

Official Addenda to the Courses Section

The Hoot

Course Catalog and Student Handbook

2014-15

Effective December 1, 2014, there are official addenda to the Courses section of *The Hoot 2014-15*. The official addenda are published here. Students are responsible for these addenda and are advised to keep a copy of these changes with their copy of *The Hoot 2014-15*. All first year students are issued a hard copy of *The Hoot: Course Catalog and Student Handbook* and returning students can access this information online at www.otis.edu.

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DEGREE REQUIREMENTS

Liberal Arts and Sciences Courses and Credits for the Bachelor of Fine Arts Degree.

Distribution Requirements

Liberal Arts and Sciences courses make up one-third of the course requirements for graduation. These are distributed among Art History, English, Liberal Studies, Social Sciences, Mathematics and Natural Sciences depending on the studio major.

Categories of Courses

Foundation (FNDD) Courses:

Students in all majors are required to fulfill Art History, English, and Liberal Studies courses listed here in their first year. (Based on the

Writing Placement Test, students may be required to take the following prerequisites: ENGL020, ENGL050, or ENGL 090.)

AHCS120 Introduction to Visual Culture (3)

AHCS121 Birth of the Modern (3)

ENGL107 Writing in the Digital Age (3)

LIBS114 Ways of Knowing (3)

Required Courses

Students are required to fulfill Art History, Capstone, English, Creative Action, Liberal Studies, and Social Science within the categories below.

Required Elective Course

All students are required to choose one 3 unit LIBS314 Junior Elective in Liberal Studies.

	ALI	COMD	DIGM	FASD	FINA	PD	TOYD
Art History							
FNDD	6	6	6	6	6	6	6
Required	12	6	6	8	6	6	6
English							
FNDD	3	3	3	3	3	3	3
Required							
Social Science							
Required	3	3	3	3	3	3	3
Mathematics							
Required	3	3	3	3	3	3	3
Natural Sciences							
Required	3	3	3	4	3	3	3
Required Elective Courses							
LIBS							
FNDD	3	3	3	3	3	3	3
Required	6	11	9	6	9	9	0
Creative Action							
Required	3	3	3	3	3	3	3
LAS Capstone							
Required	3	3	3	3	3	3	3
LAS Total Credits	45	44	42	42	42	42	42

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By Major:

ART HISTORY:

Architecture/Landscape Interiors:

CRIT 205/206 History + Theory I/II (6)

CRIT304 History + Theory III (2)

CRIT405/406 History + Theory IV/V (4)

Communication Arts:

AHCS220 Contemporary Issues (3)

AHCS222 History of GRD/ADVT/ILLUS (3)

Digital Media:

AHCS220 Contemporary Issues (3)

AHCS310/LIBS214/314 Art History Electives (3)

Fashion Design:

AHCS220 Contemporary Issues (3)

AHCS370/371 History of Costume I/II (5)

Fine Arts:

AHCS226 Contemporary Art Survey (3)

AHCS321 History of Photo for Photo majors (3)

AHCS310/LIBS214/314 Art History Electives (3)

Product Design:

AHCS220 Contemporary Issues (3)

AHCS225 Product Design History (3)

Toy Design:

AHCS220 Contemporary Issues (3)

AHCS236 History of Toys (3)

SOCIAL SCIENCES:

Architecture/Landscape/Interiors; Communication Arts; Digital Media; Fashion Design; Fine Arts;

Product Design:

SSCI210 Social Science (3)

Toy Design:

SSCI211 Child Psychology (3)

MATHEMATICS:

Architecture/Landscape/Interiors:

MATH246 Applied Trigonometry (3)

Communication Arts:

MATH336 Introduction to Symbolic Logic (3)

Digital Media; Fashion Design; Fine Arts; Product Design; Toy Design:

MATH136 Math for Artists and Designers (3)

NATURAL SCIENCE:

Architecture/Landscape/Interiors: Communication Arts; Digital Media; Fine Arts:

NSCI307 Natural Science (3)

Fashion Design:

NSCI311/312 Textile Science I/II (4)

Product Design:

NSCI319 Anatomy and Ergonomics (3)

Toy Design:

NSCI308 Juvenile Anatomy & Ergonomics (3)

CREATIVE ACTION:

All majors:

CAIL200 Creative Action Lecture (3)

LAS CAPSTONE:

All majors:

LIBS440 LAS Capstone (3)

REQUIRED LIBERAL STUDIES ELECTIVE:

These can be selected from AHCS310/LIBS214/314 or LIBS214, and LIBS314.

Architecture/Landscape/Interiors:

LIBS214 (3)

LIBS314 (3)

Communication Arts:

LIBS214 (3)

LIBS314 (6)

LIBS404 (2)

Digital Media:

LIBS214 (3)

LIBS314 (6)

Fashion Design:

LIBS214 (3)

LIBS314 (3)

Fine Arts:

LIBS214 (3)

LIBS314 (6)

Product Design:

LIBS214 (3)

LIBS314 (6)

Toy Design

LIBS314 (9)

Vampire Literature and Lore

LIBS214314

The vampire is deeply embedded in numerous mythologies, legends, folk beliefs and popular culture products. Explore how the image of the vampire has changed historically and cross-culturally, delving into social movements that have inspired a penchant for the undead.

Virtual Worlds

LIBS214/314

This online course, offered during Summer, explores the currently burgeoning online and gaming spaces termed virtual worlds. The course addresses these created communities, their history and their realities, avatars and character invention, narrative threads in these spaces, emerging real/ virtual economies and the cultural implications of these behaviors and places.

Secret Societies and Conspiracy Theories

LIBS214/314

Secret societies and conspiracy theories abound but do you know their origin and rationale? Why do they still fascinate us? Are these forces at work today? How can you prove or disprove their influence? You will reach your own conclusions once you have engaged in the historical and documental analysis.

Belief and Culture

LIBS214/314

An overview of the variety of ways humans have constructed their belief systems. An interdisciplinary approach examines how religious belief finds its way into all aspects of the life of a people. Using the archetype of the trickster will provide a focal point to shape our interpretations.

Teaching for Learning II

LIBS314

Students will synthesize art and design education theories and philosophies emphasizing aesthetic development in youth and adults, museum and community settings, public practices, critical pedagogy, classroom

management, ESOL, Special Education, health and safety, engaging teaching styles, and best practices.

Required for Teacher Credential Preparation and Community Arts Engagement minors.

Prerequisite: LIBS214 Teaching for Learning

Communication Arts Senior Thesis/Research Paper

LIBS404--2 credits

Students define, analyze, and develop a comprehensive design proposal and creative brief for their senior projects. The course emphasizes critical thinking and writing, and the role of the citizen designer in the 21st century.

Required for Communication Arts majors.

MATHEMATICS COURSES

Math for Artists and Designers

MATH136

Explores the connections between math and art in two and three dimensions. The class includes an exploration of Escher's work, tiling the plane, fractals, and the golden ratio. It also covers topics such as graphing equations and geometric constructions.

Applied Trigonometry

MATH246

Covers topics in analytical geometry and trigonometry. There is an emphasis on algebraic manipulation and on applications of the topics covered to the design field.

Required for Architecture/Landscape/Interiors majors.

Symbolic Logic

MATH336

An introduction to the study of symbolic logic and the application of mathematical methods in the study of reasoning, in which certain symbols are used to represent certain relationships. Looks at the ways that logical forms can be used in deductive reasoning and how language can be analyzed using abstract symbolic structures.

Required for Communication Arts majors.

INTERDISCIPLINARY STUDIES: MINOR PROGRAMS

Interdisciplinary Studies gives undergraduate students in select departments the opportunity to extend and complement their work in the major by pursuing a minor—a defined course sequence that explores a specific theme, topic, or discipline. Minors are optional, and most Interdisciplinary Studies students pursue only one minor, however students may be approved to pursue two minors on a case-by-case basis.

STUDENT LEARNING OUTCOMES:

Students enrolled in Interdisciplinary Studies will:

- Develop an awareness of interdisciplinary opportunities in professional art and design practices.
- Increase their exposure to a broad range of skills, experiences, and knowledge.
- Develop an art/design practice that is grounded in two or more disciplines, by pursuing a minor that complements studies in the major.

MINORS OFFERED:

Advertising Design

Art History

Book Arts

Community Arts Engagement (ACT Program)

Creative Writing

Cultural Studies

Digital Media

Graphic Design

Illustration

Interior Design

Landscape Design

Painting

Photography

Printmaking

Product Design

Sculpture/New Genres

Sustainability

Teacher Credential Preparation (ACT Program)

Eligibility and Enrollment Requirements

Students must be on track in their major and in good academic standing, with a cumulative GPA of 2.0 to pursue a minor. Not all minors are open to all majors. See each specific minor for details. Students will be allowed to register for courses on a space-available basis, which is not guaranteed, but registering early will significantly increase the chances of getting into their required courses.

Transfer students who apply for and are approved to pursue a minor upon entering the College need to fulfill degree program requirements through an appropriate combination of transfer courses and courses completed at Otis. Transfer students must be in good academic standing, with a cumulative GPA of 2.0, upon entering the College to be eligible for pursuing a Minor.

The Application Process

Students should complete their Declaration of Minor form during registration for either the first or second semester of the sophomore year. Under limited circumstances, students may begin a minor in the first semester of the junior year. Declaration forms are available online and in the Interdisciplinary Studies office. The student's Major Department Chair, the Chair/Director/Coordinator of the Minor, and Director of Interdisciplinary Studies must approve the application.

- Download Declaration of Minor form or collect hard copy from Interdisciplinary Studies office.
- Complete top portion of form in conversation with Advisor or Interdisciplinary Studies Director.
- Obtain GPA verification from Registration Office.
- Obtain signed approvals from department chairs/directors of major and minor and Director of Interdisciplinary Studies.

- Interdisciplinary Studies Office distributes copies to major/minor departments, LAS, Registration and student.

Curricular Requirements

Each minor requires students to complete between 15 and 18 credits, depending on the curricular requirements of their chosen minor. Minor course requirements can fulfill Studio Electives and in some cases also Creative Action and Liberal Arts and Sciences requirements. For some majors, pursuing a minor may require additional course work or degree requirements above the 120 credit BFA.

Advertising Design Minor

The Advertising Design minor provides students with the opportunity to explore the world of advertising, focusing on how ideas, people, places, and products are branded, packaged, marketed and sold to specific demographics. Students critically engage the intersections between graphic design and advertising, investigating campaign development, art direction, the role of ad agencies, as well as critical issues of ideation, interaction, and social responsibility. This minor includes studio courses in Advertising, Design, and Typography intended to connect students with the skills and process of creating successful campaigns. An Art History course and further electives contribute to an understanding of Advertising's place within a larger historical and cultural continuum.

Participating Departments

The Advertising Design minor is open to students majoring in Communication Arts, Digital Media and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Advertising Design minors may participate in the Communication Arts Department's senior show on a case-by-case basis with approval from the Department Chair.

Advertising Design Minor Required Courses

- AHCS222 History of Graphic Des, Illus. & Advt Des.- 3.0 credits
- COMD229 Typography II
- or- Advertising Electives (Com Arts majors only) - 3.0 credits
- ADVT304 Advertising and Art Direction I - 3.0 credits
- ADVT305 Advertising and Art Direction II - 3.0 credits
- ADVT351 Copywriting - 2.0 credits
- ADVT470 Interactive Advertising - or - ADVT472 Social Media - 2.0 credits

Total: 16.0 credits

See Liberal Arts and Sciences & Communication Arts Departments for course descriptions.

Art History Minor

The Art History minor offers students an opportunity to focus on an expanded range of historical and cultural ideas about art and art making. The minor provides a guided and structured approach to diverse critical methods for exploring the cultural creation, meaning, dissemination, and impact of visual images, objects, and practices.

Participating Departments

The Art History minor is open to all majors.

Art History Minor required courses:

- AHCS226 Contemporary Art Survey - 3.0 credits
- *AHCS310 Art History Electives - 9.0 credits
- **LIBS440 Capstone (Art History focus) - 3.0 credits

Total: 15.0 credits

** It is recommended that at least one AHCS310 course has a non-western focus. In the following circumstances one AHCS310 course may be substituted with another course:*

Communication Arts majors may take AHCS222, Architecture/Landscape/Interiors majors may take CRIT304, Fine Arts Photography majors may take AHCS321, Product Design majors may take AHCS225.

***LIBS440 Capstone paper should address an Art History topic. LIBS440 Capstone/Senior Thesis for Fine Arts majors will fulfill this requirement.*

See Liberal Arts and Sciences Department for course descriptions.

Book Arts Minor

The Book Arts minor offers students the opportunity to deepen their exploration and creation of contemporary artists' books as

grounded in the conceptual, theoretical and craft foundations of the field. This interdisciplinary minor includes studio courses in letterpress, printmaking, and bookmaking supplemented with English and Art History electives related to creative writing, image/text relationships and the history of Book Arts.

Participating Departments

The Book Arts minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Book Arts Minor Required Courses:

- COMD362 Intro to Letterpress - 2.0 credits
- COMD365 Bookstructures - 2.0 credits
- COMD456 Bookmaking Projects - 2.0 credits
- COMD373 Advanced Letterpress -or- COMD456 Bookmaking Projects (again) - 2.0 credits
- * Book Arts LAS elective - 3.0 credits
- Printmaking elective - 2.0 credits
- Typography elective (specific course depends on major and level) - 2.0 credits

Total: 15.0 credits

**A limited choice of LAS courses will count towards the Bookmaking Minor electives, as determined each semester by the Interdisciplinary Studies Director and LAS Chair.*

See Liberal Arts and Sciences & Communication Arts Departments for course descriptions.

Community Arts Engagement Minor

As part of the Artists, Community and Teaching (ACT) Program, the Community Arts Engagement minor is for students who wish to work in art/design education and socially engaged art/design practices in venues that do

not require a teaching credential, such as K-12 private schools, museum education departments, community art centers, correctional facilities, therapeutic arts programs, public art, design companies that focus on educational materials, and the use of art and design as an agent for positive social change.

Participating Departments

The Community Arts Engagement minor is open to students majoring in Communication Arts, Digital Media, Fine Arts, Fashion Design and Product Design. *Because of their major curricular requirements Architecture/Landscape/Interiors and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Community Arts Engagement Minor Required Courses:

- LIBS214 Teaching for Learning I - 3.0 credits
- AHCS220/310 Community Arts in LA - 3.0 credits
- * CAIL300 Creative Action Studio (ACT Choices) - 2.0 credits
- LIBS314 Teaching for Learning II - 3.0 credits
- ACTS335 Community Arts Internship - 2.0 credits
- ACTS300 ACT Special Topics - 2.0 credits

Total: 15.0 credits

** A limited choice of CAIL Junior Studios will count towards the Community Arts Engagement minor, as determined each semester by the Creative Action and ACT Directors.*

See Artists, Community Teaching Program and Liberal Arts and Sciences Department for course descriptions.

Creative Writing Minor

The Creative Writing minor offers art and design students an opportunity to give voice and shape

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to their creativity through a variety of written expressive forms. The minor provides guidance and support to students in a structured environment to develop their writing, and an exciting way to explore their personal visions through workshops and lectures.

Participating Departments

The Creative Writing minor is open to students majoring in Architecture/ Landscape/Interiors, Communication Arts, Digital Media and Fine Arts. *Because of their major curricular requirements Fashion Design and Product Design majors will only be approved to enroll on a case-by-case basis.*

Creative Writing Minor Required Courses:

- LIBS214 Creative Writing - 3.0 credits
- LIBS314 Creative Writing Workshop II - 3.0 credits
- * WRIT640 Translation Seminar and/or WRIT750 Literary Seminar - 6.0 credits
- ** LIBS440 Capstone (Creative Writing Focus) - 3.0 credits

Total: 15.0 credits

** Graduate level courses*

***LIBS 440 Capstone should address a Creative Writing topic. Fine Arts majors will take this Creative Writing Capstone in place of LAS Upper Division elective in order to also fulfill the Fine Arts Capstone/Senior Thesis requirement.*

See Liberal Arts and Sciences and Graduate Writing Departments for course descriptions.

Digital Media Minor

The Digital Media minor provides students with the opportunity to explore traditional and digital skills related to creative designers, artists, and storytellers in motion graphics, modeling, animation, visual effects and concept art for film, television, video games and advertising industries.

Participating Departments

The Digital Media minor is open to students majoring in Communication Arts and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors and Product Design majors will only be approved to enroll on a case-by-case basis.*

Digital Media minors may participate in the Digital Media Department's senior show on a case-by-case basis with approval from the Department Chair.

Digital Minor Required Courses:

- DGMD204 Storytelling for Digital Artists I - 3.0 credits
- ANIM230 Animation Basics - 3.0 credits
-or- GAME230 Game Design Basics
-or- MOTN230 Motion Design Basics
- DGMD270 Basic 3D for Storytellers - 2.0 credits
- DGMD410 Business Seminar I - 2.0 credits
- DGMD411 Business Seminar II - 2.0 credits
- Digital Media Electives - 4.0 credits

Total: 16.0 credits

See Digital Media Department for course descriptions.

Graphic Design Minor

The Graphic Design minor immerses students in the indispensable and expansive field of Graphic Design. Students participate in critically engaged studio classes to develop their own viewpoint and practice, while creating books, posters, websites, campaigns, identities, and conceptual propositions using the considered interplay of text and image. A dynamic curriculum empowers students to creatively solve problems, propose alternatives, and work collaboratively to address the communication challenges of today. This minor includes courses designed to familiarize students with graphic design principles, skills, and professional

practices, as well as an Art History course intended to provide a historical and theoretical understanding of the field.

Participating Departments

The Graphic Design minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Graphic Design minors may participate in the Communication Arts Department's senior show on a case-by-case basis with approval from the Department Chair.

Graphic Design Minor Required Courses

- AHCS222 History of Graphic Des, Illus. & Advt Des.- 3.0 credits
- COMD208 Communication Studio II - 3.0 credits
- or - COMD300 Communication Studio III (Communication Arts majors only)
- COMD229 Typography II - 3.0 credits
- or - COMD319 Type and Alternative Media (Communication Arts majors only) - 2.0 credits
- COMD318 Publication - 2.0 credits
- Graphic Design Electives - 4.0 - or - 5.0 credits (Communication Arts majors only)

Total: 15.0 credits

See Communication Arts and Liberal Arts and Sciences Departments for course descriptions.

Illustration Minor

The Illustration minor prepares students to enter a world where boundaries between artistic disciplines are constantly changing and art is activated in the service of multiple audiences, in diverse venues and across existing and emerging markets. This minor provides a curriculum emphasizing strong concepts, proficient skills, and civic mindedness to support the communication needs of a variety

of contexts, including client-led publications, merchandise, and self-directed exhibitions. A balance of conceptual, historical, and technical instruction helps students locate their own style, voice, and conceptual foothold to meet the rich opportunities afforded by today's shifting creative landscape.

Participating Departments

The Illustration minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Illustration minors may participate in the Communication Arts Department's senior show on a case-by-case basis with approval from the Department Chair.

Illustration Minor Required Courses

- AHCS222 History of Graphic Des, Illus. & Advt Des.- 3.0 credits
- ILUS300 Communication Studio III - 3.0 credits
-or- ILUS301 Communication Studio IV
- COMD216 Drawing + Painting I - 3.0 credits
- or – COMD217 Drawing + Painting II
- ILUS310 Drawing & Painting for Illustrators I - 2.0 credits
- Illustration Electives - 4.0 credits

Total 15.0 credits

See Communication Arts and Liberal Arts and Sciences Departments for course descriptions.

Interior Design Minor

The Interior Design minor offers introduction and practice in the materials and methods, design processes and communication tools (drafting, modeling, rendering and fabrication) utilized in the design of *spaces within buildings*, i.e. interiors. In Studio 1, students first learn to consider human occupation of and movement

through forms and spaces. They learn how to design and describe three-dimensional spaces in technical drawings and models, both physical and digital (using *AutoCAD* and *Rhinoceros* software). Technologies + Ecologies II: *Interior Technologies* presents the materials and methods of interior construction, which are considered in the design of two interior spaces in Studio III.

Participating Departments

The Interior Design minor is open to students majoring in Digital Media and Fine Arts.

Because of their major curricular requirements Communication Arts and Product Design majors will only be allowed to enroll on a case-by-case basis.

Interior Design minors will be assigned a desk in the A/L/I studios during semesters of enrollment in an A/L/I course(s).

Interior Design Required Courses

- ARLI250 Studio I - 4.0 credits
- ARLI261 Technologies + Ecologies II - 3.0 credits
- * ARLI271 Digital Media II-A - 2.0 credits (WAIVED Corequisite: concurrent enrollment in ARLI250 Studio I)
- * ARLI273 Digital Media II-B - 3.0 credits (WAIVED Corequisite: concurrent enrollment in ARLI252 Studio II)
- ARLI352 Studio III - 4.0 credits

Total: 16 credits

**Product Design students may take PRDS271 Digital Design II in place of ARLI271 Digital Media II-A, and PRDS370 Digital Design III in place of ARLI273 Digital Media II-B.*

See Architecture/Landscape/Interiors Department for course descriptions.

Landscape Design Minor

The Landscape Design minor offers introduction and practice in the materials and methods, design processes and communication tools

(drafting, modeling, rendering and fabrication) utilized in the design of *spaces between buildings*, i.e. landscapes. In Studio I, students first learn to consider human occupation of and movement through forms and spaces. They learn how to design and describe three-dimensional spaces in technical drawings and models, both physical and digital (using *AutoCAD* and *Rhinoceros* software).

Technologies + Ecologies 1: *Landscape Technologies* presents the materials and methods of landscape construction, which are considered in the design of two urban parks in Studio II.

Participating Departments

The Landscape Design minor is open to students majoring in Communication Arts and Fine Arts.

Because of their major curricular requirements Digital Media and Product Design majors will only be allowed to enroll on a case-by-case basis.

Landscape Design minors will be assigned a desk in the A/L/I studios during semesters of enrollment in an A/L/I course(s).

Landscape Design Minor Required Courses

- ARLI250 Studio I – 4.0 credits
- ARLI252 Studio II – 4.0 credits
- ARLI260 Technologies + Ecologies I – 3.0 credits
- * ARLI271 Digital Media II-A - 2.0 credits (WAIVED Corequisite: concurrent enrollment in ARLI250 Studio I)
- * ARLI273 Digital Media II-B - 3.0 credits (WAIVED Corequisite: concurrent enrollment in ARLI252 Studio II)

Total: 16 credits

** Product Design students may take PRDS271 Digital Design II in place of ARLI271 Digital Media II-A, and PRDS370 Digital Design III in place of ARLI273 Digital Media II-B.*

See Architecture/Landscape/Interiors Department for course descriptions.

Painting Minor

The Painting minor provides students the opportunity to explore the technical, formal, historical and theoretical approaches to painting through a combination of studio and art history courses. Explorations in oil, acrylic and mixed media as well as analysis of contemporary practices lead to students developing personal strategies in painting.

Participating Departments

The Painting minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts majors. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Painting minors will only participate in the Senior Show of their home department, however depending on space availability they may utilize Fine Arts Senior Studios on a case-by-case basis with approval from the Department Chair.

Painting Minor Required Courses:

- PNTG204 Painting I - 3.0 credits
- AHCS226 Contemporary Art Survey - 3.0 credits
- FINA200 or 201 Sophomore Seminar I or II - 2.0 credits
- or- Painting elective (Fine Arts majors only)
- PNTG214 Painting II - 3.0 credits
- Painting electives - 4.0 credits

Total: 15.0 credits

See Fine Arts and Liberal Arts and Sciences Departments for course descriptions.

Photography Minor

The Photography minor provides students the opportunity to explore the technical, formal, historical, theoretical, and ethical concerns of fine art and editorial photography through a combination of studio and art history courses. A

variety of traditional, experimental, darkroom and digital approaches will be explored as students develop their individual representational languages.

Participating Departments

The Photography minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Photography minors will only participate in the Senior Show of their home department, however depending on space availability, they may utilize Fine Arts Senior Studios on a case-by-case basis with approval from the Department Chair.

Photography Minor Required Courses:

- PHOT204 Photography I - 3.0 credits
- AHCS226 Contemporary Art Survey - 3.0 credits
- FINA200 or 201 Sophomore Seminar I or II - 2.0 credits
- or- Photography elective (Fine Arts majors only)
- PHOT214 Photography II - 3.0 credits
- PHOT230 Lighting Studio I - 3.0 credits
- Photography Elective - 2.0 credits

Total: 16.0 credits

See Fine Arts and Liberal Arts and Sciences Departments for course descriptions.

Printmaking Minor

The Printmaking minor offers students the opportunity to further explore their practice in methods of printmaking and to study its impact in history, culture and contemporary art. A balance of traditional and contemporary studio techniques will be covered to engage student's critical thinking and creative processes. This minor also examines artists and communities

working with the multiple in areas of book arts, installation, and communication while exploring the root of printmaking as related to current print and digital methods through research and individual projects.

Participating Departments

The Printmaking minor is open to students majoring in Communication Arts, Fine Arts and Digital Media. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design and Product Design majors will only be allowed to enroll on a case-by-case basis.*

Printmaking Minor Required Courses

- PRNT263 Printmaking Survey – 3.0 credits
- PRNT273 Printmaking: Integrated Media – 3.0 credits
- PRNT373 Print Media Workshop – 2.0 credits
- ILUS355 Experimental Printmaking – 2.0 credits
- * Electives – 6.0 credits

Total: 16 credits

** Electives can be courses in Printmaking, Bookmaking, Letterpress, Illustration, Drawing, or Painting offered by either the Communication Arts or Fine Arts Departments.*

See Communication Arts and Fine Arts Departments for course descriptions.

Product Design Minor

The Product Design minor offers students the opportunity to develop basic skills utilized in a variety of consumer product related industries through studio courses in Visual Communication, Digital Design, prototype and model making techniques related to industry applications. Communication of these creative concepts through thoughtful execution of projects displays student abilities in an organized body of work.

Participating Departments

The Product Design minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors and Fashion Design majors will only be approved to enroll on a case-by-case basis.*

Product Design minors will not be assigned a desk in the Product Design department, but they may work at the common work tables in the studios. They may also participate in the Product Design Department's Senior Exhibition on a case-by-case basis with approval from the Department Chair.

Product Design Required Courses

- PRDS332 Product Development Studio I - 3.0 credits
- PRDS333 Product Development Studio II - 3.0 credits
- PRDS252 Visual Communication I - 3.0 credits
- PRDS253 Visual Communication II - 2.0 credits
- * PRDS272 Design I, PRDS273 Digital Design II, and/or PRDS370 Digital Design III - 4 credits
- Product Design elective - 2.0 credits

Total: 17.0 credits

** Specific levels depend on major and previous digital experience.*

See Product Design Department for course descriptions.

Sculpture/New Genres Minor

The Sculpture/New Genres minor provides students the opportunity to explore the technical, formal, historical, and theoretical concerns of creating meaningful objects, installations and time-based art (including video, sound and performance) through a combination of studio and art history courses. Students will explore a range of techniques and

methods while developing individual artistic practices in three and four dimensions.

Participating Departments

The Sculpture/New Genres minor is open to students majoring in Communication Arts, Digital Media, and Fine Arts. *Because of their major curricular requirements Architecture/Landscape/Interiors, Fashion Design, Product Design and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Sculpture/New Genres minors will only participate in the Senior Show of their home department, however depending on space availability, they may utilize Fine Arts Senior Studios on a case-by-case basis with approval from the Department Chair.

Sculpture / New Genres Minor Required Courses:

- SCNG204 Sculpture/New Genres I - 3.0 credits
- AHCS226 Contemporary Art Survey - 3.0 credits
- FINA200 or 201 Sophomore Seminar I or II - 2.0 credits
- or- Sculpture/New Genres elective (Fine Arts majors only)
- SCNG214 Sculpture/New Genres II - 3.0 credits
- Sculpture/New Genres electives - 4.0 credits

Total: 15.0 credits

See Fine Arts and Liberal Arts and Sciences Departments for course descriptions.

Sustainability Minor


Recognizing the innovative role artists and designers can play in solving pressing challenges, the Sustainability Minor provides students with a broad understanding of the social, political, economic and environmental issues impacting the future of humanity and our planet. Students will study and develop

strategies and systems, as applicable to art and design, which can meet the needs of current generations without compromising those of future generations. Courses fulfill requirements in Integrated Learning and Liberal Arts and Sciences, as well as electives across all studio departments.

Participating Departments


The Sustainability minor is open to all majors.

Sustainability Minor Required Courses:

- ILML201 Human Ecology - 3.0 credits
- NSCI305 Science and Sustainable Design - 3.0 credits
- * LIBS441 Sustainability Capstone - 3 credits
-  Sustainability Electives - 6 credits

Total: 15 credits

**Fine Arts majors will take Sustainability Capstone in place of LAS Upper Division elective in order to also fulfill the Fine Arts Capstone/Senior Thesis requirement.*

 A minimum of 6 credits of Sustainability Electives are required, included at least 4 studio credits. A limited choice of CA, LAS and Studio courses in each department and Continuing Education will count towards the Sustainability Minor Electives, as determined each semester by the Interdisciplinary Studies Director and Department Chairs.

Look for this symbol  next to course descriptions in the catalog to see which courses will fulfill the Sustainability Electives requirement.

See all majors, Creative Action and Liberal Arts and Sciences Departments for course descriptions.

Teacher Credential Preparation Minor

As part of the Artists, Community and Teaching (ACT) Program, the Teacher Credential Preparation minor is for students who wish to

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pursue the California Single Subject in Art Teaching Credential needed to teach in California Kindergarten-12th grade public schools. As a California Commission on Teacher Credentialing approved Subject Matter in Art Program, the combined coursework of this minor with the Fine Arts BFA requirements satisfy the CA Subject Matter in Art requirements, and upon graduation, students with a minimum cumulative GPA 2.5 will qualify for a CSET (California Subject Exam for Teachers) waiver. A fifth year of study at another institution, or a two year internship at a CTC approved K-12 school, is required to complete the remaining CA Single Subject Teaching Credential requirements.

Participating Departments

Because of the California Commission on Teacher Credentialing requirements, the Teacher Credential Preparation minor is open only to Fine Arts majors.

Teacher Credential Preparation Minor

Required Courses:

- PNTG204 Painting I - 3.0 credits
- or - PHOT204 Photography I
-or - SCNG204 Sculpture/New Genres I
(take which ever course was not taken for major)
- LIBS214 Teaching for Learning I - 3.0 credits
- ACTS336 Teaching Internship - 2.0 credits
- LIBS314 Teaching for Learning II - 3.0 credits
- PRNT263 Printmaking Survey - 3.0 credits
- MEDA211 Video I - 2.0 credits
- SCNG236 Ceramics - 2.0 credits

Total: 18.0 credits

See Artists, Community Teaching Program and Fine Arts, Communication Arts and Liberal Arts and Sciences Departments for course descriptions.

ARTISTS, COMMUNITY, AND TEACHING (ACT)

The Artists, Community, and Teaching Program, or ACT, prepares students for a range of professional practices as socially engaged artists, designers and educators in diverse communities and contexts through two minors: Community Arts Engagement and Teacher Credential Preparation.

STUDENT LEARNING OUTCOMES

Students enrolled in either ACT Minor will:

- Develop and articulate a meaningful connection between their studio art/design practice and an engagement with their community.
- Demonstrate an understanding of the practices and theories of arts education and community engagement.
- Gain an understanding of career opportunities for community-based and teaching artists/designers.
- Develop, and in some cases implement, innovative and engaging projects for school or community settings.
- Gain professional practice training through off-campus teaching and community arts internships.

Students enrolled in the Teacher Credential Preparation minor will also:

- Successfully complete the Single Subject Matter in Art requirements needed to pursue the Teaching Credential offered by the State of California.

Eligibility and Enrollment Requirements

Students must be on track in their major and in good academic standing, with a cumulative GPA of 2.0 to pursue an ACT minor. Not all minors are open to all majors. See each specific minor for details.

Transfer students who apply for and are accepted into the ACT Program upon entering the College need to fulfill degree program requirements through an appropriate combination of transfer courses and courses completed at Otis. Interested students should see the Director of the ACT Program for more details.

The Application Process

Eligible students complete the ACT application process between their second semester Foundation year and first semester Sophomore year. Declaration of Minor forms and Sophomore ACT Contracts are available from the office of Interdisciplinary Studies or the ACT home page on the Otis website. Approval for participation in the ACT Program rests with the Department Chair (of your major), the LAS Advisor and the Director of Interdisciplinary Studies & ACT. See the Interdisciplinary Studies Program for more details about the Minor Declaration process.

Curricular Requirements

Community Arts Engagement

The Community Arts Engagement minor is for students who wish to work in art/design education and socially engaged art/design practices in venues that do not require a teaching credential, such as k-12 private schools, museum education departments, community arts centers, correctional facilities, therapeutic arts programs, public art, design companies that focus on educational materials, and the use of art and design as an agent for positive social change.

Participating Departments

The Community Arts Engagement minor is open to students majoring in Communication Arts, Digital Media, Fine Arts, Fashion Design and Product Design. *Because of their major curricular requirements Architecture/Landscape/Interiors and Toy Design majors will only be approved to enroll on a case-by-case basis.*

Community Arts Engagement Minor Required Courses:

- LIBS214 Teaching for Learning I - 3.0 credits
- AHCS220/310 Community Arts in LA - 3.0 credits
- * CAIL300 Creative Action Studio (ACT Choices) - 2.0 credits
- LIBS314 Teaching for Learning II - 3.0 credits
- ACTS335 Community Arts Internship - 2.0 credits
- ACTS300 ACT Special Topics - 2.0 credits

Total: 15.0 credits

** A limited choice of CAIL Junior Studios will count towards the Community Arts Engagement minor, as determined each semester by the Creative Action and ACT Directors.*

Teacher Credential Preparation

The Teacher Credential Preparation minor is for students who wish to pursue the California Single Subject in Art Teaching Credential needed to teach in California Kindergarten-12th grade public schools. As a California Commission on Teacher Credentialing approved Subject Matter in Art Program, the combined coursework of this minor with the Fine Arts BFA requirements satisfy the CA Subject Matter in Art requirements, and upon graduation, students with a minimum cumulative GPA of 2.5 will qualify for a CSET (California Subject Exam for Teachers) waiver. A fifth year of study at another institution, or a two year internship at a CTC approved K-12 school, is required to

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complete the remaining CA Single Subject Teaching Credential requirements.

Participating Departments

Because of the California Commission on Teacher Credentialing requirements, the Teacher Credential Preparation minor is open only to Fine Arts majors.

Teacher Credential Preparation Minor

Required Courses:

- PNTG204 Painting I - 3.0 credits
- or - PHO204 Photography I
- or - SCNG204 Sculpture/New Genres I
(take which ever course was not taken for major)
- LIBS214 Teaching for Learning I - 3.0 credits
- ACTS336 Teaching Internship - 2.0 credits
- LIBS314 Teaching for Learning II - 3.0 credits
- PRNT263 Printmaking Survey - 3.0 credits
- MEDA211 Video I - 2.0 credits
- SCNG236 Ceramics - 2.0 credits

Total: 18.0 credits

Community Arts Internship

ACTS335 — 2 credits

Students intern at K-12 schools, museums, galleries, cultural organizations, or with socially engaged artists and designers to expand and reflect on their understanding of education theory and community engagement. Required for Community Arts Engagement minors. Can be taken as a studio elective for all other students. Prerequisite: LIBS245 Community Arts in LA, or instructor's approval.

Teaching Internship/Early Field Experience

ACTS336 — 2 credits

Students intern as TA's for credentialed art teachers in diverse K-12 public schools to expand and reflect on their understanding of arts education theory in conjunction with the reality of the public school system. Required for Teacher Credential Preparation minors. Can be taken as an elective for all other students. Prerequisite: SSC1212 Teaching for Learning I or instructor's permission.

ACT Special Topics

ACTS300 — 2 credits

ACT Special Topics are a series of studio-based courses that focus on conceptual, aesthetic, and interdisciplinary approaches to art and design education and community engagement. Topics vary each semester. Required for Community Arts Engagement minors. Can be taken as a studio elective for Juniors, Seniors and Graduate students of all majors.

EXAMPLES OF PREVIOUS AND PLANNED ACTS 300 COURSES:

Art, Education, & Activism in the Digital Age

This blended course explores experimental approaches to adapting social media for artistic, educational, and activist purposes. Topics include digital activism & civil disobedience, digital identity, video streaming, blogs & wikis, online learning, creative commons, and more. Students will develop interactive projects that are delivered via web technologies. This course sometimes meets remotely.

Art Therapy

Students gain an introduction to visual and performance art techniques used in therapeutic art programs. History and theories of art and performance therapy will be covered through demonstrations, readings, guest lectures, and field trips. Students also produce self-directed work with these techniques in mind while guiding each other through therapeutic art practices.

Documentary and Social Practice

Documentary practices such as cinema verite, oral histories, photo journalism, audio archives, reality TV, webcams, and YouTube will be discussed from historical and theoretical perspectives, while students produce collaborative, multimedia, documentary projects with an emphasis on process and social engagement.

Innovative Pedagogy

Visiting educators share their innovative teaching approaches and guide students through experimenting and developing their own. Topics include: facilitating workshops and social interactions, movement-based learning, interdisciplinary team teaching, education reform, integrating learning technology into the classroom, and arts integration across math, science, and humanities.

Learning Differences

This course will examine the range of learning differences and disabilities, special education vs. inclusion debates, behavioral interventions, academic accommodations and individual education plans, in preparation for teaching and engaging with diverse populations through art and design.

Museum Education Practices

From Institutional Critique to Relational Aesthetics and Social Practice, students will investigate the ways in which artists and designers work with Museum Education departments to develop and present projects either sited in the museum with community

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input, or sited in the community with the museum's support.

Socially Engaged Art: Interventionist and Public Practices

A course for those who define their practice as socially engaged or want to refocus their practice in the interest of social justice. In addition to in-depth critiques and workshopping projects, students will examine the shift "from studio to situation." Prerequisite: LIBS245 Community Arts in LA or instructor's approval.

See Fine Arts, Communication Arts and Liberal Arts and Sciences Departments for other course descriptions.

ARCHITECTURE/LANDSCAPE/INTERIORS

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3

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Spring - Foundation		
COURSE		CR
Life Drawing or Creative Practices & Responses	FNDT182	3
	FNDT171	
Connections Through Color & Design	CAIL101	3
Drawing Studio or Form and Space	FNDT192	2
	FNDT161	
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3

15

Fall - Sophomore		
COURSE		CR
Studio I	ARLI250	4
Technologies + Ecologies I	ARLI260	3
Digital Media I	ARLI270	2
Digital Media II-A	ARLI271	2
History + Theory I	CRIT 205	3
Creative Action Lecture*	CAIL200	3

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Spring - Sophomore		
COURSE		CR
Studio II	ARLI252	4
Technologies + Ecologies II	ARLI261	3
Digital Media II-B	ARLI273	3
History + Theory II	CRIT206	3
LAS Sophomore Elective*	LIBS214	3

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Fall - Junior		
COURSE		CR
Studio III	ARLI352	4
Technologies + Ecologies III	ARLI360	3
Planning to Plan	ARLI363	2
Social Science*	SSCI210	3
Applied Trigonometry	MATH246	3

15

Spring - Junior		
COURSE		CR
Studio IV	ARLI353	5
Creative Action Studio	CAIL300	2
History + Theory III	CRIT304	2
Natural Science*	NSCI307	3
LAS Upper Division Elective*	LIBS314	3

15

Fall - Senior		
COURSE		CR
Studio V	ARLI454	5
Lighting Fundamentals	ARLI362	2
Fabrications S	ARLI475	2
History + Theory IV	CRIT405	2
Capstone	LIBS440	3

14

Spring - Senior		
COURSE		CR
Studio VI	ARLI455	5
Interior Development	ARLI460	2
Constructions	ARLI461	3
Presentation Techniques	ARLI465	2
History + Theory V	CRIT406	2

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*This course may be taken either fall or spring semester.

Courses in gray are described in Liberal Arts and Sciences.

ADVERTISING DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing or Creative Practices & Responses	FNDT182	3
	FNDT171	
Connections Through Color & Design	CAIL101	3
Drawing Studio or Form & Space	FNDT192	2
	FNDT161	
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Communication Studio I	COMD207	3
Typography I	COMD228	3
Advertising Workshop	ADVT240	2
Practicum I	COMD234	1
History of Graphic Des, Adv Des & Illus	AHCS222	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Communication Studio II	COMD208	3
Typography II	COMD229	3
Design Bootcamp	ADVT250	2
Practicum II	COMD235	1
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
COURSE		CR
Advertising & Art Direction I	ADVT304	3
Design for Advertising	ADVT356	2
Type and Image for Advertising	ADVT355	2
Practicum III	COMD334	1
Creative Action Studio*	CAIL300	2
Social Science*	SSCI210	3
Symbolic Logic*	MATH336	3
		16

Spring - Junior		
COURSE		CR
Advertising & Art Direction II	ADVT305	3
Copywriting	ADVT351	2
On Screen Prod. Concepts	ADVT473	2
Studio Elective		2
Natural Science*	NSCI307	3
LAS Upper Division Elective*	LIBS314	3
		15

Fall - Senior		
COURSE		CR
Advertising & Art Direction III	ADVT404	3
Interactive Advertising	ADVT470	2
Systems & Identity	COMD453	3
Studio Elective**		2
Senior Project/Research Paper	LIBS404	2
Capstone	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Project	ADVT440	3
The Pitch	ADVT410	3
Social Media	ADVT472	2
Studio Elective**		2
Studio Elective**		2
LAS Upper Division Elective	LIBS314	3
		15

GRAPHIC DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing or Creative Practices & Responses	FNDT182	3
	FNDT171	
Connections Through Color & Design	CAIL101	3
Drawing Studio or Form & Space	FNDT192	2
	FNDT111	
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Communication Studio I	COMD207	3
Typography I	COMD228	3
Practicum I	COMD234	1
Studio Elective		2
History of Graphic Des, Adv Des & Illus	AHCS222	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Communication Studio II	COMD208	3
Typography II	COMD229	3
Practicum II	COMD235	1
Studio Elective		2
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
COURSE		CR
Communication Studio III	COMD300	3
Publication	COMD318	2
Practicum III	COMD334	1
Professional Practice	COMD354	2
Creative Action Studio*	CAIL200	2
Social Science*	SSCI210	3
Symbolic Logic*	MATH336	3
		16

Spring - Junior		
COURSE		CR
Communication Studio IV	COMD301	3
Type & Alternative Media	COMD319	2
Studio Elective		2
Studio Elective		2
Natural Science*	NSCI307	3
LAS Upper Division Elective*	LIBS314	3
		15

Fall - Senior		
COURSE		CR
Systems & Identity	COMD453	3
Advanced Image Making	COMD458	3
Studio Elective		2
Studio Elective		2
Senior Project/Research Paper	LIBS404	2
Capstone	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Project	COMD440	3
Entrepreneur 101	COMD483	2
Visual Language	COMD459	3
Studio Elective		2
Studio Elective		2
LAS Upper Division Elective	LIBS314	3
		15

ILLUSTRATION

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing or Creative Practices & Responses	FNDT182	3
	FNDT171	
Connections Through Color & Design	CAIL101	3
Drawing Studio or Form & Space	FNDT192	2
	FNDT161	
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Communication Studio I	COMD207	3
Drawing + Painting I	COMD216	3
Typography for Illustrators I	ILUS218	2
Practicum I	COMD234	1
History of Graphic Des, Adv Des & Illus	AHCS222	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Communication Studio II	COMD208	3
Drawing + Painting II	COMD217	3
Typography for Illustrators I	ILUS219	2
Practicum II	COMD235	1
Contemporary Issues	AHCS220	3
Sophomore LAS Elective*	LIBS214	3
		15

Fall - Junior		
COURSE		CR
Communication Studio III	ILUS300	3
Drawing & Painting for Illustrators I	ILUS310	2
Practicum III	COMD334	1
Creative Action Studio*	CAIL300	2
Studio Elective		2
Social Science*	SSCI210	3
Symbolic Logic*	MATH336	3
		16

Spring - Junior		
COURSE		CR
Communication Studio IV	ILUS301	3
Professional Practice	ILUS354	2
Printmaking Elective*		2
Studio Elective		2
Natural Science*	NSCI307	3
LAS Upper Division Elective*	LIBS314	3
		15

Fall - Senior		
COURSE		CR
Adv Illustrative Applications	ILUS404	3
Alternative Materials	ILUS363	3
Studio Elective		2
Studio Elective		2
Senior Project/Research Paper	LIBS404	2
Capstone	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Project	ILUS440	3
Entrepreneur 101	COMD483	2
Studio Elective		3
Studio Elective		2
Studio Elective		2
LAS Upper Division Elective	LIBS314	3
		15

PRINTMAKING

Printmaking Survey ☒

PRNT263—3 credits

This class covers a wider range of both traditional and new methods, individualized technical and conceptual projects, editions, and includes a broad introduction to historical and contemporary applications.

Lab Fee: \$35

Printmaking: Integrated Media ☒

PRNT273—3 credits

This class, while covering traditional and new methods, covers fewer methods, but ones that take more time to work with. It allows for more integration of these techniques to support different types of conceptual projects, and more research that ties them together.

Lab Fee: \$35

Print Media Workshop ☒

PRNT373—2 credits

Students refine their vision in advanced projects based on their conceptual practice and critical dialogue. Emphasis is on development of personal imagery and exploration of the media through one or two projects that form a body of work related to their practice. In depth consultations and reviews are held. Students draw upon Los Angeles' wide range of print publishers and shops, learning professional methods.

Prerequisite: PRNT263 Printmaking Survey, PRNT273 Printmaking: Integrated Media, ILUS355 Experimental Printmaking, or instructor permission.

Lab Fee: \$35

Propaganda ☒

COMD 355 - 2 credits

Students research a topic of choice and create a body of work on cultural, social and political issues. Students learn to understand alternatives to illustration and design as corporate service. Assignments include research

and presentation on a relevant topic of choice; realization of visuals on chosen topic; and collaboration with community organizations when possible/applicable.

Print Lab / Lab Fee: \$35

Experimental Printmaking ☒

ILUS355 - 2 credits

An opportunity for formal application and experimentation through alternative printmaking processes. Emphasis is placed on problem-solving through process, substance, and style. Students consider content, subject, and formal attributes of independently proposed projects. Readings, discussions, and lectures will address relevant topics such as multiplicity, historical predecessors, and critique.

FASHION DESIGN

Innovation in fashion design results from a rigorous process of developing and editing ideas that address specific design challenges. Students in our program work alongside expert, professional faculty and guest mentors, who are current and visible designers, to become educated and practiced in all aspects of the design process. Throughout their experience, students produce original designs and develop collections for their portfolio. In their Junior and Senior year, students have the opportunity to work in teams to create unique designs under the guidance of mentors, emulating professional designers and following the industry's seasonal schedule. Recent mentors for the Junior and Senior class have included Ruben & Isabel Toledo, Bob Mackie, Under Armour, Halston, Nike, Todd Oldham, Urban Outfitters, Johnny Was, and Western Costume. Junior and Senior designs are featured at the annual Scholarship Benefit and Fashion Show at the Beverly Hilton.

At the time the 2014-15 Hoot/Course Catalog went to press, a proposal to create an area of emphasis within the Fashion Design major was pending and has since been approved. This new area of emphasis is Costume Design. The Costume Design emphasis track prepares Fashion Design majors for the ever-changing entertainment industry. Located in the heart of film and television, the program engages critically-acclaimed costume design professionals and leading costume houses to guide students in the process of producing original designs and dynamic illustrations, combining traditional and digital methods, for their portfolios. Story-driven ideas are at the core of our costume curriculum with a focus on new directions in character development for film, television, live performance, concept art, and video. Building off a rigorous process of developing and editing ideas that address specific design challenges, spectacular works inspired by historical and cultural influences, story structure, and character development are conceived and constructed through traditional and cutting-edge methods. Recent Costume Design mentors include: Cirque du Soleil, Bob Mackie, Betsy Heimann, Western Costume, and Disney.

STUDENT LEARNING OUTCOMES

At the completion of the program, students in the Fashion Design Department will be able to:

- Adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process.
- Articulate design ideas verbally, visually, and digitally.
- Assess, propose, and apply various techniques related to drafting, draping, and constructing of garments.
- Relate the design process to the appropriate manufacturing process.
- Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.
- Research and relate fashion design to a broader socio economic, historical, and environmental context.

Notes for Degree Requirements on Next Page:

*These courses may be taken in either the fall or the spring semester.

** FSHD363/364: Though the coursework is offered during the spring semester, students are encouraged to participate in an industry internship during the summer between junior and senior years.

Courses in gray are described in Liberal Arts and Sciences.

Note: Working with a mentor is considered an earned privilege, not a right; therefore, students are required to maintain a "C+" grade point average in design and studio throughout the design process in order to work with a mentor.

Note: Students collaborating with mentors may be required to be on site at CalMart to work on their projects during Spring Break and occasional Saturdays and holidays (such as President's Day) in order to participate in the Scholarship Benefit Show.

FASHION DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDDT180	3
Principles of Design	FNDDT115	2
Drawing & Building Form	FNDDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing II	FNDDT182	3
Connections through Color & Design	CAIL101	3
Form & Space	FNDDT161	2
Elective	FNDDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Sophomore Studio I	FSHD202	4
Fashion Illustration	FSHD210	3
Model Drawing I	FSHD230	2
Digital Design I	FSHD225	1
Textile Science I	NSCI311	2
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Sophomore Studio II	FSHD203	4
Fashion Illustration/Intro to Design	FSHD212	3
Model Drawing II	FSHD232	1
Digital Design II	FSHD324	1
Textile Science II	NSCI312	2
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		17

Fall - Junior		
COURSE		CR
Junior Studio I	FSHD300	5
Digital Design III	FSHD325	1
Model Drawing III	FSHD330	1
Fashion Design & Illustration I	FSHD362	4
History of Costume I	AHCS370	2
Math for Artists & Designers*	MATH136	3
		16

Spring - Junior		
COURSE		CR
Junior Studio II	FSHD301	5
Digital Design IV	FSHD425	1
Model Drawing IV	FSHD331	1
Fashion Design & Illustration II **	FSHD363	3
History of Costume II	AHCS371	3
Social Science*	SSCI210	3
		16

Fall - Senior		
COURSE		CR
Senior Studio I	FSHD400	6
Model Drawing V	FSHD430	1
Fashion Design & Illustration III	FSHD462	4
The Business of Fashion	FSHD472	1
Capstone *	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Studio II	FSHD401	6
Portfolio Development	FSHD476	3
LAS Upper Division Elective*	LIBS314	3
		12

FASHION DESIGN with an EMPHASIS IN COSTUME DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing II	FNDT182	3
Connections through Color & Design	CAIL101	3
Form & Space	FNDT161	2
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Sophomore Studio I	FSHD202	4
Fashion Illustration	FSHD210	3
Model Drawing I	FSHD230	2
Digital Design I	FSHD225	1
Textile Science I	NSCI311	2
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Sophomore Studio II	FSHD203	4
Fashion Illustration/Intro to Design	FSHD213	3
Dynamic Model Drawing	FSHD233	1
Digital Design II	FSHD324	1
Textile Science II	NSCI312	2
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		17

Fall - Junior		
COURSE		CR
Junior Studio I	FSHD300	5
Digital Design III	FSHD325	1
Model Drawing III	FSHD330	1
Fashion Design & Illustration I	FSHD362	4
History of Costume I	AHCS370	2
Math for Artists & Designers*	MATH136	3
		16

Spring - Junior		
COURSE		CR
Junior Studio II	FSHD301	5
Digital Design IV	FSHD425	1
Costume in Concept Art	FSHD350	1
Fashion Design & Illustration II **	FSHD364	3
History of Costume II	AHCS371	3
Social Science*	SSCI210	3
		16

Fall - Senior		
COURSE		CR
Senior Studio I	FSHD400	6
Model Drawing V	FSHD430	1
Fashion Design & Illustration III	FSHD463	4
The Business of Costume	FSHD473	1
Capstone	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Studio II	FSHD401	6
Portfolio Development	FSHD476	3
LAS Upper Division Elective	LIBS314	3
		12

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Sophomore Studio I/II

FSHD202/203 - 4 credits/4 credits

Starting with basic principles of draping, patternmaking, and sewing construction, students will learn garment industry procedures and create 3-D design ideas.

Fashion Illustration/Introduction to Design

FSHD210/212 — 3 credits/3 credits

Students create a variety of figures as a basis for professional design sketches, and develop skill in drawing technical flats. Advanced rendering, presentation techniques, and introductory design comprise the second semester.

Fashion Illustration/Introduction to Design

FSHD213 — 3 credits

Advanced rendering, presentation techniques, and introductory ready-to-wear and costume design.

Available to Fashion Design majors with an Emphasis in Costume Design.

Digital Design I

FSHD225 — 1 credit

Using a Mac, students learn about basic practices, internet usage, digital terminology, and related computer equipment including the scanner, printer, and the Wacom tablet. Students are introduced to Adobe Photoshop and Illustrator, and learn how these skills can aid them in Design and Illustration. Students will be introduced to drawing basic garments in Adobe Illustrator.

Model Drawing I/II

FSHD230/232 — 2 credits/1 credits

Students draw from live male and female models to develop an awareness of the proportions and movement of the elongated fashion figure while maintaining correct anatomical structure. They also explore the visualization of various fabrics and garments on the figure.

Dynamic Model Drawing

FSHD233— 1 credits

Students draw from live models to develop an awareness of the proportions and exaggerated movements of the dynamic fantasy figure while maintaining correct anatomical structure. Additionally, this course explores the visualization of various fabrics, armatures, and garments on the figure.

Prerequisite: FSHD230 Model Drawing I

Junior Studio I/II

FSHD300/301 — 5 credits/5 credits

Students focus on sewing and construction techniques of “moderately-priced” garments. This course provides practical application of draping, sewing, and pattern drafting. Visiting mentors guide and critique students’ designs on professional models during fittings. Students learn the design creation process from interpretation of original sketch to finished garment.

*Prerequisite: FSHD202/203 Sophomore Studio I/II
Only FSHD301 will count for the Sustainability Minor*

Digital Design II

FSHD324 — 1 credit

Using Adobe Illustrator, students will advance their knowledge in drawing basic garments, known as “flats” in the fashion industry.

Prerequisite: FSHD225 Digital Design I

Digital Design III

FSHD325 — 1 credit

Using Adobe Photoshop and Illustrator, students will learn to create prints, finishing treatments for polished flats, and Tech Packs.

Prerequisite: FSHD324 Digital Design II

Model Drawing III/IV

FSHD330/331 — 1 credit/1 credit

This course further explores the fashion figure with focus on improved gesture, line quality, and accurate observation of clothing proportion and shape.

Prerequisite: FSHD232 Model Drawing II or FSHD233 Dynamic Model Drawing

Costume in Concept Art

FSHD350— 1 credit

Students will integrate elements from costume design illustrations and digital design to develop a cohesive concept. With an emphasis on expressing costume design in the context of a script and story, students will develop costume designs utilizing Photoshop, Illustrator, and ZBrush to integrate into an environment.

Prerequisites: FSHD363/364 Fashion Design & Illustration I, FSHD325 Digital Design III

Fashion Design and Illustration I/II

FSHD362/363 — 4 credits/3 credits

Students work under the direction of industry professionals in the moderate market to develop fabric stories and sketches. Spring semester focuses on the study of better apparel in preparation for senior year. One mentor project will focus on sustainability. Students pursuing the Sustainability Minor should elect to work on this project.

Prerequisite: FSHD212/213 Fashion Illustration/Introduction to Design

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Only FSHD362 will count for the Sustainability Minor

Fashion Design and Illustration II

FSHD364 — 3 credits

Students focus on the study of better apparel, costume design, and creating well-defined characters in preparation for senior year.

Prerequisite: FSHD213 Fashion Illustration/Introduction to Design

Senior Studio I/II

FSHD400/401 — 6 credits/6 credits

This course provides practical application of draping, classic tailoring, and couture sewing, finishing techniques based on the higher-priced “designer” market. Students learn the design creation process, from original sketch to finished garment. Visiting mentors guide and critique students’ work on professional models during fittings.

Prerequisite: FSHD300/301 Junior Studio I/II

Digital Design IV

FSHD425 — 1 credit

In this advanced course, students create a group of technical flats based on their own designs in Adobe Illustrator and Photoshop, which evolve into a digital collection for their portfolios. Topics include flats, line sheets, fabric samples, type, layout, title/mood sheets and tech packs.

Prerequisite: FSHD325 Digital Design III

Digital Portfolio

FSHD426 — 1 credit

This advanced elective course expands students’ knowledge and application of digital skills applicable to their final portfolio.

Prerequisite: FSHD425 Digital Design IV

Model Drawing V

FSHD430 — 1 credit

Students in this advanced drawing course develop a personal style through exploration of professional techniques and a variety of media. The second half of the semester focuses on issues that pertain to portfolio development. Available to non-majors with Department Chair approval.

Prerequisite: FSHD331 Model Drawing IV

Fashion Design and Illustration III

FSHD462 — 4 credits

Students design apparel alongside professional designers representing the designer/contemporary market. Working within the industry seasonal schedule, students design classic clothes in finer fabrics and finishing techniques. Emphasis is on

more complex sketches, fabric renderings, and layering of garments, to capture a look appropriate to the mentor's direction.

Prerequisite: FSHD362/363 Fashion Design and Illustration I/II

Fashion Design and Illustration III

FSHD463 — 4 credits

Students design apparel alongside professional designers representing the designer/contemporary market and costume design industry. Working within the industry seasonal schedule, students design costumes and classic clothes in finer fabrics and finishing techniques to capture a look appropriate to the mentor's direction.

Prerequisite: FSHD364 Fashion Design and Illustration II

The Business of Fashion

FSHD472 - 1 credit

Through field trips and lectures by industry professionals, this class provides an overview of the apparel manufacturing process outside the realm of the design room, and the marketing partnership of wholesale manufacturers and retailers. The semester culminates with job search strategies in preparation for a successful entry into the workplace.

The Business of Costume

FSHD473 - 1 credit

Students will gain insight into the professional practices, protocols, and methodologies within the costume design field. Lectures by costume design professionals and field trips supplement this survey course that explores costume design within film, television, theatre and live performance.

Available to Fashion Design Majors, and also to Digital Media Majors with an Emphasis in Game and Entertainment Design. Students in other majors may enroll on a case by case basis with approval of the Chair of Fashion Design.

Portfolio Development

FSHD476 — 3 credits

Students develop professional portfolios, targeting a specific market in the fashion industry, and produce groups with concept boards, color story, fabrics, trims, illustrations and technical drawings. This course culminates with a portfolio review and critique by manufacturers.

Prerequisites: FSHD462 Fashion Design and Illustration III

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Independent Study

FSD999 — 1-6 credits

Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the Department Chair based on proposals submitted by interested students.

Labs

The following lab classes may be required if a student's work does not meet the standards set by the department:

Construction Laboratory

This non-credit period is open to all students who need additional help in draping, pattern drafting, tailoring, or sewing.

Illustration Laboratory

This non-credit period is open to all students who need additional help in drawing and rendering.

Design Laboratory

This non-credit period is open to all students who need additional help in design.

PRODUCT DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing II or Creative Practices & Responses	FNDT182	3
	FNDT171	
Connections through Color & Design	CAIL101	3
Drawing Studio or Form & Space	FNDT192	2
	FNDT161	
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Product Design Studio I	PRDS200	3
Integrated Design Creative Process I	PRDS220	2
Visual Communication I	PRDS252	3
Digital Design I	PRDS272	2
History of Product Design	AHCS225	3
Creative Action Lecture*	CAIL200	3
		16

Spring - Sophomore		
COURSE		CR
Product Design Studio II	PRDS201	3
Integrated Design Creative Process II	PRDS221	2
Visual Communication II	PRDS253	2
Digital Design II	PRDS273	3
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		16

Fall - Junior		
COURSE		CR
Product Design III	PRDS302	3
Integrated Design-Design Thinking III	PRDS320	2
Product Development Studio I	PRDS332	3
Digital Design III	PRDS370	2
Math for Artists & Designers *	MATH136	3
LAS Upper Division Elective	LIBS314	3
		16

Spring - Junior		
COURSE		CR
Product Design IV	PRDS303	3
Integrated Design - Design Thinking IV	PRDS321	2
Product Development Studio II	PRDS333	3
Creative Action Studio *	CAIL300	2
Social Science *	SSCI210	3
Anatomy & Ergonomics	NSCI319	3
		16

Fall - Senior		
COURSE		CR
Product Design Studio V	PRDS402	3
Integrated Design-Adv Des Thinking V	PRDS420	2
Adv. Product Development Studio III	PRDS432	3
Digital Design IV	PRDS472	3
Capstone	LIBS440	3
		14

Spring - Senior		
COURSE		CR
Design Studio VI	PRDS403	3
Integrated Design-Adv Des Thinking VI	PRDS421	2
Adv. Product Development Studio IV	PRDS433	3
Digital Design V	PRDS473	2
LAS Upper Division Elective	LIBS314	3
		13

*These courses may be taken during the fall or spring semester. Courses in gray are described in Liberal Arts and Sciences.