced Desktop Publishing (3) CSU
Prerequisite: Art 635
Lecture, 2 hours; Laboratory 2 hours
This course presents the advanced use of “Grids” in publication design. Emphasis is placed on advanced communication techniques, current printing methods, team projects, and prepress issues.

642 Audio/Video Post Production (3) CSU
Lecture, 2 hours; Laboratory, 4 hours.
Post-production techniques, video editing, basic sound design, and applied multimedia aesthetics are covered in this course. Topics include continuity editing, transitions, film-related vocabulary, media aesthetics, analog sound, mixing and mastering sound.

645 Introduction to Web Site Design (3) CSU
Prerequisite: Art 639.
Corequisite: Art 638.
Lecture, 2 hours; Laboratory, 2 hours.
Post production techniques, video editing, basic sound design, and applied multimedia aesthetics are covered in this course. Topics include continuity editing, transitions, film related vocabulary, media aesthetics, analog sound, mixing and mastering sound. (Emphasis on Final Cut Pro).

646 Intermediate Web Site Design (3) CSU
Prerequisite: Art 645.
Corequisite: Art 638.
Lecture, 2 hours; Laboratory, 2 hours.
This course is designed for students who already know how to create a web site. The subject matter presented is used to teach how to create visually organized, consistent, and interactive sites. The creation of Flash animations is also covered.

647 Computer Art in a Flash (Introduction to Flash) (3) CSU
Lecture, 2 hours; Laboratory, 4 hours.
This course covers all the basic elements of Macromedia Flash including beginning animation and interactivity. The unique interface and terminology of Flash are fully explained. Its potential as a graphics creation application is stressed. Students will create both animated and non-animated projects using Flash.

661 Introduction to Comic Book Design (3) CSU
Prerequisite: Art 604.
Lecture, 2 hours; Laboratory, 2 hours.
This course introduces the essential elements necessary for comic book story development and cover page principles using digital technology.

662 Advanced Comic Book Design (3) CSU
Prerequisite: Art 661
Lecture, 2 hours; Laboratory, 2 hours.
This course stresses the production process as used in the comic book industry using digital technology.

708 Introduction to Ceramics (3) UC:CSU
Prerequisite: Art 708.
Lecture, 1 hour; Laboratory, 5 hours.
Continued practice in forming processes and surface treatments, with emphasis upon design. Beginning glaze chemistry; loading and firing kilns.

710 Ceramics II (3) UC:CSU
Prerequisite: Art 709.
Lecture, 1 hour; Laboratory, 5 hours.
Continued practice in forming processes and surface treatments, with emphasis upon design. Beginning glaze chemistry; loading and firing kilns.

845 Computer Laboratory for Introduction to Web Site Design (1) CSU
Laboratory, 2 hours.
This course provides essential computer time for art students.

846 Computer Laboratory for Intermediate Web Site Design (1) CSU
Laboratory, 2 hours.
This course provides essential computer time for art students in the Intermediate Web Site Design course.

185 Directed Study - Art Honors (1) CSU RPT2
285 Directed Study - Art Honors (2) CSU
385 Directed Study - Art Honors (3) CSU
Conference 1 hour per week per unit.
The above courses allow students Directed Study in Art on a contract basis under the direction of a supervising instructor. Credit Limit: A maximum of 6 units in Directed Study may be taken for credit.

Note: UC Credit for variable topics courses in this discipline is given only after a review of the scope and content of the course by the enrolling UC campus. This usually occurs after transfer and may require recommendations from faculty. Information about internships may also be presented for review, but credit for internships rarely transfers to UC.