

Provost's Message

As the Interim Provosts, we are delighted to welcome you to Otis. You are joining a community of talented and dedicated artists, designers, scholars, and educators whose mission is to prepare “diverse students of art and design to enrich our world through their creativity, their skills, and their vision.”

Our first-year Foundation program will teach you the critical core fundamental skills to your major; starting in the sophomore year, each of the studio majors will sequentially advance you through a curriculum grounded in academic excellence, advancing your work and professional preparation. The liberal studies program will complement and extend your studio experience, preparing you to better deal with the tumult of an increasingly complex and constantly changing world whose challenges demand self-reflection and creativity. Our graduate programs advance those practices through rigorous, practice-based studies with distinguished faculty.

Undergraduates will participate in our Integrated Learning program, collaboratively learning in interdisciplinary teams in projects that bridge the gap between school and community, neighborhoods and generations, cultures and histories. The Sustainability Minor launches this year with an Integrated Learning course that introduces you to the current sustainability perspectives and challenges of the 21st century. Our Interdisciplinary Concentrations allow you to compose a concentration outside of your major, and our minors are defined course sequences that you may study alongside your major. Your progress, learning, and accomplishments will be evidenced by the Learning ePortfolio you will create in which you will reflectively make connections across disciplines, courses, and years.

We strongly encourage you to participate in the thriving art scene of Los Angeles. Economist Ann Markusen referred to Los Angeles as “America’s Artist Super City.” “Since 2007, the annual *Otis Report on the Creative Economy of Los Angeles Region* has established by hard data the combined economic impact of the arts, design, and entertainment industries in Los Angeles and Orange counties”; last year’s event, themed “The Power of Art and Artists,” showed the dramatic impact that creative organizations and professionals have on the community and culture of Los Angeles.

You are joining us at a serendipitous time. This fall and spring Otis is participating in *Pacific Standard Time: Art in L.A. 1945-1980*, a collaboration of over sixty southern California cultural institutions that will tell the story of the history of the art world in Los Angeles as it became a rich international artistic hub. As part of our continuing commitment to extending learning beyond the classroom, many classes offered this year will be connected to this vibrant event.

More information on these initiatives is located in this *Course Catalogue*, a resource for you which includes curriculum, degree requirements, course descriptions, important dates, faculty biographies, policies and procedures.

Again welcome and we look forward to meeting you.

Debra Ballard and Randall Lavender

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Otis College of Art and Design is accredited by the Accrediting Commission for Senior Colleges and Universities of the Western Association of Schools and Colleges (WASC) 985 Atlantic Ave., Suite 100, Alameda, CA 94501, (510) 748.9001 and the National Association of Schools of Art and Design (NASAD).

Fall 2011 Calendar

Class Meetings

Monday, August 29 – Saturday, December 17

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	Aug. 29	Aug. 30	Aug. 31	Sept. 1	Sept. 2	Sept. 3
2	Sept. 12	Sept. 6	Sept. 7	Sept. 8	Sept. 9	Sept. 10
3	Sept. 19	Sept. 13	Sept. 14	Sept. 15	Sept. 16	Sept. 17
4	Sept. 26	Sept. 20	Sept. 21	Sept. 22	Sept. 23	Sept. 24
5	Oct. 3	Sept. 27	Sept. 28	Sept. 29	Sept. 30	Oct. 1
6	Oct. 10	Oct. 4	Oct. 5	Oct. 6	Oct. 7	Oct. 8
7	Oct. 17	Oct. 11	Oct. 12	Oct. 13	Oct. 14	Oct. 15
8	Oct. 24	Oct. 18	Oct. 19	Oct. 20	Oct. 21	Oct. 22
9	Oct. 31	Oct. 25	Oct. 26	Oct. 27	Oct. 28	Oct. 29
10	Nov. 7	Nov. 1	Nov. 2	Nov. 3	Nov. 4	Nov. 5
11	Nov. 14	Nov. 15	Nov. 9	Nov. 10	Nov. 11	Nov. 12
12	Nov. 21	Nov. 22	Nov. 16	Nov. 17	Nov. 18	Nov. 19
13	Nov. 28	Nov. 29	Nov. 30	Dec. 1	Dec. 2	Dec. 3
14	Dec. 5	Dec. 6	Dec. 7	Dec. 8	Dec. 9	Dec. 10
15	Dec. 12	Dec. 13	Dec. 14	Dec. 15	Dec. 16	Dec. 17

Holidays

Labor Day	Monday, September 5
Election Day	Tuesday, November 8
Thanksgiving Break	Wednesday, Nov. 23–Sunday, Nov. 27

Important Dates

Open Registration	Monday, Apr. 18 - Friday, May 13
Registration Payment Deadline	Sunday, July 24
Late Registration (\$275 late fee)	Monday, Aug. 8 - Friday, Aug. 26
Classes Begin	Monday, Aug. 29
Course Add Deadline	Tuesday, Sept. 6
Independent Study Proposal Deadline	Tuesday, Sept. 6
Course Drop Deadline	Tuesday, Sept. 13
First Quarter Warnings	Tuesday, Sept. 20-Monday, Sept. 26
Midterm Exams & Warnings	Tuesday, Oct. 11- Monday, Oct. 17
Course Withdrawal Deadline	Tuesday, Nov. 1
Third Quarter Warnings	Wednesday, Nov. 9 -Tuesday, Nov. 15
Spring Registration Begins	Monday, Nov. 21
Final Exams	Monday, Dec. 12-Saturday, Dec. 17
Spring Payment Deadline	Thursday, December 15
Spring Open Registration Deadline	Thursday, December 15 (\$275 late fee after this date)
Classes End	Saturday, Dec. 17

Spring 2012 Calendar

Tuesday, January 17 – Tuesday, May 08

Class Meetings

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	Jan. 23	Jan. 17	Jan. 18	Jan. 19	Jan. 20	Jan. 21
2	Jan. 30	Jan. 24	Jan. 25	Jan. 26	Jan.27	Jan. 28
3	Feb. 6	Jan. 31	Feb. 1	Feb. 2	Feb. 3	Feb. 4
4	Feb. 13	Feb. 7	Feb. 8	Feb. 9	Feb. 10	Feb. 11
5	Feb. 27	Feb. 14	Feb. 15	Feb. 16	Feb. 17	Feb. 18
6	Mar. 5	Feb. 21	Feb. 22	Feb. 23	Feb. 24	Feb. 25
7	Mar. 12	Feb. 28	Feb. 29	Mar. 1	Mar. 2	Mar. 3
8	Mar. 26	Mar. 6	Mar. 7	Mar. 8	Mar. 9	Mar. 10
9	Apr. 2	Mar. 13	Mar. 14	Mar. 15	Mar. 16	Mar. 17
10	Apr. 9	Mar. 27	Mar. 28	Mar.29	Mar.30	Mar.31
11	Apr. 16	Apr. 3	Apr. 4	Apr. 5	Apr. 6	Apr. 7
12	Apr. 23	Apr. 10	Apr. 11	Apr. 12	Apr. 13	Apr. 14
13	Apr. 30	Apr. 17	Apr. 18	Apr. 19	Apr. 20	Apr. 21
14	May 7	Apr. 24	Apr. 25	Apr. 26	Apr. 27	Apr. 28
15	May 8 (Tu)	May 1	May 2	May 3	May 4	May 5

Holidays

Martin Luther King, Jr. Holiday	Monday, January 16
Presidents' Day Holiday	Monday, February 20
Spring Break	Monday, March 19 - Sunday, March 25

Important Dates

Spring Payment Deadline	Thursday, December 15
Open Registration Deadline	Thursday, December 15 (\$275 late fee after this date)
Late Registration (\$275 late fee)	Wednesday, Jan. 4 – Friday, Jan. 13
Classes Begin	Tuesday, Jan. 17
Course Add Deadline	Tuesday, Jan. 24
Independent Study Proposal Deadline	Tuesday, Jan. 24
Course Drop Deadline	Tuesday, Jan. 31
First Quarter Warnings	Tuesday, Feb. 7 - Monday, Feb. 13
Named Scholarship Application Deadline	Wednesday, Feb. 15
Cal Grant Deadline	Friday, March 2
Midterm Exams & Warnings	Saturday, March 3 - Friday, March 9
Course Withdrawal Deadline	Tuesday, March 27
Third Quarter Warnings	Tuesday, April 10- Monday, April 16
Fall Registration Begins	Monday, April 16
Final Exams	Tuesday, May 1 - Tuesday, May 8
Classes End	Tuesday, May 8
Fall Payment Deadline	Tuesday, July 24
Fall Open Registration Deadline	Friday, May 11 (\$275 late fee after this date)
Commencement	Saturday, May 12

Summer 2012 Calendar

Bachelor of Fine Arts Program

Class Meetings

Monday, May 21 – Tuesday, July 31

Week	Monday	Tuesday	Wednesday	Thursday	Friday
1	May 21	May 22	May 23	May 24	May 25
2	June 4	May 29	May 30	May 31	June 1
3	June 11	June 5	June 6	June 7	June 8
4	June 18	June 12	June 13	June 14	June 15
5	June 25	June 19	June 20	June 21	June 22
6	July 2	June 26	June 27	June 28	July 29
7	July 9	July 3	July 11	July 5	July 6
8	July 16	July 10	July 18	July 12	July 13
9	July 23	July 17	July 25	July 19	July 20
10	July 30	July 24	July 31 (Tu)	July 26	July 27

Holidays

Memorial Day	Monday, May 28
Independence Day Holiday	Wednesday, July 4

Important Dates

Summer Payment Deadline	Tuesday, May 15
Classes Begin	Monday, May 21
Course Add Deadline	Tuesday, May 29
Independent Study Proposal Deadline	Tuesday, May 29
Course Drop Deadline	Tuesday, June 5
First Quarter Warnings	Tuesday, June 5-Monday, June 11
Midterm Exams & Warnings	Tuesday, June 19-Monday, June 25
Course Withdrawal Deadline	Friday, July 6
Third Quarter Warnings	Tuesday, July 10-Monday, July 16
Final Exams	Tuesday, July 24-Wed., August 1
Classes End	Tuesday, July 31

Summer 2012 Calendar Graduate Graphic Design Program Only

Monday, June 18 – Monday, August 27

Class Meetings

Week	Monday	Tuesday	Wednesday	Thursday	Friday
1	June 18	June 19	June 20	June 21	June 22
2	June 25	June 26	June 27	June 28	June 29
3	July 2	July 3	July 11	July 5	July 6
4	July 9	July 10	July 18	July 12	July 13
5	July 16	July 17	July 25	July 19	July 20
6	July 23	July 24	Aug 1	July 26	July 27
7	July 30	July 31	Aug 8	Aug 2	Aug 3
8	Aug 6	Aug 7	Aug 15	Aug 9	Aug 10
9	Aug 13	Aug 14	Aug 22	Aug 16	Aug 17
10	Aug 20	Aug 21	Aug 27 (Mon)	Aug 23	Aug 24

Holidays

Independence Day Holiday

Wednesday, July 4

Important Dates

Summer Payment Deadline	Tuesday, May 15
Classes Begin	Monday, June 18
Course Add Deadline	Tuesday, June 26
Independent Study Proposal Deadline	Tuesday, June 26
Course Drop Deadline	Tuesday, July 3
First Quarter Warnings	Tuesday, June 26 – Tuesday, July 3
Midterm Exams & Warnings	Tuesday, July 17 - Monday, July 23
Course Withdrawal Deadline	Friday, August 3
Third Quarter Warnings	Tuesday, July 24 – Tuesday, July 31
Final Exams	Monday, August 20 – Monday, August 27
Classes End	Monday, August 27

Foundation

Department Goals

The Foundation Program provides core studies for life-long learning and professional practices in the visual arts by teaching fundamental skills that enable students to become adept, well-informed makers. Integrating core visual studies with Liberal Arts curricula enhances students' ability to construct meaning using the formal elements of art and design.

Students in the Foundation Department will:

- Acquire Fundamental Skills, which include mindful making and improving of work by the manipulation of art and design media.
- Develop Thinking Skills including the ability to distinguish between and use rational, intuitive, and critical thinking processes, and to construct meaning using visual information.
- Discern Visual Quality through identifying visual strengths and weaknesses to promote aesthetic resolution and clarity of intention.
- Develop Professionalism through strategies for success such as attentiveness, time management skills, and the ability to commit to a personal vision in the endeavor of art making.
- Value Inventiveness by using problem defining processes to complement problem solving skills.
- Apply a Spirit of Investigation, utilizing visual and idea-oriented research, the spirit of play, and delay of closure.
- Engage the Community as a Resource, by access to the larger metropolitan community as a creative and learning resource.
- Enter their Major Program with an integrated understanding of technical and conceptual aspects transferable across a wide array of art and design practices.

Foundation

Freshman Year		Fall	Spring	<u>Degree Requirements</u>
FNDT110/111	Form and Space I/II	2.0	2.0	
*FNDT115	Principles of Design	2.0	—	
ILMS100	Connections through Color and Design	—	2.0	
FNDT145	Studio Elective	—	1.0	
FNDT180	Life Drawing I	3.0	—	
**FNDT181 -or-	Life Drawing II	—	2.0	
***FNDT170	Creative Practices and Responses			
FNDT190/191	Drawing and Composition I/II	2.0	2.0	
AHCS120	Introduction to Visual Culture	3.0	—	
AHCS121	Modern Art History	—	3.0	
ENGL104	Critical Analysis and Semiotics	2.0	—	
ENGL106	Composition and Critical Thought	—	3.0	
SSCI130	Cultural Studies	2.0	—	
Total Credits per Semester		16.0	15.0	

Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.

* Students may elect to take the photography/technology option Principles of Design section.

** Both Life Drawing I and Life Drawing II are recommended for Toy Design, Fashion Design, and Digital Media majors.

*** Creative Practices and Responses is recommended for Product Design majors.

Foundation

Course Descriptions

Form and Space I

FNNDT110 2 credits
Focused compositional study of organizing principles in form provides a basis for understanding the three-dimensional world. Line, plane, and volume are studied both in the context of primary forms and more complex compositions in the round. Sequenced instruction fosters mastery of compositional fundamentals involving the invention and construction of forms in space using simple hand tools and readily available form-making materials.

Form and Space II

FNNDT111 2 credits
Students transfer acquired skills to the further study of three-dimensional composition through sequenced instruction and problem finding. The basis for design expands to encompass areas of study such as the construction of meaning, the human body, and architectural scale/space. Aspects of media, process, and source information expand as students, individually and collaboratively, engage more complex issues of form and space.

Prerequisite: FNNDT110 Form and Space I

Principles of Design

FNNDT115 2 credits
This course is a sequenced investigation of various organizing principles using traditional and contemporary media (i.e., photography, photocopying, and computer graphics). Students learn fundamentals of value manipulation as determinants of visual order. Elements of visual literacy provide a basis for the study of compositional fundamentals, including focal point(s), directional elements, and visual weight.

Creative Practices and Responses

FNNDT170 2 credits
A second-semester Foundation course focused on studying, researching, and exploring practices of creativity that bridge art/design disciplines. Students are exposed to a diverse range of concepts, materials, and methods for thinking and working creatively. In-class activities promote the documentation of individual creative processes and the synthesis of intuitive, culturally constructed, and personal impulses into inventive visual responses. Recommended for students planning to select Product Design as their major.

Life Drawing I

FNNDT180 3 credits
Sequenced instruction provides rigorous training in the use of gesture, anatomy, and structural figure drafting. Drawing the human figure from the inside out fosters an understanding of complex visual relationships. Upon completion of the course, students are able to analyze the human form and to view it as a complex perceptual model for the larger realm of visual experience.

Life Drawing II

FNNDT181 2 credits
Structural drawing and perceptual skills are expanded through study of the figure's relation to environment, life-scale, movement, and draping. Students discover individual sensibilities of mark making and aspects of personal vision, through a variety of traditional and experimental drawing media and techniques.

Prerequisite: FNNDT180 Life Drawing I

Drawing and Composition I

FNNDT190 2 credits
Drawing skills are acquired through sequenced instruction and problem-solving with traditional and contemporary media. Study of pictorial representation includes observational skill building, spatial analysis, and pictorial organization, providing a basis for draftsmanship and composition. The course proceeds analytically through line, plane, and volume with emphasis on dynamics of light and the perception of tone.

Drawing and Composition II

FNNDT191 2 credits
Observation, analysis, and compositional organization are furthered by the addition of color, problem finding, complexity of idea, and the introduction of Adobe Illustrator as a compositional tool. Historical referencing, modern and contemporary notions of time/space, and exploration of more varied drawing media foster students' realization of aspects of personal vision.

Prerequisite: FNNDT190 Drawing and Composition I

Foundation

Connections through Color and Design

ILMS100 2 credits

A second-semester Integrated Learning studio course introducing Foundation students to contextually-based problem solving using fundamentals of color and design. Students learn Munsell color theory, practical aspects of color mixing such as value, hue, and chroma, as well as computer color application using Adobe Photoshop. Students apply these skills in solving problems that engage the larger community, trans-disciplinary practice, research, and collaboration.

Lab fee: \$35. Photo lab fee (section P only): \$30.

Electives

Communication Arts: Design Solutions

FNDT145 1 credit

Graphic designers and advertising designers have fun with creative ideas in visual communications that use image and type, form and color, function and emotion to create clear, engaging and enticing visual messages. In a dynamic process students learn to be open, responsive and flexible in a lively studio setting. A design process that is original, creative and satisfying for a young designer creates successful solutions that could answer real problems. Taught by Communication Arts faculty.

Communication Arts: Illustration

FNDT145 1 credit

Figure illustrators explore visual language and narrative skills through drawing, sketching, sequencing, researching, and observation for applications in entertainment illustration, animation, character development, concept illustration, publication and editorial illustration, advertising, and product illustration. Skills acquired in Foundation year are applied to finding, processing, and executing solutions that may result in such visual products as comic sequences, characters and short animations, and editorial illustrations. Taught by Communication Arts faculty.

Communication Arts: Printmaking

FNDT145 1 credit

This studio course is an introduction to the fundamentals of printmaking, incorporating drawing, painting, and collage with methods of monotype, collograph, and drypoint engraving. Through technique and experimental processes students will produce multiples and work for an exchange portfolio. Taught by Communication Arts faculty.

Digital Media: Motion Graphics Essentials

FNDT145 1 credit

Life is movement. Art is life. This course takes art and design to a different level by adding movement. An artist/designer is both a storyteller and a problem solver. In this course, students refine skills through the use of today's most sophisticated, yet easy to learn tools in a course truly supportive of experimentation and risktaking. Explore compositing through the use of software such as After Effects, Flash, Photoshop, Illustrator, and Final Cut Pro. Use digital video, photography, and hand-made artwork for telling stories and creating moving designs. Taught by Digital Media faculty.

Architecture/Landscape/Interiors:

Designing Space

FNDT145 1 credit

Design the spaces where we live, work, and play. This course will introduce the full scope of spatial design fields: architecture (buildings), landscape (spaces between buildings), and interiors (spaces within buildings). Students will visit significant architecture, landscapes, and interiors in and around Los Angeles while designing their own building and landscape proposal for an actual site. Taught by Architecture/Landscape/Interiors faculty.

Fashion Design: Model Drawing

FNDT145 1 credit

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. All sections taught by Fashion Design faculty.

Course Descriptions

*Electives: Note:
Second semester studio
elective offerings may
change. See department
for course descriptions.*

Foundation

Course Descriptions

Fine Arts: Painting Explorations

FNDT145 1 credit

A basic painting course introducing a variety of painting methods and materials, including color mixing, paletting, and paint application in oil and/or acrylic. Emphasis will be placed on use of opacity and transparency in painting, as well as on a variety of modes with special consideration given to figurative and non-objective work. Instruction will blend technical facility with the creative process within a studio environment supportive of risk-taking and the entertainment of possibilities. Traditional and contemporary modes of pictorial representation and abstraction will be explored. Taught by Fine Arts faculty.

Fine Arts: Photography/Sculpture

FNDT145 1 credit

There has been a longstanding relationship between sculpture and photography. This practice-based class examines photography's connections to sculpture by establishing sculptural elements in relation to the photographic process. Through example studies and projects, students will examine how sculptural activities can apply before, during, and after the photographic process, and how such combinations affect perceptions of forms and ideas. Instruction will blend technical procedures with a process of self-directed investigation within a studio environment supportive of creative thinking and the entertainment of possibilities. Taught by Fine Arts faculty.

Photo Lab fee: \$30.

Product Design: Product Design Workshop

FNDT145 1 credit

An introductory course focused on the process of designing consumer products for a variety of consumer markets. Students engage in market research, creative sessions to generate product ideas that fit a consumer or market, and develop what constitutes good product design by exploring the integration of aesthetics, functionality, and technology into their product design through concept sketches. Students will develop appreciation of exemplary mainstream product design through product styling, projects, and critiques. Taught by Interactive Product Design faculty.

Toy Design: Introduction to Toy Design

FNDT145 1 credit

An idea-driven workshop that introduces students to Adobe Photoshop as a primary tool for the manipulation of drawn and photographic images. Instruction will focus on Photoshop as a means of enhancing drawing skills in support of design activity and concept presentation. Students will learn specific Photoshop skills in preparation for further study within the Toy Design major. Taught by Toy Design Faculty.

Paris Trip

FNDT145 1 credit

Students travel to Paris for a period of 10 days in March for a once-in-a-lifetime opportunity to visit museums, historic sites, and the great European city with Foundation faculty for on-site lectures and focused field study. Please note: Otis College of Art and Design reserves the right to cancel scheduled foreign travel based on international travel conditions and/or safety concerns.

Travel Gap Insurance Fee: \$25.

Katie Phillips

Chair

MFA (Painting) Claremont Graduate Univ.; BFA (Fine Arts) Univ. of Illinois, Urbana. Nationally exhibited realist painter. Exhibitions include the Art Museum of South Texas; Frye Museum, Seattle, WA; Spokane Art Museum; J.B. Speed Museum, Louisville, KY. Works have been reviewed in *Art News*. Collection of the J.B. Speed Art Museum. Published in *Images and Issues* and *Leaves of Many Seasons* (Plenum Press).

Maura Bendett

Senior Lecturer

MFA, BA (Painting) UCLA. Nationally exhibited painter. Exhibitions at Los Angeles County Museum of Art; Kemper Museum of Contemporary Art, Kansas; Pomona College Museum of Art; San Jose Museum of Art; COCA, Seattle; ARC, Vienna, Austria. Recipient WESTAF NEA in Visual Arts grant. Reviewed in *Art in America* and *World Art*.

Beverly Bledsoe

Associate Professor

MFA (Printmaking), Cranbrook, BFA (Printmaking and Sculpture), Cleveland Institute of Art. Nationally exhibited painter. Works shown at the Womens' Center, Los Angeles; Les Yeux du Monde, Charlottesville, VA; Grunewald Art Center, UCLA. Recipient United States Cultural Grant, American Center, Helsinki, Finland. Visiting Artist, Printtus, Helsinki, Finland.

Jason Burton

Assistant Professor

BFA Otis (*Environmental Design*), Studied at Palomar College (Illustration and Graphic Design), SCI-Arc. Architectural designer, sculptor. Professional activities include numerous distinguished interior/architectural design projects. Published in *Architectural Digest*, *The International Design Magazine*, and *Form-Z Magazine*.

Cole Case

Lecturer

BFA Art Center (Fine Art), BA (English Literature) Stanford University. Painter and Illustrator. Exhibitions include Howard House Contemporary Art, Seattle, WA; Luckman Gallery, CSU Los Angeles; Arizona St. Univ. Art Gallery, Tempe, AZ. Works have been featured/reviewed in *The Stranger* and *Artweek*.

Jacci Den Hartog

Professor

MFA (Sculpture) Claremont Graduate Univ.; BA (Art) Linfield Coll.; studied at Centro Cultural Costarricense Norteamericano, San Jose, Costa Rica. Nationally and internationally exhibited sculptor. Exhibitions include Nantes Museum, Nantes, France; San Francisco Art Institute; Kansas City Art Institute. Commissioned public art at Angel's Knoll, Los Angeles. Reviewed in *Artforum*, *Flash Art*, and *Art in America*.

Nicole Duet

Lecturer

MFA (Drawing and Painting) CSU Long Beach, CSU Northridge. Portraitist and painter whose work has been included in exhibitions at Long Beach Museum of Art, Mount Saint Mary's College, and J. Cacciola Galleries, New York.

Bill Eckert

Professor

MFA, BA (Art), San Diego State Univ. Nationally exhibited realist painter and muralist. Works shown at San Diego Fine Arts Museum; Los Angeles Municipal Art Gallery; 20 Warren Street, N.Y. Professional activities include consulting for Rupert Murdoch, Marvin Davis, Ted Fields, and Dick Clark, and managing projects for Intertec, a lighting research and development company.

Barry Fahr

Associate Professor

MFA Otis, BFA Univ. of Hartford. Photorealist painter and light installation artist. Works exhibited at Los Angeles Municipal Art Gallery, Jan Baum Gallery, Tortue Gallery. Professional activities include backdrop painting for DreamWorks; Lighting Director for Wall of Voodoo, I.R.S. Records; Museum of Contemporary Art, Los Angeles. Published in *Artweek*.

**Department
Faculty**

Foundation

Department Faculty

Kristen Foster

Lecturer

MFA (Art) Otis; BA (Art) California State University, Northridge. Fine artist/sculptor, graphic designer. Solo exhibition at Otis Bolski Gallery. Selected group exhibitions include USC Helen Lindhurst Fine Arts Gallery and USC Roski MFA Gallery; Supersonic, LA Art Fair.

Gary Geraths

Professor

MFA (Drawing and Painting) Claremont Graduate Univ., BFA (Drawing and Painting) CSU Long Beach. Figurative draughtsman, representational painter, and courtroom artist. Exhibitions include Western Front Gallery, Vancouver, BC; and Frye Museum of Art, Seattle, WA. Professional activities include teaching/consulting for Disney, Mattel, and Sony. Author/Illustrator of *Drawing Animals* (Gainsway Press).

D.J. Hall

Senior Lecturer

BFA U.S.C. Extensive national and international exhibition record. Work has been included in numerous exhibitions nationally and internationally, as well as important publications such as *Contemporary Art in Southern California*, and *Masquerade*. Work has also been featured in numerous periodicals and catalogues, as well as a feature film directed by James L. Brooks.

Marjan Hormozi

Adjunct Associate Professor

MFA Univ. Coll. (Slade School), London; BFA Univ. North London; Studied at Chelsea School of Art, London. Distinguished figurative draftsman, painter. Exhibitions at Factory Place Gallery, Los Angeles; Newcastle Polytechnic Gallery, Newcastle Up-On-Tyne, G.B. Recipient of Artist in Residence Award, North East London Polytechnic and the Cheltenham Fellowship, Cheltenham College of Art.

Linda Hudson

Associate Professor

MFA Art Center; BA CSU Northridge. Artist and designer. Numerous design consulting projects include space planning, lighting, furniture, and fixture design for commercial and residential interiors. Solo exhibitions at University Art Museum, UC Berkeley; Santa Monica Museum of Art. Group exhibitions at Whitney Equitable Center, New York, Nevada Institute of Contemporary Art, Pittsburgh Center for the Arts. Reviewed in *Art News*, *New York Times*, *Arts*, and *Ytvarne Umenf: The Magazine for Contemporary Art*.

Siri Kaur

Senior Lecturer

MFA (Photography) Cal Arts, BA and MA Smith Coll. Work has been featured in exhibitions nationally and internationally. Her compelling portraits have been reviewed in *CMYK*, *The Washington Post*, *The Portland Mercury* and *Photo District News*.

Joyce Lightbody

Adjunct Associate Professor

BFA UC Santa Barbara, studied at Kalamazoo College, Univ. of R.I. Nationally and internationally exhibited/featured artist and composer. Solo exhibitions include ACME, Los Angeles; Los Angeles County Museum of Art. Group exhibitions include The San Jose Museum of Art; The Art Museum of South Texas. Reviewed in *Art in America*, *Artweek*, and *Visions Art Quarterly*.

Cathy Lightfoot

Adjunct Associate Professor

MFA (Painting) Cal Arts, BFA (Painting) The Cooper Union. Distinguished painter. Exhibited at Shoshana Wayne, Sherry Frumkin and Rosamund Felsen, Santa Monica. Rosamund Felsun Gallery; Los Angeles Contemporary Exhibitions. Collection of Peter and Eileen Norton. Museum Preparator, Wight Art Gallery, UCLA.

Gregory Martin

Lecturer

MFA (Painting) Claremont Graduate University, BFA (Drawing & Painting/Illustration) CSU Long Beach. Received Ahmanson Foundation Graduate Fellowship. Regional exhibition record. Works included in the public collections of Creative Artists' Agency, 3M Corporation, U.S. Air Force Pentagon.

Helena Min

Lecturer

MA (Art) CSU Long Beach, BFA (Fine Arts) Otis. Nationally and internationally exhibited abstract painter. Works shown at the Seoul Art Center, Seoul, Korea; Taipei Fine Arts Museum, Taipei, Taiwan; San Diego Museum of Art; Pacific Asia Museum, Pasadena. Reviewed in *The Los Angeles Times*, *The Korean News*, *AsianWeek*, and *Asian Art News*.

Christian Mounger

Associate Professor

MFA (Sculpture) Claremont Graduate Univ., BFA (Photography) Memphis College of Art, BA (English Literature) Rhodes Coll. Nationally and internationally exhibited digital and photographic artist. Exhibitions include Abel Joseph Gallery, Brussels, Belgium; Lidovy Dum, Prague, Czechoslovakia; Croatia/Los Angeles Exchange, Dubrovnik, Croatia. Exhibition designer, the Huntington Library Art Collections and Botanical Gardens.

Patrick Nickell

Adjunct Professor

MFA Claremont Graduate Univ., BA Linfield Coll. Nationally and internationally exhibited sculptor. Exhibited at Kohn Turner Gallery; Sue Spaid Fine Art; Gallery 2211, Los Angeles; Laguna Beach Museum of Art; Patricia Faure Gallery; Galleri Markant Langelo, The Netherlands; Galleri Tommy Lund, Denmark. Reviewed in *Art in America*, *Artweek*, *Art Press*, *Art Issues*, and *Visions magazine*.

Kiki Sammarcelli

Adjunct Associate Professor

MFA, BFA, Otis. Nationally and internationally exhibited painter. Exhibitions include Los Angeles Municipal Art Gallery; Oakland Museum; Galeria de Arte, San Paolo, Brazil; Antichi Arsenali della Reupplia, Amalfi, Italy. Other professional activities include costume design and art direction. Reviewed in *Il Mattino*, (Naples, Italy) and *Images & Issues* magazine.

Michael Schrier

Professor

MFA (Painting and Ceramics), BFA (Fine Arts) Otis; Certificate Cleveland Institute of Art. Artist and designer. Produces tapestries for large-scale architectural environments as well as designs for apparel through his studio, Syracuse Tapestries. Professional activities include extensive educational administrative experience as well as national exhibitions.

Rob Spruijt

Adjunct Associate Professor

Ph.D. (Psychology), MS Univ. of Amsterdam; BFA (Fine Arts) Otis. Realist painter. In addition to his extensive academic articles and publications on human psychology and perception, Spruijt is a technical expert on Dutch still life painting and produces contemporary still life paintings in oil on panel. Works exhibited regionally.

Jim Starrett

Professor

Studied (Industrial Design and Painting) Pratt Inst., N. C. St. Univ., UCLA Extension, Otis Continuing Education. Nationally and internationally exhibited painter/sculptor. Shows include the Whitney Museum; North Carolina Museum of Art; Southeastern Center for Contemporary Art, Winston-Salem, NC; Gallery Anton Meier, Geneva, Switzerland. Recipient of NEA Visual Arts Grant. Public collections of the Arnot Museum, Virginia Museum, North Carolina Museum.

**Department
Faculty**

Foundation

Department
Faculty

Christopher Warner

Associate Professor

MFA Univ. of Colorado, Boulder; BA Gonzaga Univ., Spokane, WA. Nationally exhibited painter. Exhibitions include Koplín Gallery; Henderson Museum, Univ. of Colorado, Boulder; Fred Hoffman Fine Art; Kerckhoff Art Gallery, UCLA. Reviewed in *Artweek*, *Visual Arts* magazine. Recipient of a WESTAF/NEA Regional Fellowship and NEA Artist in Residence Award.

Rush White

Professor

MFA (Painting & Printmaking), BA (Art) UCLA; studied painting and sculpture at the Skowhegan School. Nationally and internationally exhibited painter. Works exhibited at Los Angeles Municipal Art Gallery; Ruth Bachofner Gallery; Cal Arts Gallery; Art Gallery, Minneapolis College of Art & Design; The Alternative Museum and Franklin Furnace, NY; D'Art Maria Luisa Gallery, Genoa, Italy.



The Artists, Community and Teaching (ACT) Program

Department Goals

The Artists, Community and Teaching (ACT) Program prepares students for a range of professional practices as community-based artists/designers and educators in diverse communities and contexts. The ACT Program offers two minors: Community Arts Engagement and Teacher Credential Preparation.

Students enrolled in either ACT Minor will...

- Develop 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.
- Gain professional practice training through off-campus teaching and community arts internships.

Students enrolled in the Teacher Credential Preparation track will also:

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

Artists, Community and Teaching Program

The ACT Program allows eligible students to major in one area minor in either Community Arts Engagement or Teacher Credential Preparation. Students choose ACT coursework as part of elective options based on consultation with their Department Chairs or faculty advisors and the ACT Coordinator. Students in the ACT Program may take between 14 and 18 credits depending on the department in which they are enrolled and the ACT minor of their choice.

The ACT Program offers two minors:

Community Arts Engagement

The Community Arts Engagement minor is for students who wish to work in art/design education and community based art/design practices in venues that do not require a teaching credential, such as museum education departments, community arts centers, correctional facilities, therapeutic arts programs, public art, design companies that focus on educational materials, and the use of design as an agent for positive social change. This minor is open to all students who have 14-18 LAS and Studio elective credits available in their majors.

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 complete the remaining CA Single Subject Teaching Credential requirements. This minor is open only to Fine Arts majors and requires 18 credits of ACT coursework in place of LAS and Studio electives.

Participating Departments

Students in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts and Product Design are eligible to enroll in the Community Arts Engagement minor. Because of the California Commission on Teacher Credentialing requirements, only Fine Arts majors are currently eligible to enroll in the Teacher Credential Preparation minor. Because of the curricular requirements of the Toy Design and Fashion Design programs, students in these majors are currently not able to enroll in either ACT minor.

Eligibility and Enrollment Requirements

Students must be in good standing (2.0 cumulative G.P.A.) and have fulfilled curricular requirements of the foundation year in order to be eligible to enroll in the ACT Program. It is recommended that students who are considering enrollment in the ACT Program elect to take two or three Sophomore LAS courses in the fall semester in order to begin the ACT requirements in the spring semester of their sophomore year.

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.

Transfer Students

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 Artists, Community and Teaching Program for more details.

Program Requirements

Artists, Community and Teaching Program

Program Requirements

In addition to major degree requirements, ACT students fulfill both studio and LAS electives with the following required courses:

Teacher Credential Preparation Minor

Required Courses:

SSCI212
Teaching for Learning I (3 credits)

ACTS336
Teaching Internship (2 credits)

AHCS312
Aesthetics and Cultural Values (3 credits)

LIBS412
Teaching for Learning II (3 credits)

MEDA211
Video I (2 credits)

PRNT267
Printmaking I (3 credits)

SCNG236
Ceramics (2 credits)

Community Arts Engagement Minor

Required Courses:

SSCI212
Teaching for Learning I (3 credits)

LIBS245
Community Arts in LA (2 credits)

ACTS335
Community Arts Internship (2 credits)

*ACTS300/400ACT
Special Topics (2-6 credits)

**ILMS300
Integrated Learning Studio (2 credits)

LIBS412
Teaching for Learning II (3 credits)

** exact credit count depends on major*

*** a limited choice of IL Junior Studios will count towards the Community Arts Engagement Minor, as determined by the IL Director and the ACT Director each semester.*

Community Arts Internship

ACTS335 2 credits

This course places qualified upper level students who are interested in art and community engagement, in a choice of structured internship positions in public art and art education programs at private schools, museums, galleries, non-profit cultural organizations or with community-based individual artists, designers and collectives. The internship provides an opportunity to expand one's understanding of education theory, art practice and community engagement, and will include shared analysis and debriefings of reflective field annotations through electronic journals. This internship is also a chance to establish contacts and begin networking with potential mentors working in community based art/design practices throughout Los Angeles. Required for students in the Community Arts Engagement Minor. Can be taken as an elective for all other students. (3 hours a week in class or in the field)

Teaching Internship/Early Field Experience

ACTS336 2 credits

This course places qualified students who are interested in art and education, in a choice of structured internship positions in kindergarten through twelfth grade (K – 12) public school classes. Students observe and assist teachers with a "Single Subject Art Credential" in their classrooms and have significant interactions with students from diverse populations, as required by the Commission on Teacher Credentialing in the state of California. The internship provides an opportunity to expand one's understanding of education theory in conjunction with the reality of art curricula in the studio / classroom. Weekly assignments include shared analysis and debriefings of reflective field annotations through electronic journals, a final Reflective Essay, and Oral Presentation with visuals. This internship is also a chance to establish contacts and begin networking with potential mentors in several local public school districts. Required for students in the Teacher Credential Preparation Minor. Can be taken as an elective for all other students. (3hours a week in class or in the field)

Artists, Community and Teaching Program

ACT Special Topics

ACTS300/400 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. Fulfills requirements of ACT: Community Arts Engagement Minor. Can be taken as an elective for Juniors and Seniors of all majors.

Examples of planned ACTS300/400 courses:

Museum Education Practices

From Institutional Critique to Relational Aesthetics, students will look at the ways artists and designers work with Museum Education departments to develop and present community based projects. This class will be partnered with a local museum (LACMA, MOCA, Getty, or SMMoA) and will work as a group on a community based project either sited in the museum with community input, or sited in the community with the museum's support.

Art Therapy

This studio course will give students an introduction to visual art 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 will also produce self-directed work with these techniques in mind as well as guide each other through therapeutic art practices.

Documentary as Social Practice

What does it mean to tell someone else's story? What does it mean to facilitate others in telling their own stories? How can collaboration and education empower self-representation? 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. Students will produce collaborative, multi-media projects (audio, video, web, text, image, etc) using the documentary form, with an emphasis on process and social engagement.

Big

In this studio course students will have the chance to develop large-scale projects that engage diverse audiences in a topic of their choice. They will work as facilitators, art directors or project managers to

lead a group of peers/classmates in the implementation and production of their individual projects. The first half of the semester will focus on individual project development, while the second half of the semester will focus on production. Contemporary practices of art direction, relational aesthetics, and community based art and design practices will be discussed as models for producing work that is essentially bigger than what any individual can produce on their own. Students must have the desire to work outside of the isolation of their studios and may already have a large-scale project in mind before starting this course.

Open Source Learning

This studio course looks at web 2.0 technologies as related to education and community engagement. Topics covered include interactive social media, open source, creative commons, peer to peer learning, online courses and the use of blogs, wikis and websites to facilitate learning, social production, and meaningful engagement in a global society. Students will develop interactive projects and/or lesson plans that reside on the internet and other multimedia formats.

Public Practices

Students will study history and theories of public art/design practices, tour public art/design in LA, and learn about the public art/design selection process while producing semester long projects cited in the community.

Innovative Pedagogy

In this three-part course, visiting educators will each share their innovative teaching approaches and guide students through experimenting and developing their own. Topics to be addressed may include the art of facilitating workshops and social interactions, incorporating movement based learning into art and design education, approaches to interdisciplinary team teaching, education reform, integrating learning technology into the classroom and arts integration across math, science and humanities.

For SCNG and MEDA Course Descriptions see Fine Arts.

For PRNT Course Descriptions see Communication Arts.

For AHCS, SSCI and LIBS Course Descriptions see Liberal Arts and Sciences.

Course Descriptions

Artists, Community and Teaching Program

Department Faculty

Michele Jaquis

*Interdisciplinary Studies / ACT Director,
Assistant Professor*

MFA (sculpture) RISD, BFA (sculpture, experimental studio, psychology) Hartford Art School/Univ. of Hartford . Interdisciplinary Artist and Educator. Exhibitions and screenings include SoundWalk, Long Beach, CA; ReelHeART International Film Festival, Toronto, Canada; Victoria Independent Film Festival, Sebastapol, Australia; LA Freewaves Festival of Experimental Media Arts Hollywood, CA; University of Missouri Gallery of Art; South La Brea Gallery, Inglewood, CA; Gallery 825, Los Angeles, CA. Co-founder of Rise Industries: Interdisciplinary Projects. Director and Editor, "RECOVERED Journeys Through the Autism Spectrum and Back" – Best Documentary, The Director's Chair Film Festival, Staten Island, NY.
www.riseindustries.org

S.A. Bachman

Senior Lecturer

MFA Tyler School of Art, BFA Ariz. St. Univ. Public artist and co-founder of THINK AGIN, an artist-activist collaborative that expects something political from art and their work challenges indifference via interventions, billboards, postcards, and public projections. Exhibited at Museu d' Art Contemporani de Barcelona, Spain; Track 16 Gallery, Santa Monica, CA; Exit Art, New York, NY; Alternative Museum, New York, NY; Rose Art Museum, Waltham, MA; and Grey Art Gallery, New York, NY. Grants include NEA, Massachusetts Cultural Council, LEF Foundation, New England Foundation for the Arts. Published in Artforum, Reframings: New American Feminist Photographies, Graphic Agitation 2, Peace Signs: The Anti-War Movement Illustrated and a monograph entitled, A Brief History of Outrage.

Krista Caballero

Lecturer

BA Westmont College, MFA School of the Museum of Fine Arts, Boston. New media artist and sculptor who explores the technologies of land use and the potential of art to generate alternative ecological and social landscapes. Her current project, "MAPPING MEANING," brings together artists, scientists and scholars seeking to engage topics of the environment through interdisciplinary exchange.
www.kristacaballero.com

Lorraine Cleary Dale

Lecturer

MFA (Painting & Installation) Claremont Graduate University; BFA (Intermedia studies, Drawing & Painting) CSU, Long Beach. Director of Professional Development, Armory Center for the Arts; Consultant/Trainer, Los Angeles County Arts Commission. Several public art commissions, exhibited at the Armory Center for the Arts, Pasadena City College Art Gallery, Kohn Turner Gallery, Andrew Shire Gallery, Jones Center for Contemporary Art, The Buddy Holly Center, Peppers Art Gallery at University of Redlands and Shore Art Gallery. Active in the College Art Association.

Elizabeth Gerber

Lecturer

MA (Art History) UC Davis , BA (Art History w/ Political Science minor) Middlebury College. Manager of School and Teacher Programs at Los Angeles County Museum of Art; 2002 Documenta_11 Education Project Member (Kassel, Germany); Pacific Region Representative for the National Art Education Association's Museum Division; Museum Educators of Southern California Board Member.

Patricia O'Laughlin

Lecturer

LMFT, ATR Licensed Marriage And Family Therapist and Registered Art Therapist. MA Loyola Marymount University (Marriage and Family Therapy and Clinical Art Therapy), awarded Helen Landgarten Scholar; BA University of New Mexico (History, Art History). Certificate in Assessment and Treatment of Perinatal Mood Disorders; Trained in Eye Movement Desensitization and Reprocessing (EMDR); Therapist/Art Therapist, Center for the Psychology of Women; School-Based Therapist/Therapist/Art Therapy Coordinator Eisner Pediatric and Family Medical Center; Clinician/Art Therapy Coordinator, Hathaway-Sycamores Family Services; Group Art Therapist, Women at Risk.

Artists, Community and Teaching Program

Michelle Wechsler

Lecturer

ABD (Educational Leadership and Social Justice)
Loyola Marymount University. MA (Theatre/Dramaturgy) Harvard. MA (Theatre/Music) Univ. Toronto.
BA (English) McGill University. Ed D dissertation focused on Inclusive Education. Current: Principal at St. Paul Elementary School, Alpha Sigma Nu Honor Society Award, 2010; Teacher of the Year, 2010

Jeanne Willette

Associate Professor

PhD (Art History) UC Santa Barbara; MA (Art History) CSU, Long Beach; BA (Fine Arts) Cal State Univ. L.A. Specializes in modern and contemporary art, and critical theory with a particular emphasis on photography. Extensive publication record in professional journals, exhibition catalogues, and the website: www.arthistoryunstuffed.com. President of the Art Historians of Southern California.
www.arthistoryunstuffed.com

Department
Faculty

Architecture/Landscape/Interiors

Department Goals

The Architecture/Landscape/Interiors (A/L/I) Department prepares students for imaginative practices whose interventions and discourse reflect the complexity and challenges of contemporary culture and technology. Students in the Architecture/Landscape/Interiors Department will acquire:

- Awareness of design history, design theory and its historical applications; and environmental, cultural, and social issues in relation to contemporary design.
- Competency in utilizing design theory and design methods/processes in design solutions.
- Competency in spatial organization/ planning and three-dimensional spatial development.
- Competency in fundamental structural considerations, construction systems and materials in relation to schematic design, and the selection and application of non-structural materials.
- Understanding of the designer's responsibility in the areas of health, safety and welfare of the public through governing laws and regulations.
- Competency in egress requirements and utilizing anthropometrical considerations in design solutions.
- Competency in visual presentation and analysis through diagrams, orthographic drawings (plans, sections, elevations, paraline drawings), renderings, presentation boards, and models—both physical and digital.
- Competency in the graphic conventions of construction documents, i.e. "working drawings."
- Competency in the critical evaluation of design projects and their representation.
- Competency in verbal and written communication.
- Awareness of human effects upon and use of earth's geology and climate; competency in design strategies for sustainable environments.

Architecture/Landscape/Interiors

Sophomore Year		Fall	Spring	<u>Degree Requirements</u>
ARLI250/252	Studio I/II	4.0	4.0	
ARLI260/261	Technologies + Ecologies I/II	3.0	3.0	
ARLI270	Digital Media I	2.0	—	
ARLI271/272	Digital Media II-A, II-B	2.0	2.0	
CRIT205/206	History + Theory I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
MATH246	Applied Trigonometry	3.0	—	
ILML200	Integrated Learning Lecture	—	3.0	
ENGL202	Sophomore English	—	3.0	
Total Credits per Semester		17.0	18.0	
Junior Year		Fall	Spring	
ARLI350/353	Studio III/IV	5.0	5.0	
ARLI360	Technologies + Ecologies III	3.0	—	
ARLI363	Planning to Plan	2.0	—	
ARLI370	Analysis and Diagramming	—	2.0	
	Studio Electives	—	2.0	
*ILMS300	Integrated Learning Studio	—	2.0	
CRIT305/306	History + Theory III/IV	3.0	2.0	
*NSCI307	Natural Science	3.0	—	
	Advanced Topics in English or	—	3.0	
*LIBS 410/ENGL400	Liberal Studies Elective			
<small>*This course may be taken in either fall or spring semester.</small>				
Total Credits per Semester		16.0	16.0	
Senior Year		Fall	Spring	
ARLI454/455	Studio V/VI	5.0	5.0	
ARLI362	Lighting Fundamentals	2.0	—	
ARLI460	Detail Development	2.0	—	
ARLI462	Constructions	—	4.0	
ARLI465	Presentation Techniques	—	2.0	
	Studio Electives	2.0		
CRIT405/406	History + Theory V/VI	2.0	2.0	
*LIBS440	Senior Liberal Studies Capstone	3.0	—	
*SSCI210	Social Science	—	3.0	
<small>*This course may be taken in either fall or spring semester.</small>				
Total Credits per Semester		16.0	16.0	


Architecture/Landscape/Interiors

Course Descriptions


Studio I: Scale/Structure/Circulation

ARLI250 4 credits
Formal design strategies, three-dimensional modeling in varied physical media, and the graphic tools and language of architecture are introduced and practiced. Field conditions, movement, and events are emphasized through projects progressing from abstract compositions to a minimal program of inhabitation.

Studio II: Landscape/Furniture

ARLI252 4 credits 
Design theory, process, and landscape technologies are applied to the problem of urban parks.
Prerequisites: ARLI250 Studio I, ARLI260 Technologies + Ecologies I, ARLI271 Digital Media II-A.
Co-requisite: ARLI272 Digital Media II-B.

Technology and Ecology

ARLI260 3 credits 
The materiality, shaping, and construction of landscape are studied through natural processes, grading, site engineering, planting and building.

Technologies + Ecologies II: Interior Technology

ARLI261 3 credits
Materials, methods, detailing, fabrication, and documentation of casework and other nonstructural custom components of the interior environment as well as contract furniture and finishes are studied.
Prerequisite: ARLI250 Studio I.

Digital Media I: Communicating Information

ARLI270 2 credits
Software programs incorporating type, color, line and image manipulation are introduced and practiced through digitally generated two-dimensional compositions. Methods of technique, composition, perception, and critical evaluation are introduced and practiced.

Digital Media II-A: Digital Translations

ARLI271 2 credits
Computer-aided drafting (CAD) is introduced and practiced through the production of presentation quality drawings of Studio I projects.
Co-requisite: concurrent enrollment in ARLI250 Studio I.

Digital Media II-B: Digital Modeling, Rendering and Fabrication

ARLI272 2 credits
Digital modeling, rendering, and fabrication techniques are introduced and practiced through the material development of studio projects.
Prerequisite: ARLI250 Studio I.

Studio III: Interior/Display/Exchange

ARLI350 5 credits
Design theory, process, and interior technologies are applied to two different projects that address non-residential interiors, such as restaurants, stores, spas, exhibits, entertainment or meeting venues, etc.
Prerequisites: ARLI252 Studio II, ARLI270 Digital Media I, ARLI261 Technologies + Ecologies II.

Studio IV: Private/Interior Architecture

ARLI353 5 credits
Design theory, process, building and interior technologies are applied to the problem of a residential program sited within an existing building.
Prerequisites: ARLI350 Studio III, ARLI360 Technologies + Ecologies III.


Technologies + Ecologies III: Building Technology

ARLI360 3 credits
The materials and methods of building construction are studied. Basic structural principles are presented through an introduction to forces and resultants in beams and columns.
Prerequisite: ARLI250 Studio I

Planning to Plan

ARLI363 2 credits
Space planning conventions, with an emphasis on access and circulation, are introduced, practiced and modified. Resultant effects on use and lifestyle are discussed through precedents as well as the students' projects.
Prerequisite: ARLI 250 Studio I .

Lighting Fundamentals

ARLI362 2 credits 
The basic design and technical requirements of lighting systems are introduced with an emphasis on commercial and entertainment applications.
Prerequisite: ARLI250 Studio I, or equivalent.

Architecture/Landscape/Interiors

Human Factors/Light and Health

ARLI366 2 credits 

The effects of constructed lighting conditions upon human activities, visual perception and health are introduced, researched, analyzed and documented.

Analysis and Diagramming

ARLI370 2 credits

Formal, spatial, and programmatic organizations are presented in digitally generated diagrams through an analysis of canonic building precedents. A dual emphasis on typology and transformation allows the recognition of repetition and production of variation among existing morphologies.

Prerequisite: ARLI272 Digital Media II-B.

Studio V: Public/Urban Architecture

ARLI454 5 credits

Design theory, process and building technologies are applied to the problem of a building within an urban context.

Prerequisite: ARLI353 Studio IV.

Studio VI: Building/Landscape

ARLI455 5 credits

Design theory, process, building and landscape technologies are applied to the problem of a building, or buildings, integrated with landscape.

Prerequisite: ARLI454 Studio V, ARLI 260 Technologies + Ecologies I.

Vertical Studio

ARLI453 4 or 5 credits

Design theory, process, and appropriate technologies are introduced and applied to a spatial design project, or projects, equivalent to Studio II, III, IV, V or VI, as determined on the basis of student interest.

Prerequisite: permission of Department Chair.

This course may be repeated for credit.

Topics Workshop

ARLI458 1 credit

A focused subject of student interest and/or need is introduced and practiced. This course may be repeated for credit

Prerequisites vary as noted per offering. This course may be repeated for credit.

Topics Studio

ARLI459 1-2 credits

Design theory, process, and appropriate technologies are introduced and applied to a focused spatial design project. The topic varies per offering and is determined on the basis of faculty and student interest.

Prerequisites vary as noted per offering. This course may be repeated for credit.

Detail Development

ARLI460 2 credits

An interior space including all finishes, lighting, furniture and integrated custom components is designed, detailed and documented.

Prerequisite: ARLI 350 Studio III

Constructions

ARLI462 4 credits

An interior or exterior environment is designed, documented and constructed.

Prerequisite: ARLI454 Studio V.

Construction/Installation

ARLI463 1 or 2 credits

Students participate in the collaborative construction and/or installation of an interior or exterior environment. No homework. Three contact hours per credit as scheduled by the Instructor.

No prerequisite, open to students in any department. This course may be repeated for credit.

Presentation Techniques

ARLI465 2 credits

Comprehensive presentations of selected studio projects are designed and produced for display and/or public presentation.

Co-requisite: concurrent enrollment in ARLI462

Constructions.

Diagramming Techniques

ARLI468 2 credits

Historical and contemporary techniques to diagram, map, and graph statistical, programmatic, temporal and external information are introduced and/or practiced, with a consideration of how these techniques can be translated to the design process.


Prerequisite: ARLI270 Digital Media I.

Course Descriptions

Architecture/Landscape/Interiors


Course Descriptions

Advanced Lighting Design

ARLI471 2 credits 
Design theory, process and lighting technologies are applied to lighting design problems. AGI32 or another software for lighting calculations and visualization is introduced and practiced.


Prerequisite: ARLI362 Lighting Fundamentals.

Luminaire and Control Technologies

ARLI472 2 credits 
The technology of luminaire and control systems, including solid-state systems, dimming controls and other building management systems, are introduced, analyzed, and applied to the design and construction of a working luminaire.


Prerequisite: ARLI 250 Studio 1, or equivalent

Daylighting and Sustainability

ARLI473 2 credits 
The effects and use of daylighting in the built environment as well as sustainable lighting design practice are introduced, researched, analyzed and documented through project-based examples and solutions.

Prerequisite: ARLI250 Studio 1, or equivalent.

Lighting Workshop

ARLI474 2 credits 
Design theory, process and lighting technologies are applied to a site installation in collaboration with a community partner.

Prerequisite: ARLI471 Advanced Lighting Design

Fabrications S

ARLI475 2 credits
Orthographic representation, the basic and safe operations of wood shop tools, and methods of wood joinery and detailing are introduced and practiced through projects addressing the housing and display of small objects.

ARLI 250 Studio 1, or equivalent.

Fabrications M

ARLI476 2 credits
The basic and safe operations of metal shop tools and methods of metal fabrication and detailing are introduced and practiced. Surfaces for work, play, and/or the display of objects are designed, documented, and constructed in wood, metal, or other materials.

ARLI 250 Studio 1, or equivalent.

Fabrications L

ARLI477 2 credits
Surfaces for the support and/or display of the body are designed, documented, and constructed in wood, metal, or other materials.

ARLI475 Fabrications S or ARLI476 Fabrications M.

Fabrications XL

ARLI478 2 credits
Site-specific and programmed body-scale systems are designed and documented.

ARLI475 Fabrications S or ARLI476 Fabrications M.

Portfolio Development

ARLI490 2 credits
Students are directed in the formatting and development of a professional portfolio with an emphasis on digital and photographic techniques for documenting both two- and three-dimensional work. This course may be repeated for credit.

Unpaid Internship

ARLI467 1 to 3 credits
Students work under close supervision of existing staff of a professional design office (Employer). Work includes the introduction to, observation and/or practice of professional tasks, excluding clerical, as supervised and documented by the Employer. The duration of Work must equal and may not exceed enrolled credit hours per semester. Each credit is equal to 45 hours of Work.

This course may be repeated for credit.

Architecture/Landscape/Interiors

Linda Pollari

Chair

Univ. of Wisconsin. Architect. Principal, P XS. Awards include American Architecture Award; LABC Award of Excellence; Merit Award, AIA/LA; Merit Award, AIA-Sunset Western Home Awards; House of the Year Award. Project publications include Architecture and Design (teNeues), Architectural Digest, ArchiDom, Sunset, Metropolitan Home, Los Angeles Times, Architecture, Los Angeles Magazine, Design Times, Assemblage, and Architecture and Urbanism.

Rebecca Lyn Cooper

Lecturer

PhD candidate (Architecture), UCLA; MDes, Harvard Graduate School of Design; BArch, Boston Architectural Center. Prior work experience includes Job Captain, T Chalmers Architects; Head Drafter, JA Architects; Office Manager, Gary Wolf Architects, Inc.

Matias Creimer

Senior Lecturer

MArch, UCLA; Diploma of Architecture, National University of La Plata, Argentina. Architect, Principal, Matias Creimer Studio. Project publications in JAE, Abitare, ArtNews, Elle, Max, Clear, Black Book, Progettare and Sean Topham's book Move House. Work exhibited in the Maison-Object show in Paris. Winner of the HOME House Project competition.

Per-Johan Dahl

Senior Lecturer

Doctoral Candidate, UCLA, Master of Architecture (SAR/MSA), Lund Institute of Technology; Certificate in Civil Engineering, University/College of Karlskrona/Ronneby, Sweden. Architect/Founder, Smog Studio HB; Board Member, Research Institute for Experimental Architecture, Bern, Switzerland; Senior Graduate Research Associate, cityLAB, UCLA-AUD. Publications include "The Neglected Spaces" in Highwaying; Swedish Association of Architects/South.

Chava Danielson

Senior Lecturer

MArch Harvard GSD, BA UC Berkeley. Architect. Principal, DSH. Residential Architect Magazine Design Merit Award, Preservation Award from the Los Angeles Conservancy.

Todd Erlandson

Adjunct Associate Professor

MArch SCI-Arc, BArch Tulane Univ. Architect. Partner, (M)Arch. strategic architectures. Publications include LA Architect, Los Angeles Times, American Spa, Interior Design, W Magazine, Contract, Interiors and Sources, Monitor Unlimited, and Arbitare.

Sergio Miguel Figueiredo

Lecturer

PhD Candidate (Theory and Critical Studies), UCLA; Master Architectuur, Hogeschool voor de Kunsten, Amsterdam; Licenciatura de Arquitectura e Gestão Urbanística, Universidade Técnica de Lisboa. Professional experience includes Designer, MVRDV Architekten, Rotterdam; Assistant Designer, Urhahn Urban Design, Amsterdam; Assistant Designer/Draughtsman, Broadway Malyan (architects), Lisbon; Draughtsman, Ventilarco (engineering), Lisbon. Publications include CONDITIONS, Places and LOG.

Todd Gannon

Senior Lecturer

PhD candidate (Architecture) UCLA; MArch, BS (Architecture) Ohio State Univ. Architect. Series Editor, Source Books in Architecture. Publications include books on Morphosis, Bernard Tschumi, UN Studio, Steven Holl, Mack Scogin/Merrill Elam Architects, and the MoMA exhibition "Light Construction," and articles in Log, Dialogue, and Loud Paper.

Department Faculty

Architecture/Landscape/Interiors

Department Faculty

Matthew Gillis

Senior Lecturer

Master of Architecture, UCLA; Bachelor of Design, University of Florida; studied at Vicenza Institute of Architecture, Italy. Professional experience includes Associate, Griffin Enright Architects; Designer, Coop Himmelb(l)au, Guadalajara, Mexico; Intern, Hodgetts + Fung; Intern, JohnstonMarklee & Associates. Awards include Long Beach AIA Architecture Honor Award, California Council AIA Honor Award, American Architecture Honor Award, AIA/LA Interior Architecture Honor Award, Winner of Vertical Garden Competition, Finalist in MoMA/P.S.1 Young Architects Competition.

Margaret Griffin

Senior Lecturer

MArch, Univ of Va, BArch, Syracuse Univ. Architect. Principal, Griffin Enright Architects. Published extensively locally, nationally and internationally. Awards include, local and state AIA Awards and most recently the 2006 American Architecture Award from the Chicago Athenaeum. Recipient of the John Dinkeloo Traveling Fellowship from the American Academy in Rome.

Anthony Guida

Senior Lecturer

MArch, UCLA; BArch, University of Kentucky. Principal, LUSHLIFE LA. Awards include Harvey S. Perloff Scholar, UCLA; Robert Kingsley Design Prize, University of Kentucky; and one of (10) winners of THE JUICE Design Competition, 1995.

Eric Haas

Senior Lecturer

MArch Harvard GSD, BDes Univ. of Florida. Architect. Principal, DSH. Residential Architect Magazine Design Merit Award, Preservation Award from the Los Angeles Conservancy.

William Hogan

Senior Lecturer

BArch Cal Poly Pomona. Architect. Owner, Hogan Architecture. Previously Associate Director, Los Angeles Institute of Architecture and Design; Faculty Leader, Architecture Department, Santa Monica College; Project Architect, Walt Disney Imagineering with HNTB; Project Designer, RAWArchitecture.

Dawn Hollingsworth

Senior Lecturer

MBA, Pepperdine Univ, BFA, Univ of Okla. Certified Lighting Professional, National Council on Qualifications for the Lighting Professions. Managing Design Principal, Visual Terrain, Inc. Architectural Lighting Designer of the Year 2000, Lighting Dimensions International, for the LAX Gateway. Past President of the Los Angeles Section of the Illuminating Engineering Society.

Jason Kerwin

Senior Lecturer

MArch Harvard GSD, BArch Illinois Institute of Technology. Architect. Partner, Office of Kerwin Bleet. Previously Associate, Koning Eizenberg Architecture; Project Architect, William Hefner Architect; Project Assistant, lab architecture studio, London; Intern, Lohan Associates, Chicago.

Greg Kochanowski

Senior Lecturer

MArch UCLA, BS (Architecture) Temple Univ., BS (Architectural Engineering) Wentworth Institute. Project Architect/Project Manager, Rios Clementi Hale Studios. Principal, Founder, STUFF. Previously Project Manager, Hodgetts + Fung Design Associates; Associate, Lead Designer, Roger Sherman Architecture and Urban Design (rsaud). Awards include Young Architects Forum Award, the Architectural League of New York; Merit Award and Honor Awards, AIA/LA.

Heather Libonati

Senior Lecturer

MFA (Theater Design) CalArts; BA (Theater) Loyola University, Chicago. President, Luminesce Design. Awards include (2) Lumen West Awards of Excellence and (3) Lumen West Awards of Merit. Publications include Architectural Record and Lighting Design and Application for the lighting design of the CalTrans Headquarters in Los Angeles.

Architecture/Landscape/Interiors

Richard Lundquist

Senior Lecturer

BA (Architecture) UC Berkeley; Studied at the Architectural Association, London. Architect, Principal, studio RCL. Publications include LOS ANGELES, Architecture and Design (teNeues); Spa-de, Space and Design magazine; Hospitality Design; Architectural Record; The Architectural Review and Designer's Journal. Prior professional experience includes Bolles-Wilson, Frank Gehry, Morphosis, and Michele Saeed.

Jason Mullen

Lecturer

MFA (Lighting Design), California Institute of the Arts; BA, University of New Mexico. Lighting Controls Specialist, MPA Lighting, Los Angeles and independent Theatrical Lighting Designer. Prior professional experience includes Operations Manager, Viejas Entertainment & Production, San Diego; Sales Manager, Entertainment Lighting Services, Los Angeles; Commercial Lighting Manager, Forman & Associates, Los Angeles.

Ben Ragle

Senior Lecturer

MArch UCLA; BArch CSPU San Luis Obispo. Principal, Office 42. Formerly Designer, JohnFriedmanAliceKimm Architects. Exhibitions include Currents, UCLA; Designing the Highline, New York; First Step Housing, New York. Publications include Metropolis Magazine, Thought Matters, and Quick, Loose, Dirty: a Tijuana Novella.

Joe Sturges

Senior Lecturer

BFA, Art Center College of Design. Designer, Nancy Goslee Power & Associates, Landscape Design. Previously Founder and Director, The Endowment for Experiential Architecture, Ltd.; Principal, Temple Designs; independent Art Director and Art Fabricator; Project Manager, WiehleCarr Architects; Model Builder, Eric Owen Moss Architects. Teaching experience includes University of Southern California, Art Center College of Design, and Woodbury University.

Peter Vogel

Senior Lecturer

Master of Architecture, University of California, Los Angeles; Bachelor of Arts/Art, California State University, Northridge. Owner/Designer, Vogelcraft (furniture and cabinet design and fabrication). Prior teaching experience includes Certificated Staff, Beverly Hills High School; Adjunct Faculty, Woodbury University; Lecturer, California State University, Fullerton; Teaching Assistant, University of California, Los Angeles. Artist in Residence, Anderson Ranch Arts Center, Snowmass, Colorado.

Department Faculty

Communication Arts

Department Goals

The Communication Arts Department offers a broad and cross-disciplinary learning experience for BFA candidates majoring in Advertising, Graphic Design, and Illustration. Our rigorous curricula and surrounding initiatives focus on: research, formal application and experimentation, technological proficiencies, and innovative outcomes. Students in the Communication Arts Department will:

- Understand fundamental theories, methodologies and tools of visual communication.
- View themselves as cultural producers who value both the creation of images, products and environments, and their relation to clients and audiences.
- Develop conceptual, technical and presentation skills linked to commercial applications and professional practices.
- Build competence in a broad range of media and methods for delivering images and texts.
- Develop collaboration skills and multidisciplinary methods of research, strategies, organization and analysis.
- Embrace and value problem-defining and problem-solving skills and processes.
- Demonstrate creativity and the power of effective communication through their work.
- Adopt a life-long sense of community responsibility.
- Successfully manage life-long careers in a changing and competitive workplace.
- Embrace a commitment to professionalism.

Advertising Design

Sophomore Year	Fall	Spring	<u>Degree Requirements</u>
COMD207/208	3.0	3.0	
COMD214/215	2.0	2.0	
COMD218/219	2.0	2.0	
COMD232/233	2.0	2.0	
AHCS220	3.0	—	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
AHCS222	—	3.0	
*ENGL202	3.0	—	
*ILML 200	—	3.0	
Total Credits per Semester		17.0	
Junior Year	Fall	Spring	
ADVT302/303	2.0	2.0	
COMD332/333	2.0	2.0	
ADVT353	2.0	—	
ADVT351	—	2.0	
COMD311	2.0	—	
ADVT355	—	2.0	
	—	4.0	
*ILMS300	2.0	—	
*AHCS310	3.0	—	
*MATH336	3.0	—	
*NSCI307	—	3.0	
	—	3.0	
*LIBS410/ENGL400	—	3.0	
Total Credits per Semester		16.0	18.0
Senior Year	Fall	Spring	
ADVT400/401	2.0	2.0	
ADVT440	—	3.0	
COMD432/433	2.0	2.0	
ADVT456	2.0	—	
	4.0	6.0	
*LIBS440	—	3.0	
*SSCI 210	3.0	—	
LIBS404	2.0	—	
Total Credits per Semester		15.0	16.0

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

**Senior Advertising Majors must choose electives from the Advertising List. Any other elective choices require departmental approval.

Graphic Design

Degree Requirements	Sophomore Year	Fall	Spring
	COMD207/208	Communication Studio I/II	3.0 3.0
	COMD214/215	Drawing & Painting I/II	2.0 2.0
	COMD218/219	Typography I/II	2.0 2.0
	COMD232/233	Practicum I/II	2.0 2.0
		Sophomore Studio Electives	2.0 2.0
	AHCS220	Contemporary Perspectives in Art and Design	3.0 —
	AHCS222	History of Gr Des/Adv/Illus	— 3.0
	*ENGL202	Sophomore English Requirement	3.0 —
	*ILML 200	Integrated Learning Lecture	— 3.0
	Total Credits per Semester		17.0 17.0
	Junior Year	Fall	Spring
	COMD300/301	Communication Studio III/IV	3.0 3.0
	COMD310/311	Typography III/IV	2.0 2.0
	COMD332/333	Practicum I/II	2.0 2.0
	COMD354	Professional Practice	2.0 —
		Studio Electives	— 4.0
	*ILMS300	Integrated Learning Studio	2.0 —
	*AHCS310	Art History Elective	3.0 —
	*MATH336	Introduction to Symbolic Logic	3.0 —
	*NSCI307	Natural Science	— 3.0
		Advanced Topics in English or	— 3.0
	*LIBS410/ENGL400	Liberal Studies Elective	— 3.0
	Total Credits per Semester		17.0 17.0
	Senior Year	Fall	Spring
	COMD440	Senior Project	— 3.0
	COMD432/433	Practicum I/II	2.0 2.0
	COMD472-477	Sr. Digital Electives	2.0 2.0
		Studio Electives	6.0 6.0
	*LIBS440	Senior Liberal Studies Capstone	— 3.0
	*SSCI 210	Social Science	3.0 —
	LIBS404	Senior Project/Research Paper	2.0 —
	Total Credits per Semester		15.0 16.0

Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.

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

Illustration

Sophomore Year		Fall	Spring	Degree Requirements
COMD207/208	Communication Studio I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
COMD214/215	Drawing & Painting I/II	2.0	2.0	
COMD218/219	Typography I/II	2.0	2.0	
COMD232/233	Practicum I/II	2.0	2.0	
	Sophomore Studio Electives	2.0	2.0	
AHCS220	Contemporary Perspectives in Art and Design	3.0	---	
AHCS222	History of Gr Des/Adv/Illus	---	3.0	
*ENGL202	Sophomore English Requirement	3.0	---	
*ILML 200	Integrated Learning Lecture	---	3.0	
Total Credits per Semester		17.0	17.0	
Junior Year		Fall	Spring	
COMD300/301	Communication Studio III/IV	3.0	3.0	
COMD310/311	Typography III/IV	2.0	2.0	
COMD332/333	Practicum I/II	2.0	2.0	
COMD354	Professional Practice	2.0	---	
	Studio Electives	---	4.0	
*ILMS300	Integrated Learning Studio	2.0	---	
*AHCS310	Art History Elective	3.0	---	
*MATH336	Introduction to Symbolic Logic	3.0	---	
*NSCI307	Natural Science	---	3.0	
	Advanced Topics in English or	---	3.0	
*LIBS410/ENGL400	Liberal Studies Elective			
Total Credits per Semester		17.0	17.0	
Senior Year		Fall	Spring	
ILUS402	Adv Illustrative Applications	2.0	---	
ILUS440	Senior Project	---	3.0	
COMD432/433	Practicum I/II	2.0	2.0	
COMD472-477	Sr. Digital Electives	2.0	2.0	
	Studio Electives	4.0	6.0	
*LIBS 440	Senior Liberal Studies Capstone	---	3.0	
*SSCI 210	Social Science	3.0	---	
LIBS404	Senior Project/Research Paper	2.0	---	
Total Credits per Semester		15.0	16.0	

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

Communication Arts

Reviews

Communication Arts Review Structure

All reviews are required. Not to participate is to receive an absence in each Communication Arts studio course for that semester. The department does not hold courses in the fifteenth week of the semester to accommodate the review process.

Sophomore Year:

Fall: Attend three senior review panels
Spring: Three 15 minute, one-on-one reviews

Junior Year:

Fall: Pass/Fail review
Spring: Participation in the Internship Fair

Failing the review during the fall of junior year will result in a reduction of one letter grade in the core Communication Arts courses for the semester.

Senior Year:

Fall: One-20 minute review
Spring: Three-15 minute, one-on-one reviews

Course Descriptions

Advertising Workshop

ADVT 240 2 credits

This course introduces students to the world of advertising. Students experience the intersection and difference between graphic design and advertising. They look at some famous ad campaigns to learn why they were successful and how they affected American culture. Art director/copywriter guest speakers along with field trips to some of the most well known and award winning ad agencies in the LA area are scheduled. Students discover what it is to work in an agency environment with real advertising assignments.

Design Boot Camp

ADVT250 2 credits

This course is treated like an agency to prepare students for the real world. Students will design and develop multiple ad layouts to refine their design skills, expand their design vocabulary and fine-tune their execution skills to prepare them for the industry.

Advertising and Art Direction I

ADVT302 2 credits

An exploration of advertising through projects that call for brand recognition and marketing strategies with an emphasis on defining and articulating compelling concepts. Students analyze advertising styles, develop concepts with “roughs,” experiment with copy and practice their presentation skills.

Prerequisite: COMD207/208 Communication Studio III.

Advertising and Art Direction II

ADVT303 2 credits

An introduction to art direction with an emphasis on design execution, typography and layout leads to quality portfolio development. This second semester course adds the 4th dimension of time to both advertising concepts through storyboarding and animatics and art direction through talent direction and commercial concepts.

Prerequisite: ADVT300 Advertising and Art Direction I

Ideation Boot Camp

ADVT353 2 credits

Students are taught new and unexpected ways to approach the process of creating ideas. Where do they come from? How do you develop abundant thinking? What exercises work and when? How do you know that it's a good idea? These and many other questions are addressed in this course.

Copy Concepts in Advertising Writing

ADVT351 2 credits

Students work on developing and analyzing writing styles with an emphasis on the interactivity of image and text as experienced by varied and specific audiences. Students learn about editing as they begin to approach writing as a powerful tool of persuasion and entertainment.

Type and Image for Advertising

ADVT 355 2 credits

This class focuses on creating synergy between photography and typography. Students develop the skills needed to be a competent Art Director on professional photo-shoots through a series of hands-on commercial photography exercises and then develop dynamic typographic solutions that compliment the photography and enhance the strategic communication goal.

Communication Arts

Course Descriptions

Advertising and Art Direction III

ADVT400 2 credits

Students push their research, analytical and technical skills under the influence of advanced, in-depth instruction involving professional creative briefs to solve advertising and branding problems. Teamwork is essential as the students explore creative assignments ranging from individual print ads to complete campaigns, including television and interactive and convergent media.

Prerequisite: Advertising and Art Direction II

Advertising and Art Direction IV

ADVT402 2 credits

Elements of professional practice are incorporated into this threshold semester where students fine-tune their professional competencies in the areas of traditional portfolio development, web presentation and career focus through continued networking and investigation of agency structures and business practices. Lectures, agency visits and critiques complement this professional preparation.

Special Topics

ADVT403 2 credits

Students focus on advertising and branding solutions related to provocative and timely subjects and themes. The seminar is conceived as a professional multidisciplinary studio, in which students work in a range, individually and collaboratively, to produce quality portfolio pieces geared to their areas of professional interest.

Senior Project/Seminar

ADVT440 3 credits

Students explore conceptual, theoretical, experimental communications problems based on individual proposals offering them the opportunity to integrate personal vision with professional goals. Meeting in cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline their research and production methodologies. The class culminates in a visual project accompanied by a written narrative.

Advanced Copy Concepts

ADVT452 2 credits

Extensive exploration of the power of effective copy for various media, expands the students understanding of target audiences using the appropriate tone and level of formality. Developing clear, provocative and memorable copy is the goal for shaping brands and delivering their value to customers.

Social Media

ADVT 472 2 credits

Social Media is loosely defined as any online activity where people share opinions, experiences or other information. It is a powerful, sometimes fun and always unpredictable way of communicating in today's world. Students study various types of Social Media and gain a greater understanding of how people use it. Special focus is given to Facebook, MySpace, Twitter, blogging, Flickr, Delicious, Digg and YouTube. How companies (big and small) are using Social Media to market in the online environment is also a topic.

On Screen Production + Concepts

ADVT473 2 credits

This course is designed for students to have a better understanding of how to produce commercials in a real world-advertising environment. Students will work in production team(s) in order to embrace a commitment of professionalism in their specific practice. They will view themselves as cultural producers who value both the creation of work and their relation to clients and audiences. Students work to create commercials using the fundamentals of advertising strategies, storyboarding design, sound design, art direction and video.

Communication Studio I/II

COMD207/208 3 credits/3 credits

This course introduces the fundamental theories and methodologies of visual communication used in the fields of graphic design, advertising design, and illustration. Assignments and critiques develop problem-solving and visual storytelling skills with an emphasis on context, concept, audience, and process.

Communication Arts

Course Descriptions

Drawing + Painting Studio I/II

COMD214/215 2 credits/2 credits
Students are introduced to the variety of materials and methods of drawing and painting, from traditional to conceptual visual thinking. Students learn that all visual communicators use drawing as a means of ideation or decision-making. To develop the necessary skills, special emphasis is given to drawing as a fundamental means for thinking, looking, and making decisions, and as training in thinking through intense drawing exercises in thumbnails, sketching, roughs, and storyboards.

Typography I/II

COMD218/219 2 credits/2 credits
This course is an introduction to the fundamentals of typography and the study of letterforms. Problems of increasing complexity reference historical and contemporary typographical developments as the student explores the theoretical and applied use of type as visual form and visible language, from the letterpress to the computer screen. Students address and recognize type families, grid construction, hierarchies, and organizations based on visual, syntactical, and semantic explorations.

Practicum I/II

COMD232/233 2 credits/2 credits
Practicum is one of the core learning structures in the communication arts curriculum. One-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section required of all students, sophomore to senior. Sections are divided by year.

Communication Studio III/IV

COMD300/301 3 credits/3 credits
This course offers an increasingly sophisticated examination of design concepts and their applications. Students broaden their understanding of effective design as a visual language in two- and three-dimensional projects and time-based media. Assignments involve research and analysis with a focus on type, image, aesthetics, message, audience, and intent. Students are required to take a print (cmyk) section in one semester and motion (rgb) in the other semester.

Prerequisite: For COMD 301 is COMD 300.

Typography III/IV

COMD310/311 2 credits/2 credits
Students engage in a more advanced study of typographic systems, principles, and usage, with an emphasis on refining the students' understanding of typography's informative, expressive, and experimental potential to solve complex communication problems in a range of media.

Prerequisite: COMD218/219.

Experimental Typography

COMD 312 2 credits
In this class we will investigate the denotative, connotative and conceptual potential of typography, by experimenting with letters, words and language. Students will test the limits of typographic expression and expand the variety of creative strategies for generating and evolving ideas by working in 2-, 3- and 4-D. They will curate and edit their own content, develop a willingness to experiment with the unfamiliar, and embrace ambiguity.

Type Design I

COMD313 2 credits
This course is an introduction to typography through a close look at the letterform itself and its construction. Through the presentation of historical references and the process of drawing and synthesizing signs, the students will develop an understanding of the relationship between calligraphy and typography, tool and structure, concept and craft.

Type Design II

COMD314 2 credits
This course will offer a more detailed analysis and study of typographic design. Students will be supported and encouraged as they seek to find their individual voice through personal history, everyday surroundings, or off-handed conceptualism.

Communication Arts

Course Descriptions

Image Making

COMD 323 2 credits

This course explores how images create visual allegory, messaging and storytelling. Students will gain interpretive and technical skills to create meaningful images; the emphasis is on visual literacy and post-production. Short experiments will focus on interpreting the content of existing images and will lead to the creation of highly controlled contentbased work. A series of weekly experiments will build interpretive skills and image-making chops, followed by two longer assignments. Longer assignments will incorporate successful methodologies for complex image making and theories on the role of the image in contemporary design.

Practicum I/II

COMD332/333 2 credits/2 credits

Practicum is one of the core learning structures in the communication arts curriculum. One-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section required of all students, sophomore to senior. Sections are divided by year.

Professional Practice

COMD354 2 credits

A required course for all majors in Communication Arts, it is divided into three components, traditional portfolio development, web-portfolio design, and career development specific to a major. Students will leave this course prepared for an internship and/or employment. Lectures, demos, studio visits, visiting artists, and critiques, collectively prepare students for working in the field of advertising, illustration, and graphic design.

Propaganda

COMD 355 2 credits

This course focuses on cultural, social, and political content and forms. Students will research topic of choice and create a body of work that reflects on related issues. Students who enroll in this course will understand alternatives to illustration and design as corporate service. Assignments include research and presentation on cultural, social, or political topic of choice; realization of visuals that communicate and reflect on chosen topic; and collaboration with community organizations when possible/applicable. *Print Lab / Lab Fee.*

Sex and Gender in Communication Strategies

COMD353 2 credits

This course explores how the depiction of gender and sexuality contributes to varied communication strategies. Through extensive studio work, lectures, research, and writing, students will explore how sexually charged and gendered imagery shapes the way we understand and consume goods, information, and pleasure. The class involves short assignments and a longer final project where students work individually to research and produce visuals (books, posters, video, paintings, products, etc) addressing issues raised in class.

Design Lab

COMD361 2 credits

In weekly meetings students build formal and intellectual muscle in guided and free exercises like language games, free association, creative triggers, lateral thinking, mapping and experimental mayhem to arrive at unique and unexpected results. This elective is open to all majors.

Lab Fee \$35

Introduction to Letterpress

COMD362 2 credits

From metal type to digital plates, students experience the traditional disciplines of typography, letterpress, and printing while learning to integrate type and image, structure and content, process and product. Students work in the Lab Press, which boasts a large collection of wood and metal type, and Vandercook printing presses.

Bookmaking Projects

COMD 360 2 credits

This course is a culmination of the skills and techniques used in letterpress printing, typographic design, and edition bookmaking using both lead type and digital plate-making. Through the means of model making and testing, students combine both conceptual skills and printing technique to create books in the bookwork tradition. Course assignments involve the integration of text and image, paper selection, inks and inking, color, serial imaging, surface preparation and press editions.

Prerequisite: COMD 362 Introduction to Letterpress and COMD 365 Bookstructures.

Communication Arts

Course Descriptions

Visual Language

COMD364 2 credits

Students participate in a focused investigation, both historical and personal, of the links between visual motif and meaning. Coursework explores visual literacy and the use of traditional and experimental visual methodologies to illustrate and communicate while developing an effective personal style.

Bookstructures

COMD365 2 credits

This course introduces the skills, craft, materials, process and techniques used in making book structures and boxes. Students learn binding methods involving paper folding, cutting, sewing, gluing and other means of assembling individual sheets, signatures and text blocks with or without covers. Course assignments have the potential to evolve into creative and personal objects that hold visual work and text. This course may be repeated for credit up to two times.

Improvisation

COMD 371 2 credits

This class focuses on team building, creativity/innovation, risk taking, problem solving and overcoming inherent barriers and blocks to creativity. Through improvisational exercises and games in a safe environment, listening skills are improved that can lead to better communication and satisfying teamwork, presentation skills and production.

The Illustrated Book

COMD372 2 credits

This course is an introduction to publication design, with a focus on children's books. Working from selected texts, students develop a project from concept to completion: adapting a story, constructing a "dummy," creating original images, integrating typography, and designing a book jacket, while exploring the role of the designer/illustrator as a visual storyteller.

Prerequisite: Typography I.

Advanced Letterpress

COMD373 2 credits

For students that have taken Intro to Letterpress and want to improve their expertise, the main objective is to achieve superior print quality and learn new techniques. The class covers the subtle nature of handset type and goes further into the inking process including careful attention to make-ready, packing the press and adjusting roller height. Students will also learn how to print on dampened paper; how to make detailed, highquality photopolymer plates and alternative techniques such as pressure printing where prints are created from a low-relief collage attached to the tympan of the press behind the printing paper.

Environmental Graphics

COMD381 2 credits

Students are introduced to site-specific three-dimensional design systems, signage and applications for buildings, events, exhibits, and other spatial environments. Projects expand the students' understanding of human factors, architectural scale, way-finding, materials, and methods for creating effective dimensional design.

Prerequisite: Typography I.

Information Design

COMD430 2 credits

Students are introduced to the concepts, techniques, and creative methodologies for applying a clear visual form to abstract concepts and ideas. An overview of historical and contemporary examples of information architecture informs assignments that employ visual thinking, resulting in "design for understanding."

Prerequisite: Typography III

Practicum I/II

COMD432/433 2 credits/2credits

One of the core learning structures in the curriculum, in which one-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section. Required of all students, sophomore to senior. Sections are divided by year.

Communication Arts

Course Descriptions

Senior Project/Seminar

COMD440 3 credits

Students explore conceptual, theoretical, and experimental communications problems based on individual proposals, offering them the opportunity to integrate personal vision with professional goals. Meeting in cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline their research and production methodologies. The class culminates in a visual project accompanied by a written narrative.

Identity and Systems Design

COMD452 2 credits

Students learn how to create a visually distinct identity through structured yet innovative methodology that helps them generate many ideas and designs in a short amount of time. Using this methodology they develop a rich visual language that becomes the basis for a system that promotes an expansive development of the visual language that goes beyond a logotype and its applications.

Prerequisite: Typography III.

EDG: Installation and Intervention

COMD 464 2 credits

This course explores creative and innovative ways to engage graphics and conceptual ideas into three dimensional space. Students develop ideas about interaction with space by exploring our environment with a critical eye. Assignments encourage questioning of customary design tools through exploration of unconventional and multiple mediums, promote the development of urban interventions interrupting daily life, mediation of time and space, and shape immediate environment according to personal preferences.

Ways of Thinking/Ways of Working (WOT/WOW)

COMD466 2 credits

Visiting Faculty are invited to Otis to work with students on project specific assignments. No two semesters are alike. Lectures, workshops, demos, and critiques give students exposure to practitioners who join the institution for brief and intense periods of time.

Visual Narrative and Sequence I

COMD469 2 credits

This course is a focused introduction to the principles of story telling, narrative structures, sequence, rhythm, audience, and point-of-view. Students learn tools and techniques of ideational sketching, thumbnails, and storyboards as means of communicating and developing visual ideas.

Advanced Image Making Projects

COMD468 2 credits

In this class students explore methodologies that foreground concerns such as inspiration, motivation, intention, impression, interpretation, decision, consequence, analogy, chance, coincidence, predictability, message, ambiguity, literacy, manipulation, privacy, intimacy, memory, subjectivity and media in the process of image making. Students learn to integrate and discern levels of communication in and through their own and other students' processes.

Web Presence

COMD 477 2 credits

This course will focus on the creation of a website that effectively and accurately represents yourself and your work online. We will cover the conceptualization, planning, organization, design and production of your portfolio website. We will examine various approaches and review available technologies to determine which are the most appropriate for you. You should have a basic understanding of HTML, CSS and Adobe Dreamweaver.

Web Design I

COMD478 2 credits

This course explores the concepts and structures of online communications, as an extended communications medium with applications for businesses, education entertainment, and advertising. Discussion and individual and team assignments address navigational structures, systems, identity, audience and intent in the design of Web site prototypes. Questions such as "What happens to design as it changes media, and how we design for that?" are explored.

Digital Innovation: Web Design II

COMD479 2 credits

This course offers a more in-depth look into Web site design and the future of this ever-evolving medium. Students will analyze existing sites; explore and experiment with formal and conceptual development that is unique, personal, and innovative.

Communication Arts

Course Descriptions

Internship

COMD482 2 credits

This course assists students in researching the perfect internship. Using a mentorship principle, the faculty are available throughout the internship to answer questions, troubleshoot, and ensure a quality experience in the professional world.

Prerequisite: Professional Practice in the major.

Entrepreneur 101

COMD483 2 credits

Entrepreneurship is designed to prepare students to open their own business. Introduction to all facets of running a business, such as marketing, promotion, developing a client base, pricing, legal and financial aspects as well as ethical standards will be covered. Students will learn best-business practices from: clients, an accountant, an attorney, a banker, and vendors. This course will teach students how to plan, establish, and sustain a meaningful studio, office, and/or agency. This course is available to ComArts graduating seniors only.

Translation for Distribution

COMD485 2 credits

In this class, each design senior will work with another senior from a different department, towards the production of a publication as a document of the other person's work. This setup allows the benefit of objectivity. We will particularly focus on (a) the idea of designing as the attempt to translate the nature and intentions of the original work, (b) the specific possibilities and limitations of the situation, and (c) the various approaches to distribution. We will begin without any preconceptions of what form these 'publications' might take.

Independent Study

COMD999 1-6 credits

Independent studies provide students with an opportunity to work closely and collaboratively with communication arts 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.

Communication Studio III/IV

ILUS300/301 3 credits/3 credits

This course provides an increasingly sophisticated examination of illustration concepts and their applications. Students broaden their understanding of illustration as a visual language in projects that involve research and analysis, with a focus on image making, aesthetics, message, audience, and intent. Assignments develop effective visual narratives based on strong concepts and problem-solving methods, and refined use of media and technique, both digital and analog.

Prerequisite: For ILUS 301 is ILUS 300.

Drawing and Painting for Illustration

ILUS310/311 2 credits/2 credits

Students refine their expressive and observational drawing, painting and composition skills, as they relate to illustration as a means of visual communication. Studio sessions encourage experimentation and improved technique, leading to the development of personal style.

Storytelling for Illustrators

ILUS330 2 credits

This course focuses on narrative structure and development. Students will complete original stories for use in comic books, funnies, or graphic novels. The differences between the narratives for these various forms will be explored. Lectures will include Case Studies, universal structures, and contemporary styles.

Comic Book

ILUS340 2 credits

Students learn the steps needed to complete a finished eight-page comic book story that is assembled as a mini-comic. The students begin by focusing on writing and story structure, a vital part of animation, comics, storyboarding, screenwriting and children's books. They then look at how to tell a story visually, equivalent to learning how to become a great director. The focus will be on choosing the point of view, angle, lighting, and composition of each panel and how to make those panels read together in an effective and compelling way. The students also learn from a focused critique process of their self-contained story. All stories are penciled, inked and lettered.

Communication Arts

Course Descriptions

The Politics of Color

ILUS341 2 credits

This course is an investigation of the potent symbolism of color and its relationship to visual communications. Assignments vary in complexity, media selection, technique, audience and application.

Off the Wall and Off the Page

ILUS343 2 credits

Illustrators are visual artists who are involved and focused on events, products, installations and other kinds of paraphernalia as well as traditional mediums such as original art, print and screen. This course gives students the opportunity to explore other areas of expression that are available to illustrators, to develop the goals and messages associated with these media and gauge their success based on the goals the students develop.

Advancing Your Practice

ILUS352 2 credits

Three-hour seminar for advanced students who will discuss ideas of a personal practice through viewing each other's work. The class covers timely issues and topics relating to cultural production, emphasizes group discussion and student participation including readings, lectures, screenings, and field trips. The class aims to expand student's understandings and perspectives of Communication Arts and media by placing them into broad artistic, social, political, and geographical contexts; and to develop and expand students' individual interests and practice. Each student will be expected to present new work.

Alternative Materials and Procedures for Illustrators

ILUS353 2 credits

Course focuses on the use of mixed media and alternative materials for image construction. The class will explore the "use values" of different mediums and how they effect communication. Some materials explored will be graphite, paint, paper collage, cloth, digital collage, transfers, oil bars, duct tape, resin, inks, wax, etc. Exploring and experimenting with different combinations of materials will be encouraged. Class instruction will include the following lectures, assigned projects, demos, field trips, and slide presentations.

Professional Practice

ILUS354 2 credits

A required course for all majors in Communication Arts, it is divided into three components, traditional portfolio development, web-portfolio design, and career development specific to a major. Students will leave this course prepared for an internship and/or employment. Lectures, demos, studio visits, visiting artists, and critiques, collectively prepare students for working in the field of advertising, illustration, and graphic design.

Editorial Illustration / Visual Translators

ILUS357 2 credits

The genre of editorial illustration gives the illustrator ample opportunity to solve diverse conceptual problems. Publications often rely on images to illuminate articles, assertions and the like. This class will approach varying editorial assignments -- all of which call for clear visual ideas, in response to a written text. Students will be given modern-day editorial assignments ranging from political, social and environmental issues. Through each assignment, students will begin to develop a keener awareness of how to visually translate a text.

Experimental Printmaking

ILUS355 2 credits

This course provides an opportunity for formal application and experimentation through alternative printmaking processes. Emphasis is placed on problem-solving through process, substance, and style. Students will 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.

Special Topics: Oil Painting

ILUS358 2 credits

This course introduces students to traditional and contemporary painting approaches and concepts, with emphasis on the understanding of its formal language and the fundamentals of artistic expression. During the process a vigorous training helps prepare students for going into the field of illustration. Painting from observation such as a life model and imagination in conjunction with reference materials and various other painting methods will be introduced. Field trips and placing work in an historical context will help to develop a "critical eye."

Communication Arts

Course Descriptions

Advanced Illustrative Applications

ILUS402 2 credits
Assignments challenge the student to create a range of inventive and effective illustrative solutions, beyond editorial imagery, for alternative applications in a range of media.

Senior Project/Seminar

ILUS440 3 credits
Students explore conceptual, theoretical, and experimental communications problems based on individual proposals, offering them the opportunity to integrate personal vision with professional goals. Meeting in cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline their research and production methodologies. The class culminates in a visual project accompanied by a written narrative.

Illustration Concepts: The Power of the Story

ILUS457 2 credits
This intensive studio is designed to strengthen critical problem solving and imaginative skills, concept development, character design, staging development, and techniques, with an emphasis on, and analysis of drawing skills. Projects involve innovative image making, from preliminary sketches to developed solutions, using a variety of media.

Independent Study

ILUS999 1-6 credits
Independent studies provide an opportunity for students to work closely and collaboratively with communication arts 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.

Printmaking I

PRNT267 3 credits
A basic printmaking course introduces a variety of print methods, such as monoprint, relief, intaglio, silkscreen and lithography as well as various approaches to making and printing plates in each medium. Through individual and collaborative projects students will learn to produce editions, wallpaper, and installations. Students also gain an understanding of the historical and contemporary aspects of printmaking. *Lab Fee: \$35*

Printmaking II

PRNT270 3 credits
An advanced course offers the opportunity to work intensively on individual projects using the multiple. Students will learn to develop all stages of the multiple using the print method best suited for their work conceptually and technically. Emphasis is on development of personal imagery and exploration of the media. (A prerequisite of Printmaking I or equivalent experience is required.) *Lab Fee: \$35*

Printmaking III

PRNT370 2 credits
Students refine their vision in advanced projects developed with an emphasis on practice and critical dialogue. Visits to local printmaking presses, artists and print exhibitions throughout the semester explore the role of the print as a historical and contemporary medium, and the significance of the multiple in contemporary art. (A prerequisite of Printmaking I or equivalent experience is required.) *Lab Fee: \$35*

Communication Arts

Kali Nikitas

Chair

MFA (Graphic Design) CalArts; BA University of Illinois at Chicago. Academic Administrator, Designer and curator. Founder of Graphic Design for Love (+\$). Formerly: Chair of Design at Minneapolis College of Art and Design and Assistant/Associate Professor at the School of the Art Institute of Chicago. Founding Chair of the MFA in Graphic Design at Otis. She has lectured extensively, and hosted a number of international symposia. Her work has been recognized by Émigré, AIGA, I.D. Magazine, the Type Director's Club, Graphis, and the now-defunct American Center for Design.

Barbara Maloutas

Associate Chair, Professor

MFA (Creative Writing) Otis; BFA (Graphic Design), Philadelphia College of Art; Graduate Studies, Kunstgewerbeschule, Basel, Switzerland with Armin Hoffman and Wolfgang Weingart. Freelance graphic designer and book designer. Author of the whole marie, In a Combination of Practices, Practices and Her Not Blessed.

Juliette Bellocq

Senior Lecturer

MFA (Graphic Design) Cal Arts; prior studies in design and typography in Paris and the Netherlands. Art Director at Osborn Architects. Published by the New York Times, HOW Magazine International Design Awards and the AIGA. Exhibited in "Grown in California" in San Francisco and Pasadena.

Maja Blazejewska

Senior Lecturer

Designer, LACMA. Clients include Sony Music, Ogilvy Brand Integration Group. Recognition from AIGA, awards from Art Directors Club, Out:Put. Currently designer for Los Angeles County Museum of Art for publications, marketing materials, special exhibition graphics and exhibitions' visual identities. Recognized by AIGA and rewarded by Art Directors Club and Out:Put as well as published in Lino.

Riah Buchanan

Lecturer

MFA Cranbrook Academy of Art, Post-Baccalaureate (Graphic Design), Minneapolis College of Art and Design; BA (Psychology), Carleton College. Clients include the national office of the American Civil Liberties Union, newyorktimes.com, Social Science Research Foundation, Revenue Watch and the New York Center for Book Arts.

Miguel Caballero

Senior Lecturer

BS (Advertising) Univ of FL, with further studies at Miami AD School. Currently, Senior Writer, DDB/LA. Clients include Wells Fargo, Big Brothers/Big Sisters, LA Public Health Department. Previously, writer for agencies—WongDoody, Butler Shine & Stern, Creature, Cole & Weber, JWT and Johnson Sheen whose clients included Gerber Knives, Tool & Gear, Oregon Cheese, Portland Tribune, Tonkin Automotive.

Carolee Campbell

Senior Lecturer

Proprietor of Ninja Press since 1984. Designs, illustrates, hand-sets in type, prints letterpress & binds each edition of books. Devoted to the continual investigation of form & unusual materials. Exhibited internationally, collected privately & by such institutions as The Getty Center, The British Library, NYPL, Harvard, UCLA, Brown, Smith, Wellesley.

Rebecca Chamlee

Adjunct Associate Professor

BFA (Communication Design) Otis. Graphic designer with a particular interest and passion for books. Clients include Capitol Records, Coors Brewing Company, Creative Artist Agency, Chronicle Books, LA County Museum of Art, Ogilvy & Mather, Sony Music Entertainment, Inc., Virgin Games & Interactive Entertainment.

Kim DeMarco

Senior Lecturer

BFA RISD. Illustrations published in The New Yorker and The New York Times, as well as the Society of Illustrators, Print, and several annuals of American Illustration. Clients include Harrod's, Kate Spade, Barney's New York, Rizzoli, Simon and Schuster, The New York Public Library, The Oxygen Network, TV Land, Pentagram, and Mikasa.

Robert Dobbie

Lecturer

BFA (Illustration) Otis. Freelance illustrator. Clients include American Airlines, Fox Family Channel, AFLAC, Snack King and Murphy Design.

Department Faculty

Communication Arts

Department Faculty

Jack Duganne

Senior Lecturer

BA UCLA. Proprietor: Duganne Ateliers. Director: Workshop Studio. Instructor: SMC Academy of Entertainment & Technology Associate Adjunct Professor, UCLA Extension, Otis Art Institute, Mount St. Mary's College, Emily Carr Institute of Art and Design. Master Printmaker: Nash Editions. Technical Director: Weiman-Hinte Studios. Master printer-digital fine art printmaking and originator of the term "giclée."

Jessica Fleischmann

Senior Lecturer

MA (Latin American Studies) University of Chicago; MFA (Graphic Design) Cal Arts; BA (History) UC Santa Barbara. Principal, Still Room. Formerly, with Lorraine Wild Design, Art Director of Western Interiors and Design magazine. Collaborates with designers on both coasts. Clients include Abrams, Chronicle Books, Greybull Press, LACE, LACMA, MOCA, Whitney Museum, UC Press, Laguna Museum of Art.

Zohrab Gevorkian

Senior Lecturer

BFA, Art Center College of Design. Worked as Senior Art Director, Interactive Art Director with many agencies and firms including ONE-X, SiTV, Ignited Minds, Hero Farm, Trumpet, TBWA/Chiat, Omelet LA, Young and Rubicam on numerous accounts including MSI, Adrenalina, Activision, New Orleans Hornets, Budweiser and more.

Katie Hanburger

Senior Lecturer

MFA (Graphic Design) Cal Arts, BA (Journalism), Univ of NC, Chapel Hill. Graphic designer, maker & illustrator interested in the intersection of the practical and the imaginary. Clients include CalArts, REDCAT, USC Roski School of Fine Art, Chronicle Books, MTV and Lane Crawford/Chandelier Creative.

Nancy Jo Haselbacher

Associate Professor

MFA, RISD, BFA Art Inst of Boston. Has exhibited at The Craft and Folk Art Museum, Los Angeles, Temple Univ., Rome, The Museum of Urban Art and Culture, Boston, Track 16 Gallery, Los Angeles, and The Center for Contemporary Printmaking, Norwalk, CT.

Jim Higgins

Senior Lecturer

BA City University of New York-College of Staten Island. Writer and editor at DC Comics. Editor, New Thing, short comics anthology. New York-Tokyo Film Festival programming, N.Y. Public Library workshops. Educational comic book program, Meltdown Comics.

Lorenzo Hurtado Segovia

Assistant Professor

MFA Otis, BA (Art) UCLA. Master Printer, Analogue Press and Cirrus.

Roman Jaster

Lecturer

BFA, Cal Arts. Graphic designer for cultural organizations and artists. Focus on print and book design, as well as web design and development. Co-founder and co-editor of Mammut Magazine.

Yasmin Khan

Adjunct Associate Professor

MFA Cal Arts, BFA Art Center, BA UCLA. Partner, counterspace, an LA-based design studio focused on design for cultural institutions and branding/identity in Web, broadcast, and print media. Recent clients: MOCA, the Orange County Museum of Art, Imaginary Forces, Arthur Magazine, HarperCollins, REDCAT.

Marc Kompaneyets

Lecturer

BFA University of Pennsylvania. Attended School of Art Institute of Chicago and Pennsylvania Academy of Fine Arts.

Patricia Kovic

Assistant Professor

BFASUNY Buffalo. Graphic designer and principal at Studio Morris. Offices in L.A. and N.Y. for Fortune 500 companies. Design awards from the AIGA, N.Y. Art Directors' Club, Communication Arts magazine and Communication Graphics.

Communication Arts

Ria Lewerke

Senior Lecturer

Educated at Hamburg's Werkkunstschule and Art Center College of Design. President and Creative Director: R I A Images, Inc. Clients have included: Matchbox 20, Rob Thomas, Dave Matthew's Band, Ricky Martin, Yanni, Ozzy Osbourne, Terence Trent Darby, Clint Black, Tori Amos, The Verve Pipe, MCA Publishing, Universal Music, Lippman Entertainment, RCA Records, Java Records, Virgin Records, Wilde Studio, IMAGIC, Great Oaks Winery, Winterland Merchandizing, Giant Merchandizing, and Ryko Music.

Greg Lindy

Senior Lecturer

BA (Graphic Design) CSU Northridge. Developed a font family for Thirstype, which includes the fonts Lux and Section. Clients include The Getty Center, Autry Museum of Western Heritage, Capitol Records, E! Entertainment Television, UCLA, and SCI-Arc.

Anna Llorente-Thurik

Senior Lecturer

Post-Bac (Graphic Design) Art Institute of Chicago, MFA (Graphic Design) Cal Arts, BAS (Architecture) Washington University, St. Louis. Recently founded own design practice with clients including The Getty Museum, The Jerde Partnership, California Institute of the Arts, Urban Partners LLC and Fernando Vasquez/Studio among others. Formerly with Sussman/Prejza & Company, Inc., Richard Orne and Associates and Lorraine Wild Design/Morphosis.

Lauren Mackler

Senior Lecturer

MFA (Graphic Design) RISD, BS (Studio Art) NYU. Graphic designer, artist and curator whose practice includes making catalogs for exhibitions, posters, artist edition prints, videos, installations and curating group exhibitions in New York and Tokyo. Worked in motion graphics in N.Y.

Erick Mangali

Senior Lecturer

BFA (Graphic Design) Loyola Marymount University. Clients at "The Bookshop" under Mike Whitlow include: ESPN, Fox Sports, Wienerschnitzel and Chevy. Currently a Senior Art Director at Deutsch Los Angeles working on DirecTV. Awards and recognition from The Beldings, The Addys, Communication Arts and The One Show.

Tucker Neel

Lecturer

MFA, Otis College of Art and Design. BA (Art History and Visual Arts) Occidental College. An artist, freelance writer, and independent curator living and working in LA who utilizes drawing, painting, sculpture, video, installation, and online communication to investigate the personal, public, and political, to solidify memory in a material form. Vice President of Getting Your Sh*t Together (GYST-Ink), Professional Business Solutions for Artists.

Chris Oatey

Lecturer

MFA Otis, Exhibitions include CB1 Gallery, Los Angeles; Kent State University, Ohio; Creative Artists Agency, Los Angeles; Cranbrook Academy of Art; University of La Verne, Tall Wall Space; Recipient of Durfee Foundation Grant and Ucross Foundation Fellowship.

Renee Petropoulos

Associate Professor

BA, MFA UCLA. Exhibited throughout the U.S and internationally. In Los Angeles, she is represented by Rosamund Felsen Gallery, Santa Monica. Numerous public site commissions, and exhibited at the San Francisco Jewish Museum; Blaffer Museum; Occidental College Weingart Gallery; and Galerie Krinzinger, Vienna. Grants and awards from J. Paul Getty, Durfee Foundaiotn, Art Matters, and COLA.

Luis Ramirez

Lecturer

V.P Assoc. Creative Director, RPAwith clients such as Honda, Acura, La-Z-Boy, PENTAX and VH1. More than 13 years of experience in advertising and Internet industries.

Department Faculty

Communication Arts

Department Faculty

Tanya Rubbak

Senior Lecturer

MFA(Graphic Design) Cal Arts, BA Univ of Pa.
Freelance graphic designer concentrating on print and web design for arts and culture clients. Previously at Mixed Greens gallery and 5+design studio.

Erik Mark Sandberg

Senior Lecturer

BFA Art Center; Fine Art Printmaking Atelier with Gemini Gel Master Printer, Anthony Zepeda, AAS (3D Animation) Art Institute of Minneapolis.
Awards from Society of Illustrators. Published in American Illustration, Communication Arts, Creative Review, 3x3, Objects, Tokion, and more.
Clients include Rolling Stone, New York Times, Harvard Business Review, Spin, Budweiser, Pepsi, Absolut Vodka.

JT Steiny

Senior Lecturer

BFA (Illustration) Otis. Freelance Illustrator.
Clients include Los Angeles Times, USA Today, Smart Money, Sony Records, Rhino Records, and LA Weekly.

Cybil Weigel

Senior Lecturer

MFA (Media Design) Art Center, BFA (Graphic Design) Maryland Institute College of Art.
Founder of Embeddedin.LA. Clients include MGM Music, BLX Records, Gold Chain Music, Diamonds Entertainment.

John White

*Assistant Professor and Coordinator, Advertising
Design*

Founder and principal of Paperplane, a full service brand communication agency with clients including, Mattel Toys, Epson of America, Subaru of America, El Torito and Acapulco Restaurants, Hot Topic, Weider Nutrition, Kinkos and The Queen Mary. Awards include a Telly and inclusion in the Permanent Collection of the Library of Congress.

Davey Whitcraft

Assistant Professor

MFA (Design and Media Arts) UCLA, BFA CCA.
Principal, Willem Augustus Studio. Awards from AIGA, Art Directors Club N.Y. Published in Graphis, Print, SXSW Interactive, Altpick, Eisner American Museum of Advertising and Design, EvoMUSART.

Florian Zavala

Senior Lecturer

Studied at University of Florida and Cal Arts.
Former ACD for Studio Number One. Runs his own studio in Echo Park and co-directs Big Skills, a platform for experimental animation and performance.



Digital Media

Department Goals

Digital Media's industry leaders teach traditional and digital skills to creative motion designers, artists, and storytellers in the film, television, video gaming and advertising industries. Students in the Digital Media Department will:

- Learn to succeed no matter what their initial skills are.
- Understand people skills, design principles and process to enable them to take creative risks and to solve problems positively and in unique ways.
- Build a strong foundation in all aspects of design and production for storytelling in motion.
- Seek inspiration in fields outside of digital media such as poetry, science, music, astronomy, history, and dance.
- Develop their professional commitment to their field, their work and themselves; prepare them to be members and leaders in their profession; teach them how to act both as individuals and as team members to support the whole.
- Learn to continually challenge themselves and also laugh often and fully enjoy what they do.
- Value continuous learning, experimentation, and both professional and personal growth. Engender an attitude of openness so that they seek new and unusual opportunities to learn and create.

Digital Media

Sophomore Year		Fall	Spring	Degree Requirements
DGMD200/220	Media in Motion I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
DGMD270	Basic 3D for Storytellers	2.0	—	
DGMD250	Perspectives in Stories, Technologies & Design	2.0	—	
DGMD260	Studio Visits	—	2.0	
DGMD230	Drawing the Fantastic for Films and TV	—	2.0	
-or- +DGM340	Type and Design Fundamentals	—	—	
DGMD285	Concept Development and Creativity	—	2.0	
	Studio Elective	2.0	2.0	
AHCS310	Art History Elective	—	3.0	
AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
*ENGL202	Sophomore English	3.0	—	
LIBS217	Concepts & Issues in Media Arts	2.0	—	
*ILML200	Integrated Learning Lecture	—	3.0	
Total Credits per Semester		17.0	17.0	
Junior Year		Fall	Spring	
DGMD300/301	Media in Motion III/IV	3.0	3.0	
DGMD320 3D	Modeling and Animation	3.0	—	
DGMD325	Advanced 3D Animation	—	3.0	
DGMD330/331	Visual Effects I/II	3.0	3.0	
DGMD350	Perspectives in Entertainment & Technology	2.0	—	
ILMS300	Integrated Learning Studio	—	2.0	
*AHCS310	Art History Elective	3.0	—	
*MATH136	Math for Artists and Designer	—	3.0	
*NSCI307	Natural Science	3.0	—	
*LIBS410/ENGL400	Advanced Topics in English or Liberal Studies Elective	—	3.0	
Total Credits per Semester		17.0	17.0	
Senior Year		Fall	Spring	
DGMD402	Thesis Preparation	3.0	—	
DGMD400	Senior Thesis	—	4.0	
DGMD410/411	Business Seminar I/II	2.0	2.0	
DGMD430	Practicum in Media Technologies	3.0	—	
DGMD440	Advanced Tools & Techniques	—	3.0	
DGMD450	Advanced Concept Development	2.0	—	
	Studio Electives	2.0	4.0	
*LIBS440	Senior Liberal Studies Capstone	—	3.0	
*SSCI210	Social Science	3.0	—	
Total Credits per Semester		15.0	16.0	

*These courses may be taken in either the fall or spring semester. + It is suggested that students take Drawing Fantastic if they are interested in 3D or Visual Effects, or take Type and Design if they are interested in Motion Graphics.

*** Juniors will be assigned to take ILMS300 either in the Fall or Spring. If you take it in the fall, you will have Tricks of the Trade in the Spring. If you take ILMS300 in the Spring, you will have taken Perspectives in the fall

NOTE: In the Spring semester of the Junior year, students with a grade point average of 3.5 or better are eligible to apply for DGMD399 Honors Project, in lieu of one of the other Junior required courses.

Digital Media

Course Descriptions

Media in Motion I

DGMD200 3 credits
This course is an introduction to digital image making, manipulation and management. Fundamental concepts of storytelling, digital media, type design, and motion design are defined as students learn the techniques for image creation, input, manipulation and enhancement, as well as non-linear editing, compositing, and digital video.

Media in Motion II

DGMD220 3 credits
Students learn industry standard applications for motion graphics and storytelling by mastering appropriate software through a series of design assignments, concentrating on color, typography, and motion.

Drawing Fantastic The Creative Figure

DGMD 230 2 credits
Los Angeles' top models are presented in dynamic poses. The sessions are theme oriented with an emphasis on story and action

Drawing the Fantastic for Films and Video

DGMD231 2 credits
While continuing with traditional life drawing exercises, students progress to drawing the fantastic, such as monsters, aliens, dinosaurs, and imagery from traditional Hollywood genres. Students draw under a range of dramatic lighting conditions. Reviews of animation from around the world are incorporated. This course may also be taken as an elective. Open to all majors.

Digital Media Imaging/Painting

DGMD240 2 credits
This course extends students' skills with Adobe Photoshop and Illustrator. Students investigate the functions of these applications and become expert in their uses.

Perspectives in Stories, Technologies & Design

DGMD250 2 credits
Lectures explore all aspects of design, technology, and the nature of the industries utilizing digital media, as well as an introduction to the occupations involved in these fields.

Studio Visits

DGMD260 2 credits
Students research and visit various video game developers, special effects houses, post-production facilities, film and TV Studios, independent design houses, and freelancers, as an exposure to the positions available in the industry and the different cultures of these companies.

Basic 3D for Storytellers

DGMD270 2 credits
This course introduces students to 3D animation. Students begin to learn about space and the principles of animation. They then proceed to 3D computer animation, with special emphasis on its use to communicate stories for film, television, and video games.

Concept Development and Creativity

DGMD285 2 credits
Students learn how to apply research, critical analysis, brainstorming and improvisational techniques in order to create ideas for effective storytelling and communication, through motion graphics and animation.

Media In Motion III/IV

DGMD300/301 3 credits/3 credits
The art and design of motion graphics is investigated in depth. Students explore the world of broadcast design, and the use of motion graphics for a variety of purposes.

Animation Topics

DGMD310 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in animation. See department for offerings each semester.

Concept Art for Video Games and Films

DGMD310 2 credits
In this course, students create everything from monsters to little girls and puppies. Concept development for video games and films includes, not only designing characters and the settings, but also creating the back-story for each one. Students investigate and develop character motivation, set and equipment purposes, and their histories to create solid understanding of these components, as they lead to successful concepts.

Concept Art Environments & Props & Vehicles

DGMD310 2 credits

Learn how to create the concepts for the different elements that go into building a game.

Digital Sculpting in ZBrush

DGMB310 2 Credits

Learn advanced tools of digital sculpting and painting in ZBrush. You'll learn some of the techniques used to create next generation game and movie characters. Create architectural along with organic models with millions of polygons. This class will require a basic knowledge of the ZBrush and a prior class in organic modeling or the equivalent.

Painting-Old School for the New School

DGMD310 2 Credits

Working from a live model with traditional materials and techniques, the focus of this class is to strengthen one's knowledge and mode of expression with color and light. Students will develop a shorthand approach of balancing large shapes of color against one another to define an image's overall tone, structure and composition. Instructor demonstrations will be done with oil and gouache.

Concept Art Environmental Painting

DGMD310 2 credits

This is a digital painting class focusing on Environments.

Visual Development for Animation

DGMD310 2 Credits

An introduction to visual development using the traditional animation production styles of classic Disney, Warner Brothers, and many other celebrated animated shorts and feature films. There will be great emphasis on lighting, composition, and mood. Students will also develop strong storytelling skills through their character designs and environments developing a unique consistent style along the way. Both traditional technique and computer 2D painting technique will be used to create artworks.

3D for Motion - Cinema 4D

DGMD310 2 Credits

This course covers the use of Cinema 4D to create elements and 3D animation for motion graphics. Students will learn C4D for development of graphics ranging from 3D type treatments and backgrounds to looping elements and an introduction to Mograph, C4D's procedural animation system. Modeling, materials and shader development, lighting and multi pass rendering for compositing with After Effects will also be addressed.

Narrative Topics

DGMD311 2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in narration. See department for offerings each semester.

Comic Books

DGMD311 2 credits

This course provides an introduction to the comics as a story telling medium. Students learn to develop and execute their own ideas using comics. The industry's history and future are explored. Emphasis is placed on writing, drawing, and presentation. Both traditional skills and digital skills are required.

Creativity and Storytelling: Experiments with Digital Filmmaking

DGMD311 2 credits

This class explores digital filmmaking from both narrative and experimental viewpoints. Many wonderful animators, filmmakers and artists have created stunning experimental films since the beginning of the art form. Students extend this tradition with non-traditional tools. Discussion includes when it is effective to stick to narrative and when it is right to diverge. Students are encouraged to experiment with multiple ideas and techniques.

Drawing and Painting Topics

DGMD312 2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in drawing and painting. See department for offerings each semester.

Digital Media

Course Descriptions

Dynamic Painting Concepts

DGMD312 2 Credits
What is digital painting without the PAINTING? We will cover painting basics from an advanced perspective for concept art. Our focus will be learning strong value and color control within the scheme of everything else you have learned so far. We will be breaking down the logic of light and material and how to communicate your concepts visually.

Drawing & Painting Vehicles

DGMD312 2 Credits
Explore digital painting and sketching as well as vehicle design. You'll be using the Cintiq lab for this class.

Earth, Wind and Fire

DGMD312 2 credits
Students examine, analyze and use different art media to capture a vast array of landscapes: mountains, desert, forest, ocean, city, and the fantastic. In addition, they cover the effects of weather: rain, clouds, changing sunlight, etc. and unique natural and geologic phenomena, such as volcanoes, meteors, and tornadoes. This course is strongly recommended for students interested in films, games, and television.

The Figure: Expression/Impressions and Movement

DGMD312 2 credits
This course is a creative exploration in drawing and painting the figure in various media. The class examines quick sketch, figure invention, facial expression, manipulation of facial structure to display various emotions and speech patterns, drapery and costume, long and short poses, portraiture, light logic, mood, and narrative.

Digital Art for Art's Sake

DGMD312 2 credits
Starting with a review of digital art and its various creators, students explore this world, and then participate in it. From abstract to structured pieces, this course examines various programs that can assist students to create pieces from still art, motion art, motion art with sound and music, and interactive art.

Visual Effects: The Next Step

DGMD313 2 credits
This class explores visual effects (those done in the computer) and special effects (physical effects) and how to combine them. Students investigate digital mattes, models, lighting (in both the virtual and the physical worlds), and the interface between physical and visual effects through compositing.

Film and Video Topics

DGMD315 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in film and video. See department for offerings each semester.

Film And Video Lab for Digital Artists

DGMD315 2 credits
Students learn the skills that are required for making films and videos. They create concepts, storyboard them, set up a shoot, and then, in teams, shoot a number of projects. Students learn to log, capture, and edit their footage, and then to layoff to tape for presentation.

Directing for Film and Video

DGMD315 2 credits
This course covers the skills needed to direct live-action, computer-generated, or combination films. Students gain experience in directing people and scenes.

Editing Films and Video

DGMD315 2 credits
In this course, students learn to edit from a feature film editor. The techniques learned here may be applied to feature films, documentaries, visual effects, and computer animated films.

History and Techniques of VFX

DGMD315 2 credits
In this class, students explore the history of visual and special effects in Hollywood films. The class views and discusses breakthrough movies, which demonstrated technological innovations in effects, and how they have impacted the motion picture industry. Both digital and analog effects are explored. Film as art, art as communication, and effects vs. story line are discussed.

Advanced Tools Workshop

DGMD315 2 credits

These workshops are intended for students with at least 2 semesters experience with the applicable digital tools. They extend students' technical and creative skills with the tool chosen each semester. Maya and After Effects are some of the tools offered in these workshops.

Broadcast Design Topics

DGMD316 2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in broadcast design. See department for offerings each semester.

Advanced Type Design for Motion

Graphics

DGMD316 2 credits

There are many opportunities and constraints in the world of motion. Type must be designed to work well in this specific environment. Students learn how to be creative and professional with their type designs as applied to motion graphics.

Broadcast Design Lab

DGMD316 2 credits

This is a workshop in broadcast design taught by a professional from the field. Students apply the skills they have learned to broadcast design projects. Timing, emotions, and client relations, are among the topics presented in this lab class.

Design Concepts

DGMD316 2 credits

This vital class for motion graphics designers covers concepts of design for still and motion work.

Advanced Broadcast Design

DGMD316 2 credits

This class mimics the production environments common to this field. Students produce many quality concepts, animatics, revisions, and finished projects for a number of different types of projects. Industry leaders participate and guide the process.

Audio Topics

DGMD317 2 credits

Topics are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in sound production. See department for offerings each semester.

Game Design Topics

DGMD318 2 credits

Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in game design. See department for offerings each semester.

Game Design Overview

DGMD318 2 credits

Explore what you need to know about designing games. Learn about the various jobs, what skills you need, and what the different skills are that are common to all game artists and unique to each position.

Game Industry: Production and Leadership

DGMD318 2 credits

Students investigate the features of video games that make them successful in the marketplace. Students discuss these issues and explore attributes of leadership in the game industry.

Game Development: Game Level Design

DGMD318 2 credits

Using mod and emulators students create new levels for existing popular games. Students learn by doing.

Game Animation

DGMD318 2 credits

Video game animation has very strict requirements. Students learn to mix creativity with observations from life, as they meet the hardware restrictions of current game platforms, while they rig and animate their characters.

Game Animation: Advanced

DGMD318 2 credits

Students familiar with the basics of game animation and rigging apply their knowledge to advanced projects.

Digital Media

Course Descriptions

Game Modeling

DGMD318 2 credits
Game companies want to see what designers can do when they model people, vehicles, weapons, and other objects. Of particular importance for modelers is the ability to create a model of an easily recognizable public figure.

Environments in 3D

DGMD318 2 credits
This class will focus on digital sets and environments (i.e., architecture). At the end of the semester, each student will have created images of a carefully designed, meticulously lit and textured environment. Topics covered will include: A survey of Renaissance and Baroque to Modern Architecture, Architectural design principals, Efficient modeling techniques, and Lighting. We will cover how to set up custom passes and how to use them in your compositing

3D Modeling and Animation

DGMD320 3 credits
Having learned the basics, students now explore methods that give life to the models they create or adapt from the College's extensive library. Animators and modelers learn about the uses and constraints applicable to 3D in films, television, and video games.

3D for Motion Graphics

DGMD323 2 credits
Students learn how to create 3D elements for motion graphics projects. "Flying logos" are one type of animation, but this course also explores other forms of 3D animation that enhance designs and contribute to students' value in the marketplace.

Advanced 3D Animation: Character Animation

DGMD325 3 credits
Bringing a character to life implies more than simply making an object move. Expression, gesture, appearance, and reaction/response are all determined by personality and psychology. This course examines the traditional skills 2D animators have long used to create life-like characters, and reveals the computer-generated techniques that are available today.

Robots, Props and Environments

DGMD329 2 credits
Robots, landscapes, rooms, castles and other environments are explored, along with the everyday and fantastic things that make up an invented world. Students create props, environments, and robots, with the feature film, television, and video games in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

Visual Effects I/II

DGMD330/331 3 credits/3 credits
Students learn the methods for traditional visual effects, under what circumstances they are still used, and when today's digital techniques have replaced them. Morphing, resolution and resolution matching, working with layers, and wire removal are covered in the first semester. In the second semester, students use compositing techniques and effects to weave synthetic objects and characters into digital scenes. Post-production use of color timing, time code editing, digital video effects, and effects editing are included.

Advanced Visual Effects

DGMD331 3 Credits
This class will cover the 3D interface in Nuke, some effects animation, 3D Camera Projection in Maya, and the creation of Stereoscopy.

Master Class in Visual Effects

DGMD331 3 Credits
A study and investigation of the theories, the processes, and the business of Professional Visual Effects.

Storytelling in 30 Seconds

DGMD333 2 credits
In this course, students study the elements of good narrative. Stories from 30 seconds to 120 minutes in length share the same basic structure. In this class students learn the elements that contribute to a successfully engaging story. This knowledge is applicable to a great many areas of their study.

Drawing Animals for Films, TV and Games

DGMD337 2 credits
Animal drawing exercises are practiced with the entertainment industry in mind. Students take many field trips to the zoo and other animal habitats. Open to all majors.

Type and Design Fundamentals

DGMD340 2 credits

Students learn how to use typography effectively as a design element and how to control the details of its use, both hallmarks of good designers. Design principles learned in the foundation year are reviewed as knowledge and experience in this area is extended.

Digital Matte Painting

DGMD343 2 credits

Through exploring and understanding its history, starting with the mail car scene from The Great Train Robbery, through the films of the '40s and '50s, and winding up with contemporary film-making, students address the intricacies of matte painting. Exercises are done in practical and digital matte painting.

Drawing for Feature Films

DGMD345 2 credits

Traditional life drawing exercises, plus landscapes and other types of drawing, are practiced with the feature film in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

Advanced Motion Graphics Tools and Techniques Workshop

DGMD346 2 credits

This course assists students to extend their expertise in the program, After Effects. Students explore various third-party plug-ins and the capabilities of the AE Production Bundle. Students must have worked with After Effects for at least 2 semesters or have equivalent experience in order to take this class.

Storyboarding for Features, TV and Games

DGMD348 2 credits

Storyboarding is practiced as a tool for planning and making informed changes in digital work for film, games, and television. Students learn the basics of storyboarding and its importance as a tool of visualization. Students create characters, settings, and sequences to communicate clearly the vision of their projects.

Basic Game Design I

DGMD349 2 credits

Students investigate concept development for game design. This course explores the development and production of video games for the industry. The course includes discussions with an industry leader. Students research currently available game titles and discuss their features to identify their successful qualities.

Perspectives in Entertainment & Technology

DGMD350 2 credits

This course is a lecture series exploring all aspects of entertainment and technology development and its impact on the visual and visceral arts. Different sections are offered each semester, dealing with film, visual effects, type design, or other special topics.

Digital Design Principles

DGMD352 2 credits

This course focuses on basic design principles that are useful in everything from filmmaking to motion graphics to web design. Students learn the rules of design; then they learn how to break them.

Motion Graphics For The Web

DGMD355 2 credits

The internet demands a different approach to design than print or broadcast design. Design for the web must take into account, not only the new medium, but also concepts, goals, content, and intended audience. Students learn to bring life to the web through instruction in Macromedia Flash, a variety of other tools, and their own creativity.

Basic Game Design II

DGMD359 2 credits

Students continue to explore concept development for game design. This course focuses on the development and production of video games for the industry. The course includes discussions with an industry leader.

Real and Computer Generated Lighting

DGMD360 2 credits

This course covers the basics of lighting in a classroom environment, then extends that information to the computer lighting of virtual sets, props and characters.

Digital Media

Course Descriptions

Digital Still Photography

DGMD361 2 credits
The basics of photography assist students with improving their videography, computer generated compositions, and films. After briefly touching upon 35mm photography, this course addresses the elements of good photography as applied to digital photography. Using both “prosumer” and professional cameras, students learn to use all the manual features of these new cameras to achieve a variety of looks and effects.

Sculpture for Digital Artists

DGMD367 2 credits
In this class, students work with clay to understand the 3D form as it applies to computergenerated models, character design, and props. They create maquettes, hand-crafted 3D models that animators reference when animating a character. Maquettes, along with model sheets, bring consistency to the production of an animated character when it is produced by different animators.

Advanced Sculpture for Digital Artists

DGMD368 2 credits
Students work with clay to understand the 3D form as it applies to computer-generated models, character design, and props. This is the next step for those who have completed the beginning course or who have equivalent experience.
Prerequisite: DGMD367 or equivalent experience.

Acting for Animators

DGMD373 2 credits
Sony Imageworks, ILM, and many other large and small production houses use “Acting for Animators” classes to enhance their animating skills. In this course, students learn to portray movement and emotion in animated characters through the method of acting out scenes.

Broadcast Design

DGMD380 2 credits
This class explores the fundamentals of theory and strategy behind broadcast design. Students learn the characteristics of award-winning pieces that are progressive in design but strategic in implementation. Aspects of branding and client communications are included.

Broadcast Design Rapid Projects

DGMD380 2 credits
This fast-paced environment will help you get out of the habit of cherishing each idea and into the habit of coming up with an idea, refining it, producing it and moving on to new projects.

Storyboarding for Motion

DGMD380 2 Credits
In this class we will develop the process of storyboarding for motion. Addressing, story arch, concept, composition, board flow, overall technique, and more. Also we will be developing the designers voice and vision.

Honors Class

DGMD399 2 credits
For outstanding students who wish to explore their own projects in greater detail. This multidisciplinary class will see a wide range of projects and gain much from class critiques of their work as it progresses.

Senior Thesis

DGMD400 4 credits
In this course, students develop their own final projects. Class critiques help students develop their own work, while learning from the creative processes of their fellow classmates. Visiting industry leaders take part in these critique sessions. Students collect their work-ups from drawing classes, their storyboards, and other parts of the creative process, to be used as windows into their personal working styles. These pieces are then used to develop the students’ reels and are of great value to future potential employers.

Thesis Preparaton

DGMD402 3 credits
In this class, students are given the time to work on developing their senior projects. Storytelling, storyboarding, and other issues are discussed in relationship to students’ personal or group projects. Critiques are a vital part of this process and assist the students in understanding their own creative processes, as well as those of their classmates.

Senior Business Seminar I: Career Planning & Personal Management

DGMD410 2 credits

This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a freelance business. Students learn presentation techniques and practical business concepts, from accounting and personal finances to business communications and networking.

Senior Business Seminar II: Career Planning & Personal Management

DGMD411 2 credits

Continuing from the first semester, students learn more about job availability. They practice interviewing techniques, write a professional resume, and document and organize their work to create appropriate reels and portfolios, with the goal of packaging and presenting themselves to employers.

Industry Internship

DGMD425 2 credits

Students may apply for internships or equivalent work experience in one of the digital media industries. The department, along with the Office of Career Services, assist students in locating appropriate internship positions. These internships assist students in gaining the work experience and industry contacts necessary for job placement upon graduation.

Traditional Animation

DGMD428 3 credits

Learn how to do traditional animation to help your 3D animation. Our teacher will introduce you to the history of animation from Emile Kohl to Winsor McCay, Betty Boop and more and then on to Disney, Hanna Barbera, Osamu Tezuka, and Hiroyuki Miyazaki. From there you will study in depth the principles of animation and the principles of animation as applied to computer animation. A must for serious CG animators.

Practicum in Media Technologies

DGMD430 3 credits

“Software is not important. Your skill and talents are. If you are good in one program, you’re good in another.” This quote by distinguished lecturer, Glen Campbell of Area 51, is quite accurate. While students work a great deal with many programs, their value to employers comes from their skills as

artists and designers, coupled with their “people skills.” In this course, students extend their skills in creating pieces that show off their talents.

Methods and Materials

DGMD437 2 credits

Students receive in-depth instruction in the use of pencils, markers, watercolor, pastels, and mixed media. Techniques are applied to landscapes, costumes, vehicles, and a variety of other subjects.

Advanced Tools and Techniques

DGMD440 3 credits

Students extend their expertise and knowledge in one of these areas: motion graphics, character animation, filmmaking, or visual effects.

Visiting Artists Series

DGMD444 2 credits

This is an ongoing, ever-changing class created to share the expertise, experience and interests of some of the world’s foremost talents in digital art, design, and storytelling. See department for course description each semester.

Advanced Concept Development

DGMD450 2 credits

This course develops the creative and problemsolving skills needed to be an effective artist and designer. Whether students are interested in 3D, visual effects, video game development, or motion graphics, they learn techniques for overcoming creative block. Students learn the skills needed to either lead a team or participate as an effective member of a creative team.

Independent Study

DGMD999 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.

Digital Media

Department Faculty

Harry Mott

Chair

MFA and MBA USC Peter Stark Motion Picture Producers Program. Speaker, writer, designer for motion graphics, animation, education, art and design industries. Education Director for the American Film Institute's Advanced Technologies Training Division. DV Expo Conference Chair. Freelance designer and producer of motion graphics, visual effects and web sites. Member L.A. SIGGRAPH and BDA-Broadcast Designers Association.

Orrin Anderson

Senior Lecturer

Designer, director, photographer, animator, art director, and drummer. Recent client is Mattel.

Laura Barbera

Senior Lecturer

MFA (Computer Graphics and Animation), MFA (Painting and Printmaking) Pratt Inst, BFA (Photography) Brooklyn College. 3D Character animator, photographer, artist and improv actress. Entertainment work includes more than 25 commercials, ten films, and seven TV shows with Emmy and Clio awards and nominations.

Robert Coddington

Senior Lecturer

Attended Academy of Art College with concentration in animation. Animation and Cinematic Director at Electronic Arts. Has worked on titles such as the "Medal of Honor" series, "Tiberium," and "Knock Out Kings." Author of the Gnomon instructional DVD "Animation for Games with Robert Coddington."

Chris T. Do

Adjunct Associate Professor

BFA Art Center. Creative Director and Founder of Blind Studio. Clients include Saatchi & Saatchi, Toyota, Deutsch, Mitsubishi, Wieden & Kennedy, Nike, TBWA Chiat Day, and Nissan.

Chris D. Do

Senior Lecturer

BFA (Digital Media) Otis. Co-Owner and Co-Founder of RockHoney Studios, a creative company of artists of diverse backgrounds in print, illustration, typography, photography, cell-animation, storytelling, and directing. Clients include Christopher Wargin, Smog and Western Images, Digital Kitchen, and Stardust, and agencies such as Crispin, RPA, BBDO, JWT, Ogilvy & Mather, Young & Rubicam, Wieden & Kennedy, Chiat/Day, Fallon, Campbell-Ewald, Saatchi & Saatchi, and Believe Media.

Bob Dobbie

Lecturer

BFA (Illustration) Otis. Clients include Fox Family Channel, Aflac, Kraft, Intel, The Village Voice, American Airlines, Southwest Airlines, Random House Publishing, and numerous editorial magazines.

Keith Downey

Associate Professor

BA and MFA, Cal Arts. Associate Professor of motion graphics, 3D and video art.

Art Durinski

Associate Professor

MFA and MA UCLA. BFA Univ. of Illinois. Motion Graphic Designer/Director, Visual Effects Supervisor, Computer Animation Director. Clients include: Sony Corporation, Sega Enterprises, Toyota, Bridgestone Corporation, Walt Disney Corporation, New Line Cinema, Dentsu, and 20th Century Fox.

Chris Eckhardt

Associate Professor

Owner of 3D/Visual Effects Company. Films include "Galaxy Quest," "Metal Gold," and "American Outlaws." Commercials include Hot Jobs "Super Bowl Spot," and Sun Microsystems. Music Videos include the Red Hot Chili Peppers, Britney Spears, Papa Roach, Ricky Martin, Backstreet Boys, AeroSmith, Korn, and Jennifer Lopez.

Bill Eckert

Professor

MFA San Diego St. Univ. Clients include Rupert Murdoch, Marvin Davis, Don Henly of the Eagles, Dick Clark Production, Entertec, and Strand Century/Rank Xerox. Currently working on the historic renovation of Green Acres, Beverly Hills. Shows include Artists Look at Hollywood.

Jennifer Egger

Assistant Professor

BFA Otis. Graphic Designer. Clients include Time Warner Inc., Price Waterhouse, Disney Publishing, and Disney Consumer Products.

Glen Eisner

Senior Lecturer

AA, San Joaquin Delta College. Other training includes, Dick Smith: Advanced Professional Make-Up Certification, and Taro Yashima's Method of Painting. Emmy Award Winning Freelance Sculptor/Make-Up Designer/Puppeteer/Illustrator for television programs such as Buffy, Babylon 5, and the X-Files. Feature film credits include 300, The Passion of Christ, The Mask of Zorro, The Nutty Professor, Batman Returns, Terminator 2, Exorcist III, Gremlins 2. Also holds California Art Club honors.

Brian Eun

Senior Lecturer

Attended Center for Creative Studies-College of Art and Design majoring in transportation design curriculum. Freelance toy and entertainment designer, past experiences include working as concept design illustrator for Mainframe Entertainment on CG cartoon shows "Reboot," "Beast Wars," "Weird-Oh's," and product concept designer for Kenner Toys/Hasbro Toy Group, working on boy action properties such as G.I. Joe, Jurassic Park, Microverse, and Superman.

Andrew Foster

Lecturer

BFA Art Center. Exhibitions at Earl Group exhibitions at McGrath, West Hollywood; Robert Berman, Santa Monica; George Billis, Culver City; Solaris, West Hollywood. Group exhibits include Jonathan Levine, New York and Merry Karnowsky, Los Angeles; Santa Monica Museum of Art, Santa Monica. Published in New American Painters #85.

Gary Geraths

Professor

BFA Cal St. Univ. Long Beach; MFA Claremont Grad. School. Clients include Disney, Mattel and many film production companies; sketch artist for the OJ Simpson criminal trial. Exhibited both nationally and internationally.

Lewis Hall

Senior Lecturer

BFA, Theater, Film & TV, UCLA. Emmy and Academy Award-winning writer and producer with an extensive background in filmmaking and design. Produced five award-winning educational films, including the animated documentary, "Anti-Matter." Has served as design director for CBS Entertainment, senior art director for Novocom. Clients include CBS, NBC, RTL Germany, BskyB in the UK, Star TV, Channel Corp in Saudi Arabia, and Channels 5, 8, and 12 in Singapore. Currently completing a novel, writing DVD games, and developing an interactive vocabulary program for middle school students.

Andrew Hem

Lecturer

BFA in illustration from Art Center College of Design. Working in gouache, oil, and acrylic as a fine artist.

Jim Higgins

Lecturer

Writer and editor at DC Comics. Editor, New Thing, short comics anthology. New York-Tokyo Film Festival programming. N.Y. Public Library workshops. Educational comic book program, Meltdown Comics.

Chip Houghton

Senior Lecturer

B.S. School of Communications, Boston Univ. Co-Founder of Imaginary Forces—a multidisciplinary entertainment and design company based in Hollywood and New York. Has extensive experience in Executive Producing and in Digital and Special Effects. Notable film and television credits include "Seven," "Spider-Man," "Band of Brothers." Major clients include Sony, Disney, IBM, Nike, Universal Studios, and The Museum of Modern Art.

**Department
Faculty**

Digital Media

Department Faculty

James Huang

Senior Lecturer

BFA (Graphic Design)—Univ. of the Pacific, BFA Art Center. Motion Graphics Designer, Game Designer. Earned a Hollywood Reporter Key Art Award and Golden Trailer Award. Credits include; “Blades of Glory,” “Grindhouse,” “Forgetting Sarah Marshall,” “Hellboy II,” “Spider-man 2,” “The Hitchhiker’s Guide to the Galaxy” and “Hairspray.” Has worked with; 20th Century Fox, Paramount, Columbia, Universal, Newline, Warner Bros, Lionsgate, Focus Features, Dimension and Miramax Films.

Casey Hunt

Lecturer

BFA (Otis). Partner in directing collective Three Legged Legs, with two other Digital Media alumni. Produces visual effects projects and animations. www.threeleggedlegs.com

Anson Jew

Lecturer

BA California State University, Chico. Clients include Modesto Bee, California Hourse Review, National Lampoon. Animator, LucasArts Entertainment. Xeric Foundation grant for comic book Saturday Nite. Storyboard artist for feature films.

Anthony Jones

Lecturer

Anthony Jones started as a video game programmer. Freelance character design for Hasbro, Wizards of the Coast, Specular, Big Tree Games, K2 network, and Roblox. Concept designs for Crazy Pixel Games. www.robotpencil.org

Doug Jones

Senior Lecturer

BFA Otis. Creative Director of Ratched Graphics at Asylum Entertainment, a Emmy nominated company that has produced and developed close to 350 hours of television for networks such as ABC, HBO, MTV, BET, E! Entertainment, Discovery, A&E, TLC, ESPN, and Fox Sports Net. Experience in Animation, Storyboarding, Art Directing, and Freelance Broadcast Design. Credits include; “American Gangster,” “The Forbes Celebrity 100: Who Made Bank,” “Men in Black,” “Top 20 Women in Entertainment,” “Who Wants to be a Millionaire,” and “Gilmore Girls.”

Kory Jones

Senior Lecturer

Executive Producer, Creative Director, and Co-Founder of Reality Check Studio in Hollywood, a company that develops innovative graphics, games, animation, visual effects, websites, and interactive projects. Visual Effects and Animation credits include “Star Wars Episode 1,” “Behind Enemy Lines,” “Spiderman II,” “The Messengers,” “The Grudge 2,” “Harold and Kumar Go To White Castle,” “Jersey Girl,” “The Grudge,” and “Titan A.E.” Other projects include the redesign of ESPN’s in game graphics for NFL, NBA, MLB, College Football and College Hoops, CBS Sports, NFL Networks, CCTV China and Sky Italia.

Tim Jones

Senior Lecturer

Senior Animator, Lead Modeler and Artist at Knowledge Adventure. Projects include: Jumpstart World, Math Blaster, Barbie Swan Lake, Jurassic Park Scan Command, Dear America, American Idol, and Barbie Fashion Show.

Steve Jung

Lecturer

Attended Art Center. Co-founder, Red Engine Studios. Feature animation, themed entertainment, video games and live action films for DreamWorks, Universal, Disney and Marvel. Member, Directors Guild.

Jeff Kaisershot

Senior Lecturer

MFA. BFA (Fine Arts) UC Santa Barbara. Specialties in Digital Animation and Media in Motion. Editor, Fine Art Artist, Artist, and Designer. Clients include: LA Eyeworks, Disney, Showtime, Warner Bros., NBC, and GRP Records. Fine Art Exhibitions include Robert Berman Gallery, Contemporary Exhibitions (LACE), County Museum of Art, Bliss, Patricia Correia Gallery.

Siri Kaur

Senior Lecturer

MFA Cal Arts, MA and BA, Smith Coll. Exhibited photography at 401 Projects, N.Y.; Hayworth Gallery, L.A.; Torrance Museum of Art, and UCLAWight Biennial. Permanent collection of National Gallery, D.C. and Univ. of Maine.

Cecil Kim

Senior Lecturer

BFA(Illustration) Art Center. Concept Artist, Storyboard Artist, and Illustrator. Videogame industry experience. Currently working as Environment Lead Concept Artist, Sony Computer Entertainment Santa Monica Studio since 2000. One of the main developers for “God of War” franchise. Worked on films “Final Fantasy IX,” and “Parasite Eve.”

Rebecca Kimmel

Senior Lecturer

BFA Art Center (Illustration), MFA George Mason University (Digital Art). Accomplished instructor of figurative art, digital painting and traditional drawing. Creator and moderator of online forum “Artistic Anatomy & Figurative Art” on CGSociety.org. Animation and set piece design for live performance, New Media Performance Studio, Harris Theatre, Center for the Arts. Animations featured in *Live Movies: A Field Guide to New Media for the Performing Arts*.

Bryan Koszoru

Senior Lecturer

BS (Advertising) Univ. of Florida. Senior Environment Artist at Sony (SCEA) and Amaze Entertainment. Game Projects include: God of War III, X-Men Origins: Wolverine, Indiana Jones and the Staff of Kings, Call of Duty: Roads to Victory, and Pirates of the Caribbean 2:Dead Man’s Chest.

Candace Lavin

Adjunct Assistant Professor

BA (Graphic Design) CSU Northridge. Dr. Toy award winner. Professional experience includes environmental graphic design for Walt Disney Imagineering, product design of toys, collectibles, and specialty gifts for Applause, Warner Bros. and Disney.

Wonhee Lee

Lecturer

BFA Otis. Director/animation director for Coke, Nike, Apple, MTV, NBC, FOX, Honda, Pepsi and music videos. He is working as a director/animation director at various agencies and studios worldwide. Awards from BDA, Type Director’s Club, The Art Director’s Club and has been featured in *Stash, Boards, Animation Magazine* and various book publications.

John LePrevost

Senior Lecturer

BFA University of Arizona. Experience includes Art Director at Universal Studios, Design Director at MCA Records. Has created,, designed and directed production for clients including CBS,, NBC, PAX, PBS, USA Network. More than 80 awards including News and Documentary Emmys, and gold medals from N.Y. and L.A. Art Directors Clubs. Presently working on personal projects about the earth, the oceans and peace.

John Livesay

Lecturer

Livesay made his professional comic book inking debut in 1994 with Prototype #13 and Excalibur #82. Career highlights include “The Flash,” “Legion of Superheroes,” “Spider-Man,” and “X-Men.” Currently inking “Doom Patrol” for DC Comics

Hong Ly

Lecturer

Concept artist for games specializing in character and creature visual development. Clients include Naughty Dog, Interplay, Spark Unlimited, NCSOFT, THQ and various other developers. He’s been teaching since 1997 at Associates in Art, where he spearheaded the first entertainment design class there. Leader of Tofu Girls, women’s apparel and accessories.

Debra Magit

Senior Lecturer

BA Loyola Marymount. Actor/Acting Teacher. Clients include UCLA Extension, Raytheon.

Digital Media

Department Faculty

Marilyn McLaughlin

Senior Lecturer

MFA Acting, UCLA; CLMA, Integrated Movement Studies. BFA Dance, University of Utah. Performer, "A Zappa Affair" as well as full-length and solo cabaret performances. Music writer, actor with Ten Thousand Things Theatre Company. Professional tours with Tandy Beal and Company.

Izzy Medrano

Senior Lecturer

BFA Art Center. Character and Creature Concept Artist at companies such as Sony Entertainment and SCEA Santa Monica. God of War concept artist. Also a Published Illustrator for games developed by Neversoft. Paints frequently for Wizards of the Coast.

Kathleen Milnes

Adjunct Assistant Professor

BA(American Studies) Univ. of MD. Senior Vice President of Workforce & Economic Development, Entertainment Industry Development Corporation.

Raul Moreno

Associate Professor

BArch So Ca. Inst. of Architecture. Worked with Trailer Park, Banned from the Ranch. Films include "Austin Powers 2," "Mod Squad," "Big Daddy," "GO," and "8mm," "Entrapment," "Enemy of the State." Effects artist, "Dr. Dolittle."

Jan Nagel

Senior Lecturer

BA (Journalism) Cal State L.A. Marketing, advertising, public relations, business development. Major clients include, Rhythm and Hues, Jadooworks Animation Studio, US Army Recruiting, Hughes Aircraft

Joddy Nicola

Senior Lecturer

Certificate of Fine Arts, Character Animation. Animator, Director, Writer. Owner of Hijinks Animation. Has worked with Jim Keeshan Studio Animatics. Clients include Disney and Warner Brothers.

David Nicksay

Senior Lecturer

BA, Hampshire Coll. Film producer with visual effects experience. Has produced more than twenty films, and is currently Executive Producer of "Surrogates," a science fiction detective film starring Bruce Willis, to be released in 2009 by Walt Disney pictures. Nicksay was most recently Executive Producer of "Step up 2 the Streets." Former positions: President, Morgan Creek Productions; Sr. VP, Paramount Pictures; Assistant Dean, Ringling Bros Clown College. Additional credits include "Legally Blonde 2," "Agent Cody Banks," and "Married Life."

Nathan Ota

Adjunct Associate Professor

BFA Art Center College of Design. Freelance Illustrator. Clients include Saatchi & Saatchi, Wall Street Journal, Chicago Tribune, New York Times, U.S. News & World Report, Jazz Iz Magazine, Capital Records, House of Blues Music Co., Virgin Interactive-Entertainment, Imago Recording Co., 2-13-61 Publications.

Jung Ho Park

Senior Lecturer

BFA (Illustration) Art Center. Senior Concept Designer at Sony (SCEA). One of the main developers for "God of War" franchise. Projects include: God of War III, Tabula Rasa, Lineage Forever, Aion, Mortal Kombat, NFL Blitz, and Strangehold.

Bill Sneed

Lecturer

BFA (Digital Media) Otis. Freelance illustrator/ animator. Directed short films for BDA presentation showcase 20/120.

Alexandra Sokoloff

Lecturer

BA UC Berkeley. Author of supernatural thrillers *The Harrowing*, *The Price*, *The Unseen*, and *Book Of Shadows*, the paranormal romance, *The Shifters*, and the upcoming paranormal trilogy *Twist Of Fate* (Harlequin Nocturne) as well as *Screenwriting Tricks For Authors and Screenwriters!* Winner, Thriller Award; Academy Award nominee. Board member, Writers Guild of America, Mystery Writers of America.

Richard "R.T." Taylor

Adjunct Assistant Professor

Computer Graphics Technical Director. Clients include Alaias|Wavefront, ILM, Rhythm and Hues, Sony, NASA, IBM, Charles Eames, ABC, CBS, NBS, CBC, TF1, HBO, 20th Century Fox, Universal, Columbia, Paramount, Warner Bros., Technicolor, Exxon, ESSO, Chevrolet, Volkswagen, Ford, Kawasaki, USC, Cal Arts, Academy of Art, and CSULB.

Bruno Velazquez

Lecturer

BFA California Institute of the Arts. Computer animator for Mortal Kombat: Shaolin Monks and God of War 2. Lead animator, God of War 3.

Christian Volquartz

Lecturer

BA (Film and TV Production) Loyola Marymount Univ. Vice President, Operations, for McCartney Multimedia, Inc., a local based media company that specializes in web design, social media advertising, and traditional video/print advertising and marketing. Current and former clients include: Lexus, Chevrolet, MGM Mirage, Boutique.

Darnell Williams

Lecturer

Runs ELEKTRSHOCK, an animation boutique that focuses on realtime motion capture, character animation, and game engine display. Art director/graphic designer/illustrator for SoftImage, Disney Imagineering, Digital Domain, NVidia, and Square.

Michael Wright

Professor

BFA Univ. of Wash. Shows include WYSIWYG (What You See is What You Get), "I Be Am", LA Printmakers Invitational, Featured in Computer & Visual Arts.

Fashion Design

**Department
Goals**

The Fashion Department prepares students from diverse backgrounds to be fashion innovators by providing a professional environment in which students learn by working in tandem with top designers. Students in the Fashion Design Department will:

- Expand and perfect their artistic skills to support and enhance their future design careers.
- Learn necessary technical skills related to clothing construction.
- Develop a systematic, critical approach to problem solving at all levels of the design process.
- Acquire extensive professional information regarding fashion design.
- Demonstrate professionalism by meeting deadlines, effectively collaborating in teams, and working with professional designers.
- View fashion design in a broader socio economic, historical, and environmental context.
- Successfully articulate design ideas verbally, visually, and digitally.

Fashion Design

Sophomore Year		Fall	Spring	Degree Requirements
FSHD200/201	Sophomore Studio I/II	3.0	3.0	
FSHD210/211	Fashion Illustration/Intro to Design	3.0	4.0	
FSHD220/221	Pattern Drafting I/II	2.0	2.0	
FSHD225	Sophomore Digital Design I	—	1.0	
FSHD230/231	Model Drawing I/II	2.0	2.0	
ILML 200	Integrated Learning Lecture	—	3.0	
*AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
*ENGL202	Sophomore English	3.0	—	
NSCI311/312	Textile Science I/II	2.0	2.0	
Total Credits per Semester		18.0	17.0	
Junior Year		Fall	Spring	
FSHD300/301	Junior Studio I/II	5.0	5.0	
FSHD312/313	Fashion Illustration III/IV	1.0	1.0	
FSHD324/325	Digital Design II/III	1.0	1.0	
FSHD330/331	Model Drawing III/IV	1.0	1.0	
FSHD360/361	Fashion Design I/II	3.0	2.0	
FSHD375	Apparel Manufacturing Practices	—	1.0	
AHCS370/371	History of Costume I/II	2.0	3.0	
	Advanced Topics in English or	3.0	—	
*LIBS410/ENGL400	Liberal Studies Elective	—	—	
*MATH 136	Math for Artist & Designers	—	3.0	
Total Credits per Semester		16.0	17.0	
Senior Year		Fall	Spring	
FSHD400/401	Senior Studio I/II	6.0	6.0	
FSHD412/413	Fashion Illustration V/VI	1.0	1.0	
FSHD425 or FSHD426	Digital Design IV or Digital Portfolio	1.0	—	
FSHD430	Model Drawing V	1.0	—	
FSHD460	Fashion Design III	3.0	—	
FSHD470	Marketing	1.0	—	
FSHD475	Portfolio Development	—	2.0	
AHCS 310	Art History Elective	—	3.0	
*LIBS440	Senior Liberal Studies Capstone	3.0	—	
*SSCI210	Social Science	—	3.0	
Total Credits per Semester		16.0	15.0	

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

Note: Some students may be required to take ENGL400 Great Speeches as determined by the School of Fashion Design.

Important note: All students must pass with a "C" grade or better in studio, design and illustration at all levels in order to continue with the fashion program. Working with a mentor is considered an earned privilege, not a right; therefore, students are required to maintain a "C+" g.p.a. in design and studio throughout the design process in order to work with a mentor

Fashion Design

Course Descriptions

NOTE: Students collaborating with mentors may be required to return back one week early from Winter break, as well as a possibly working over Spring break in order to participate in the Scholarship Benefit Show.

Sophomore Studio

FSHD200/201 3 credits/3 credits
Students develop patterns by draping muslin on dress forms, and producing basic garment construction and finishing. Students interpret and create three-dimensional design ideas.

Fashion Illustration/Introduction to Design

FSHD210/211 3 credits/4 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.

Pattern Drafting I/II

FSHD220/221 2 credits/2 credits
Using current garment industry techniques and procedures, students create patterns from blocks, body measurements and specifications, make corrections in fit and appearance, and complete custom garments and patterns reflecting their individual style.


Sophomore Digital Design

FSHD225 1 credit
Using the Macintosh computer, students are introduced to basic computer practices, internet usage, digital terminology and related computer equipment including the scanner, printer, and the Wacom tablet.

Model Drawing

FSHD230/231 2 credits/2 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. Additionally, this course explores the visualization of various fabrics and garments on the figure.

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: FSHD200/201 Sophomore Studio I/II.
Only FSHD301 will count for the Sustainability Minor.*

Fashion Illustration III/IV

FSHD 312/313 1 credit/1 credit
This course works in conjunction with Design. Emphasis is placed on developing an organized approach to create effective illustrations in order to meet mentor problem deadlines. Second semester work explores advanced drawing, painting, marker, and digital techniques in preparation for senior year.
Prerequisite: FSHD211 Fashion Illustration/Intro to Design


Digital Design II/III

FSHD 324/325 1 credit/1 credit
This course works in conjunction with Junior Design. Students advance their use of digital knowledge by combining Adobe Photoshop, Illustrator and Streamline, and they use these skills in creating their design sketches for mentor problems.
Prerequisite: FSHD225 Digital Design I

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: FSHD 231

Fashion Design I/II

FSHD360/361 3 credits/2 credits 
Professional designers present design problems to be solved within the “moderately priced” market. Students develop ideas based on specific direction, fabric, color, etc. Sketches for garments are edited and critiqued under the guidance of professional designers. The spring semester focuses on the study of higher-priced apparel in preparation for senior level work. One mentor project and design direction will focus on sustainability issues as key design considerations. Students pursuing the Sustainability Minor should elect to work on this project.
*Prerequisite: FSHD211 Introduction to Design.
Only FSHD360 will count for the Sustainability Minor.*

Apparel Manufacturing Practices

FSHD375 1 credit
Lectures by fashion industry professionals and field trips supplement this survey course that explores all aspects of the apparel manufacturing process outside the realm of the design room.

Fashion Design

Course Descriptions

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.

Fashion Illustration V/VI

FSHD412/413 1 credit/1 credit

This advanced illustration class further develops students’ professional illustration skills for higher-priced apparel. Students produce designer sketches with more complex fabric renderings and layering of garments, capturing a look appropriate to the mentor’s direction.

Prerequisite: FSHD 313 Fashion Illustration IV

Digital Design IV

FSHD425 1 credit

In this advanced digital course students create a group of technical flats in Adobe Illustrator as the basis for a digital collection to be included in their portfolios. Topics include flats, line sheets, fabric samples, repeat patterns, experimental croquis techniques, type, and layout.

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: FSHD325 Digital Design III

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 semester focuses on issues that pertain to portfolio development. Available to non-majors with department Chair approval.

Prerequisite: FSHD330/331 Model Drawing III/IV.

Fashion Design III

FSHD460 3 credits

Students design clothing alongside professional designers representing higher-priced apparel. Emphasis is placed on integrating classicism and

originality, and using fine fabrics, finishing, and construction techniques, as well as producing design work on the same seasonal schedule as the fashion industry.

Prerequisite: FSHD360/361 Fashion Design I/II.

Marketing

FSHD470 1 credit

This lecture course explores the partnership between wholesale manufacturers and retailers when marketing a fashion product. The latter half introduces job search strategies in preparing for successfully entering the workplace.

Portfolio Development

FSHD475 2 credits

This course focuses on the development of a professional designer portfolio. Students target a specific area of interest for employment and produce groups with concept boards, color story, fabrics, trims, illustrations and technical drawings for each. This course culminates with a portfolio review and critique by manufacturers.

Prerequisites: FSHD460 Fashion Design III and FSHD412 Fashion Illustration V

Independent Study

FSHD999

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.

Fashion Design

Department Faculty

Rosemary Brantley

Chair

BFA (Fashion Design) Parsons School of Design. Student Designer of the Year. Founding Chair Otis Fashion Design Department. Designer for Kasper Joan Leslie, NYC, Jaeger of London, Rosemary Brantley for Staples, Los Angeles 1980 to present. Recipient of L.A. Fashion "Inspiration" Award, 2005.

MariBeth Baloga

Assistant Academic Chair, Professor

MFA (Textiles) Indiana Univ., BS (Art Ed.) Kent State Univ., Textile Instructor since 1975: Brooks College, FIDM, Otis, and UCLA Extension. Past Chair of the Textile Design Department, FIDM. Exhibiting fine artist.

Jill Higashi-Zeleznik

Assistant Design Chair, Professor

BFA (Fashion Design) Otis. Freelance designer for Tommy Bahama and Bugle Boy. Design Director for Carole Little, Motherhood, Saint Germain. Head designer for Shryan, Theodoie, and Bronx Clothier's.

Susan Baker

Professor

BA (English Literature), CSU Dominguez Hills, AA Degree (Fashion Design) LA Trade Tech. College Involved in all phases of commercial manufacturing in the LA fashion industry since 1969.

Eddie Bledsoe

Senior Lecturer

MFA (Theatrical Design) USC; BS (Fashion Design) Woodbury Univ., BA (Design) UCLA. Menswear and costume designer for film and theatre. Published work includes "Art + Performance, the Life of Reza Abdoh." Designs archived in the Reza Abdoh Collection, NY Public Library. Recent design honors include New York Film Festival, "Rocket's Red Glare;" Los Angeles Independent Film Festival, "No Easy Way;" The Vienna Festival, "Quotations From a Ruined City."

Brice Bowman

Adjunct Professor

MA, CSU Sacramento; BA, Cal. St. Univ. S.F. Exhibits nationally and internationally.

Jackie Doyle

Professor

BFA, Art Center. Winner of the Rudi Gernreich Award from the NY Art Director' Club. Illustrator for Major Department stores including Neiman Marcus, Joseph Magnin, I Magnin, May Company, Simpsons (Toronto), Bullocks, Woodward and Lawthrop. Illustrated "Quick Style" and has 55 drawings in the permanent collection of the Boston Museum of Fine Arts

Jane Engelman

Textile and Resource Specialist

Senior Lecturer.

BFA (Fashion Design) Otis. Perry Ellis Thimble Award. BFA Textile Design, University of Iowa, 1986. Teaching Credential Art K-12.

Rosi Gabl

Lecturer

School of Art and Design Diploma (Dressmaking and Fashion Design) Basel, Switzerland; studied fashion illustration at Central Saint Martin's College of Art and Design, London. Best of Rosi Web Site.

Farnaz Harouni

Lecturer

BFA (Fashion Design) Otis. Winner of the Nolan Miller Thimble Award and the Rudi Gernreich National Design Award. Published in Vogue, Women's Wear Daily, California Apparel News. Designer for Tadashi, Kellwood, Guess. Evening and bridal designer and founder of Farnaz Couture.

Morrison Jackson

Senior Lecturer

MFA (Theatre Design) USC; BFA (Theatre Design) and BA (Fashion Design) Stephens Coll. Assistant designer and patternmaker specializing in sportswear. Costume Designer and technician. Manager of 20th Century costume rental company. Cutter/draper and tailor's assistant for feature films, television and theatre.

Paul Keng

Senior Lecturer

BFA Otis. Fashion Designer/Merchandiser M.I.L.K.Y., Heaven Knows, Reality Check Inc., MZM Sport; Maxi Modo; Waters & Waters; Motherhood Maternity; TD4 Inc.

Fashion Design

Department Faculty

Karolyn Kiisel

Professor

Studied at UCLA and UC Berkeley (Theatrical Costume Design). Industry designer for theater, film and television. Intimate apparel and children's wear designer. Designer for and owner of Jacaranda, specializing in contemporary dresses.

Gail Knierim

Associate Professor

Diploma (Art) Royal Melbourne Inst. of Technology. Head designer for Australian fashion houses and private couture clientele in L.A.

Sumi Lee

Associate Professor

BFA (Fashion Design) OTIS. Freelance Illustrator for Pearson Prentice-Hall, Becca swim, Playa (by La Blanca). Freelance designer for special occasion dresses. Design director for Cult Jeans. Head designer for Mynneline (by Esquire), Assistant designer for Glen Williams

Amanda B. Linder

Assistant Professor

BS (Fashion Design) Syracuse Univ. Experienced in flat pattern drafting, draping, technical drawing, illustration, clothing reproduction with complete sewing, construction, alterations and fitting. Specializes in costume design for feature films, television and theatre.

Michelle Lucas

Associate Professor

BFA (Fashion Design) Otis. Designer and illustrator for Mattel, Savannah, Esprit, Debra McGuire, and Contempo. Owner of and designer for Rouge and Butterfly, specializing in young designer dresses and sportswear.

Evelyn McInerney

Associate Professor

AA Fashion Inst. of Technology, studied at UCLA (Vocational Education Teaching). Owner/Designer childrens' wear collection; SOla babe. Extensive design and manufacturing experience, specializing in junior dresses and sportswear in N.Y. and L.A.

Loree McConnell

Senior Lecturer

BA Western Kentucky University. MS California State University, Long Beach.. Co-Owner of Gender Clothing. Owner Custom Bridal Couture, Dept. Chair American Intercontinental University.

Alexis Montgomery

Senior Lecturer

AA (Fashion Design) Los Angeles Trade Tech. Coll. First through production patternmaker with 28 years experience in the garment industry, working both in-house and freelance for Mossimo, Lane Bryant, J.C. Penny, HSN.

Aaron Paule

Assistant Professor

BFA (Fashion Design) Otis. Experience in L.A. garment industry designing for Free Wear, Jidai Industries, Symbol & Democracy. Freelance designer and illustrator for television and film.

Nicolette Paulsen

Professor

West Valley Occupational Center (Draping). Freelance designer Fredricks of Hollywood, Dreamgirl Lingere, Isisport. Twenty-five years as Freelance design patternmaker. Owner/Designer, Whose Sari Now.

Mitra Rajabi

Adjunct Assistant Professor

BFA (Fashion Design) Otis; studied at LA City Coll. (Fashion Design and Fine Arts). "Designer of the Year" Award (Otis), "Mizuno Grand Prize" winner 1989. Designer/illustrator for La Belle, Euphoric, Dr. Baby, Ceduxion; Founder of Peacock Inc. Menswear Store; Eleven years professional experience in designing for apparel manufacturers and retail.

Karen Regoli-Arthur

Adjunct Assistant Professor

AFA (Fashion Design) Otis Extension. Designer, creator of custom wedding gowns and costumes, Instructor for Los Angeles HeArt Project fashion residency program.

Miguel Reyes

Lecturer

BFA (Illustration), Otis. Freelance painter, portrait artist, muralist, photographer, printer, stylist, art and fashion show producer. Vogue/Sotheby's Fashion Illustration Award, MTA Muralist.

Fashion Design

Department Faculty

Lorraine Sabatini

Lecturer

Studied at Wayne State University, and Los Angeles Trade Technical College. Worked as Production Patternmaker, Product Coordinator, and Design Room Supervisor at Bum Blues, Motherhood Maternity, Bronx Clothiers, American Worker, Metropole, N'est Pas, and Second Generation. First thru Production Patterns for Lucky Brand Dungerees, Seven for All Mankind, and Citizens for Humanity.

Diane Sisko

Senior Lecturer

BFA Purdue Univ., Costume and makeup for film, TV, UCS, LAUSD, Odyssey Theatre Co., John Anson Ford Theatre Director of Costume Program, LACC Theatre Academy, Member of Costumer's Guild & Costume Society of America.

Francis Spitta

Senior Lecturer

BFA (Fashion Design) Otis. Freelance surface designer specializing in menswear and young men's prints, represented by "The Style Council" print studio in N.Y.

Pat Stiles

Associate Professor

Studied at Pratt Inst. (Fine Art/Illustration); Parsons School of Design (Fashion Illustration). Fashion illustrator and graphic designer for film and advertising.

Robert Valerio

Senior Lecturer

BA (Economics) UC San Diego. President of Kubic Marketing Inc., Chairman of the Board International Association of Skateboard Companies, CEO Giant Skateboard Distribution.

Wanda Weller

Lecturer

BFA (Fashion Design) Otis. Design Director for Patagonia, Group Director for Environmental and Communications Design for Ziba Design, Design Director of US Apparel for Adidas America, Designer and Product Manager for Ideation, Designer for Jantzen, Assistant Designer for MSSP Leon Max, Freelance Textile Designer for Fashion Initiatives.

Jackie Wickser

Associate Professor

AA (Fashion Design) North Texas State Univ. 30 years experience in N.Y. and L.A. designer market as designer and pattern maker, Pattern designer for Koos Van Den Akker, Gloria Sachs, Mark Eisen, Katayone Adeli and Rosae Nichols, Consultant for Seven For All Mankind, Work published in *Vogue*, *Elle*, *Paper*, *Mademoiselle*, *The Denver Post*, and *Sportswear International*.

Leah Hoechung Won

Lecturer

BFA (Fashion Design) Otis. Head Designer for ReFresh. Freelance Computer Artist for 'Mattel Shanghai project', and for Christie Newman. Head Designer for HL by Herve Leger and for BCBG. St. John Knits: Head Assistant Designer, Assistant Designer, evening division, Junior Designer, couture, collection and evening division. AWARDS: Critic award winner for St. John evening wear, Critic award winner for Anne Klein sportswear, CFDA Portfolio

Tony Young

Professor

BFA (Fashion Design) Otis; Studied (Art History) Middlebury Coll. Interior design for BCBG store concepts; window displays for Saks, Neiman Marcus; designer and art director for runway collections, product design/fabric development, innovative construction techniques. Awards for product illustrations in *W*, *Vogue*, *WWD*.

Fashion Design

Susan Zarate

Senior Lecturer

BA CSU Fullerton. Costume illustrator for film and music industry, including “AI,” “Amistad,” “Batman and Robin,” “To Wong Foo,” “Anchorman,” “Spiderman II;” fashion illustration for Absolut, Versace for *Vogue* magazine, Prada commercial; sketched and designed costumes for Madonna. Fashion illustrator for *Vogue*.

Tuula Zivin

Assistant Professor

AA (Fashion Design) Brooks College. Extensive industry experience as head patternmaker for Compagnie BX, Bronx, Saint Germain, Motherhood, City Girl, and California Concepts; branded and private label customers include Neiman Marcus, Saks, Nordstrom, Fred Segal, and Shauna Stein. Technical consultant for patented Tummy Tuck jeans.

Department
Faculty

Fine Arts

Department Goals

The Fine Arts Department teaches the technical, theoretical, professional, critical, and personal skills necessary to sustain oneself as an artist and to build a life around creative practice. Students in the Fine Arts Department will:

- Develop artistic autonomy to identify and focus on their practice, act upon their ideas and continue to learn over the length of their career.
- Learn discipline-specific skills in photography, painting, sculpture/new genres, drawings, video and digital/new media.
- Be able to think critically, critique art, and contextualize their work with appropriate concepts from history, cultural theory, contemporary art, public and global life and ethics.
- Acquire professional practices preparing them for future career endeavors as a practicing artist including selling art, commissions, graduate studies, employment and teaching.
- Be conversant with interdisciplinary concepts and approaches in contemporary art.

Painting

Sophomore Year		Fall	Spring	Degree Requirements
PNTG204/214	Painting I/II	3.0	3.0	
SCNG204	Sculpture/New Genres I	3.0	—	
PHOT204	Photography I	3.0	—	
FINA215	Art and Technology Practices	2.0	—	
	Studio Electives	—	5.0	
AHCS246	Postmodern Theory and Fine Art	3.0	—	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
AHCS220	Contemporary Perspectives in Art and Design	—	3.0	
*ENGL202	Sophomore English	3.0	—	
*ILML 200	Integrated Learning Lecture	—	3.0	
MATH136	Math for Artists and Designers	—	3.0	
Total Credits per Semester		17.0	17.0	

Junior Year		Fall	Spring
PNTG314	Painting III	3.0	—
FINA 353	Studio IV	—	3.0
**ILMS300	Integrated Learning Studio	2.0	—
FINA385	Interdisciplinary Critique	—	2.0
	Studio Electives	7.0	8.0
*AHCS310	Art History Elective	3.0	—
*NSCI307	Natural Science	3.0	—
	Advanced Topics in English or	—	3.0
*LIBS410/ENGL400	Liberal Studies Elective		
Total Credits per Semester		18.0	16.0

**ILMS300 Integrated Learning Studio can be taken in either the fall or spring semester in the Junior Year

Senior Year		Fall	Spring
FINA470/471	Senior Studio I/II	5.0	5.0
FINA443	Senior Review	—	2.0
FINA455	Professional Practices	—	2.0
	Studio Electives	5.0	3.0
LIBS455	Senior Thesis	3.0	—
*LIBS440	Senior Liberal Studies Capstone	3.0	—
*SSCI 210	Social Science Elective	—	3.0
Total credits per Semester		16.0	15.0

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

Photography

Degree Requirements	Sophomore Year	Fall	Spring	
	PHOT204/214	Photography I/II	3.0	3.0
	PNTG204	Painting I	3.0	—
	SCNG204	Sculpture/New Genres I	3.0	—
	PHOT230	Lighting Studio I	—	3.0
	FINA215	Art and Technology Practices	2.0	—
		Studio Electives	—	2.0
	AHCS246	Postmodern Theory and Fine Art	3.0	—
	AHCS220	Contemporary Perspectives in Art and Design	—	3.0
	*ENGL202	Sophomore English	3.0	—
	*ILML 200	Integrated Learning Lecture	—	3.0
	MATH136	Math for Artists and Designers	—	3.0
	Total Credits per Semester		17.0	17.0
	Junior Year		Fall	Spring
	PHOT314	Photography III	3.0	—
	FINA 353	Studio IV	—	3.0
	*ILMS300	Integrated Learning Studio	2.0	—
	FINA385	Interdisciplinary Critique	—	2.0
		Studio Electives	7.0	8.0
	AHCS321	History of Photography	3.0	—
	*NSCI307	Natural Science	3.0	—
		Advanced Topics in English or	—	3.0
	*LIBS410/ENGL400	Liberal Studies Elective	—	3.0
	Total Credits per Semester		18.0	16.0
	**ILMS300 Integrated Learning Studio can be taken in either the fall or spring semester in the Junior Year			
	Senior Year		Fall	Spring
	FINA470/471	Senior Studio I/II	5.0	5.0
	FINA443	Senior Review	—	2.0
	FINA455	Professional Practices	—	2.0
		Studio Electives	5.0	3.0
	LIBS455	Senior Thesis	3.0	—
	*LIBS440	Senior Liberal Studies Capstone	3.0	—
	*SSCI 210	Social Science Elective	—	3.0
	Total Credits per Semester		16.0	15.0
	*These courses may be taken in either the fall or the spring semester.			

Sculpture/New Genres

Sophomore Year		Fall	Spring	Degree Requirements
SCNG204/214	Sculpture/New Genres I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
PNTG204	Painting I	3.0	—	
PHOT204	Photography I	3.0	—	
FINA215	Art and Technology Practices	2.0	—	
	Studio Electives	—	5.0	
AHCS246	Postmodern Theory and Fine Art	3.0	—	
AHCS220	Contemporary Perspectives in Art and Design	—	3.0	
*ENGL202	Sophomore English	3.0	—	
*ILML 200	Integrated Learning Lecture	—	3.0	
MATH136	Math for Artists and Designers	—	3.0	
Total Credits per Semester		17.0	17.0	

Junior Year		Fall	Spring
SCNG314	Sculpture/New Genres III	3.0	—
FINA353	Studio IV	—	3.0
**ILMS300	Integrated Learning Studio	2.0	—
FINA385	Interdisciplinary Critique	—	2.0
	Studio Electives	7.0	8.0
*AHCS310	Art History Elective	3.0	—
*NSCI307	Natural Science	3.0	—
	Advanced Topics in English or	—	3.0
*LIBS410/ENGL400	Liberal Studies Elective		
Total Credits per Semester		18.0	16.0

**ILMS300 Integrated Learning Studio can be taken in either the fall or spring semester in the Junior Year

Senior Year		Fall	Spring
FINA470/471	Senior Studio I/II	5.0	5.0
FINA443	Senior Review	—	2.0
FINA455	Professional Practices	—	2.0
	Studio Electives	5.0	3.0
LIBS455	Senior Thesis	3.0	—
*LIBS440	Senior Liberal Studies Capstone	3.0	—
*SSCI 210	Social Science Elective	—	3.0
Total credits per Semester		16.0	15.0

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

Fine Arts

Course Descriptions

Introduction to Experimental Drawing

DRWG204 3 credits

This course is designed to assist students in expanding their drawing skills through both traditional and unconventional drawing exercises. Students learn the signs of meaning that are produced from the specific forms, erasures, and drawing marks they put on paper. They experiment with new materials, techniques and skills.

Experimental Drawing Projects

DRWG320 3 credits

This course provides an opportunity for students to explore advanced techniques and ideas in drawing. It helps students develop their own personal vision and awareness of the drawing media through independent projects and building a body of work. This course may be repeated for credit.

Art & Technology Practices

FINA215 2 credits

ATP is an introductory course in new media - exposing students to a wide range of digital art making practices while providing the technical fundamentals that enable students to begin integrating digital methods in their respective practices. The course consists of lectures, demonstrations, visiting speakers, and computer lab experience. Particular attention is placed on balancing technical skills with creative content and experimental approaches. We will explore the evolution of new media and the corresponding social and cultural impact. Core software is Adobe Photoshop, Adobe Illustrator, and Final Cut Pro. Sophomore Core Requirement.

Blue Space/White Box

FINA305 2 credits

Students curate and mount shows for the Bolsky Gallery. This course, designed to deepen students' understanding of the intellectual and practical tasks of curating contemporary art, works with proposals submitted by students and faculty, as well as group shows generated by the class. Students learn the aspects of curatorial and exhibition design and installation.

Visiting Artist Workshop/Advanced Visiting Artist Workshop

FINA325/326 2 credits/3 credits

Critic in Residence/Advanced Critic in Residence

FINA327/328 2 credits/3 credits

These courses expose students to the complexity and diversity of activities in the fine arts by inviting prominent artist and critics to the campus for studio and seminar workshops in their practice, methods or medium. Course content will vary in content each semester. See the Fine Arts Department for specific course descriptions.

Studio IV: Painting, Photography & Sculpture/New Genres

FINA353 3 credits

An advanced studio course emphasizing the disciplines of Painting, Photography & Sculpture/ New Genres. This course provides a working forum for intermediate students that addresses students' own interests and art-making motives. Students investigate specific concepts, processes, and visual strategies toward the development of an individual studio practice. This production-oriented course examines how artists use their time in the studio, and focus on developing and expanding the students' potential and commitment, personal vocabulary and corresponding technique. Individual and group critiques, seminars, and individual meetings provide insight into different approaches to creativity and help students find the working methods that best suit them. A rigorous approach to production is expected. Attending the Visiting Artist Lecture Series is required and familiarizes the students/artists with an international art community.

Offered Spring Semester only

Fine Art Praxis

FINA370 2 credits

Fine Art Praxis allows the student to bring together a contemporary topic and relevant art historical information in an interdisciplinary setting. A three-hour studio class focuses on artistic application of the subject, while a two-hour history/theory component reinforces the historical and contemporary models and contexts. Students receive Fine Arts/Liberal Arts credit. Content varies each term.

Co-requisite: AHCS366 Liberal Studies Praxis.

Interdisciplinary Critique

FINA385 2 credits

This rigorous companion course to Studio IV provides the critical dialogue of peers, helping students to develop an increased ability to respond to media outside of their practice. Taught by artists and critics, this course considers work of all kinds and acquaints students with the contemporary notion of critique as it currently informs artistic practice.

Offered Spring semester only

Directed Internship

FINA390 2 credits

Qualified upper-level students find and place themselves in a variety of structured positions in the Los Angeles art community, including museums (MOCA, LACMA, SMMA); galleries; magazines; and film, television, photography, and animation studios. Internships enhance students' education by providing well-supervised work experiences, leading to jobs after school.

Advanced Topics

FINA406/415 2 credits/3 credits 

This course allows the student access to a cohesive body of information connected with simultaneous components of subject and object making. A three- or six-hour seminar and/or studio explores the historical and contemporary models and contexts of artistic practice.

See Fine Arts Department for additional course descriptions. Only certain courses will count for the Sustainability Minor. Please see the Interdisciplinary Studies Director.

Senior Review

FINA443 2 credits

By way of a professional presentation to their peer group, each student's practice is contextualized within the them they previously selected for Senior Thesis.

Professional Practices

FINA455 2 credits

This practical and hands-on course addresses professional practices in Fine Arts through a series of workshops and seminars. Working in conjunction with Senior Studio II, topics include: building various presentation spaces; installing and lighting art; documentation of artwork; graduate school applications; grant writing; various business practices; gallery representation; alternative spaces and prac-

tices; professional development beyond art school; artist residencies; and various career opportunities for artists.

Offered spring semester only

Senior Studio I

FINA470 5 credits

No longer divided by major, in Senior Studio I each student is given their own studio and works with a group of faculty mentors to develop a body of work build on an intensive exploration of themes and techniques. Critical dialogue with mentors and peers helps each individual develop clarity in their art work as well a high level of articulation of the issues of their work. The Visiting Artist Lecture Services brings the student-artist more contact with the international community of artist.

Offered Fall semester only

Senior Studio II

FINA471 5 credits

The final semester of Senior Studio is devoted to the completion of a cohesive body of work culminating in the senior exhibition. Students continue independent studio practices, discussions and critiques with mentors and peers, and studio visits with a variety of visiting artists. The Visiting Artist Lecture Series familiarizes the student-artist with the international art community. The building and mounting of the senior show culminates the year's work. This course addresses issues that prepare students for a life in art after graduation, as well as graduate school preparation and career and employment opportunities.

Offered Spring semester only

Introduction to Video

MEDA210 3 credits

This course offers an introduction to working with moving images as an art form. While receiving training in basic digital video production and editing techniques using Final Cut Pro and other professional applications, and learning about historical and contemporary use of video as an art form, students will complete several short projects of their own. Techniques covered will include planning, lighting, camera work, editing, and mixing sound using digital video media.

Fine Arts

Course Descriptions

Video

MEDA211 2 credits
Video I is a hands-on, studio class that explores recorded video and audio as art materials. The class will provide an introduction to the history and vocabulary of video art through screenings of important works. Students will also produce original artworks in video while developing skills in camerawork, lighting, audio recording, special effects, and editing. The class will emphasize the enormous potential of time-based media in its many aspects including performance, documentary, narrative, installation, and mass distribution.

Sound Art

MEDA307 2 credits
Sound is discussed through many filters: Futurist and Dada work, Japanese noise; sculpture, installation and other artwork; popular culture and subculture; performance and silence; repetition, sounds of the world, and fabricated worlds; technological innovations and historical precedents; unfamiliar tuning systems and structuring principles; improvisation and chance. Students make sound pieces/objects throughout the term, as well as participate in a performance.
Offered in alternating semesters/years.

Intermedia

MEDA308 2 credits
Students explore emerging spaces of art making and cultural discussion using new technologies of interactivity (CD/DVD and Web Works), global discourse (Internet websites and communities), technical and mixed improvisation (DJ-ing).
Offered in alternating semesters/years.

Super-8 Filmmaking

MEDA316 2 credits
In Super-8 Filmmaking, student will make films and study the history of a medium just recently being written. Since this history hasn't yet been institutionalized and fixed, and since the super-8 format remains rather stubbornly an "amateur" medium, (but not for long, as video has replaced the home movie, super-8 is being used by artists and professionals exclusively), it has the rare characteristic of not being responsible to the history of a form. Super-8, from the beginning of its use by artists, has rarely worried about filmmaking conventions, except to toy with them.
Offered Spring semester only.

Video Projects

MEDA320 3 credits
An advanced course in the technical and aesthetic aspects of video as an art form. The creative issues involved in working in a time-based, expressive medium will be emphasized through the in-class discussion of examples of contemporary video work. Students will become familiar with the cutting edge debates regarding video art, as well as receiving instruction in digital post-production procedures and advanced technology.

Advanced Topics: Live Art

MEDA406 2 credits
The course focuses on the variety of ways contemporary artists use performance as a medium. Through a series of projects students develop their interest in performance and gain the experience of performing in both group and individual works. In addition to the studio component, the course includes a special lectures designed to give a background in the history of performance and artists involved in the medium. Offered in alternating semesters/years.

Photography I

PHOT204 3 credits
Students are introduced to the mechanics and ethics of photographic vision. Basic techniques of exposure, composition, B&W processing, and printing are reviewed and refined at an individual pace. Students print in the lab on a regular basis with the instructor's guidance. These lab sessions alternate with group critiques, slide lectures, and field trips to help students to expand and develop a critical vocabulary.
Offered Fall Semester only. \$30 Lab Fee.

Photography II

PHOT214 3 credits
Photo II examines the role of photographs in the creation of public signs and symbols as well as the function of representational images within private vocabularies. Within the context of theoretical and historical perspectives, class projects will explore semiotics, linguistics, jokes, dreams, and the unconscious. Students will use a wide variety of experimental photographic and computer generated manipulations including litho film, high contrast, and photomontage as well as more traditional photographic strategies. Also included will be experimentation with sharp films, grainy films, and a wide variety of developers and toners.
Offered Spring Semester only. \$30 Lab Fee.

Course Descriptions

Photography Studio Practices

PHOT215 2 credits

*See Department for Course Description.
\$30 Lab Fee.*

Extended Techniques in Photography

PHOT218 2 credits

This course supports Photography majors with more in-depth instruction in particular techniques.
\$30 Lab Fee.

Lighting Studio I

PHOT230 3 credits

This course introduces students to basic studio skills in lighting and electronic flash applications, including 4x5 and medium formats, tungsten and strobe lighting, and in-depth exploration of genres such as photo illustration, still life and portraiture. Students develop a critical understanding of how imagery functions within a commercial context and the relationship between fine art and commercial work. Shooting assignments include still life, portraiture, and photo illustration projects. This course is required for Photography majors.
Offered Spring semester only. \$30 Lab Fee.

Photography III

PHOT314 3 credits

Paradigms such as authenticity and appropriation are explored as students investigate the aesthetic and cultural debates surrounding Modern and Post-Modern positions. Traditional photographic materials, digital processes, and mixed media projects are incorporated.
Offered Fall semester only. \$30 Lab Fee.

Color Photography

PHOT330 2 credits

This class explores technical, theoretical, and aesthetic concerns in color photography. Students learn the basic and more accessible chromogenic process from color negatives using the RA processor along with the Cibachrome process from color slides. Focus is technical and hands-on; however, emphasis is also given to discussion and critique of the use, effect, and meaning of color in documentary and art photography.
Offered on a rotating basis. \$30 Lab Fee.

Photo Genres

PHOT335 2 credits

The genres courses provide student with the opportunity to explore a variety of topics within the context of photography, targeting specific conceptual, aesthetic, and material approaches in depth, offering theoretic and vernacular driven investigation. Recent topics offered: Photo Collage, the Digital Photograph, and Mural Printing.
Offered on a rotating basis. \$30 Lab Fee.

Advanced Lighting Studio

PHOT 430 2 credits

This is a hands-on studio class with emphasis on advanced techniques. Major areas of focus include: refining lighting techniques, environmental portraiture, feature layout, researching clients and self-promotion. Hair, make-up and fashion stylists will work with students on demonstration shoots. Critiques will focus on concept, technique, craftsmanship, and problem solving. The course will cover medium format and 4X5 photography, strobe and tungsten lighting, and explore various genres of photo illustration, still life, and portraiture. Assignments and projects for both studio and location work will build skills and develop a portfolio for the editorial market. *\$30 Lab Fee.*

Painting I

PNTG204 3 credits

A hands-on investigation of technical and formal issues in painting (oil, acrylic, and mixed media), this course focuses on the development of technical abilities in collusion with concepts and exploration of different methods of achieving visual “dexterity.”
Offered Fall semester only

Extended Techniques for Painting

PNTG205 2 credits

This is a practical workshop directed to the understanding of painting as physical accomplishment. Painting materials and technical processes from ancient to contemporary are examined. Painting techniques might include: encaustic, egg tempera, oils, plastics, industrial paints, and others.

Fine Arts

Course Descriptions

Painting II

PNTG214 3 credits

This intermediate painting course integrates intellectual and technical ability with historical, contemporary, and personal strategies. Emphasis is on the exposure to and analysis of contemporary painting through visual presentations, lectures, and the practical application of painting as a medium, both in technique and material.

Offered Spring semester only

Painting Genres

PNTG306 2 credits

The genres courses provide students with the opportunity to explore a variety of topics within the context of painting, targeting specific conceptual, aesthetic and material approaches in depth, offering theoretical and vernacular driven investigations. Recent topics offered: Real Art; Methods, Materials & Concepts of Color, Figure

Processes & Practices

PNTG310/311 3 credits

Addressing the contemporary desire to stretch the medium's physical limits and prod its conventions with unorthodox materials and forms, this advanced painting course focuses on the interplay between painting and space. Investigations such as representation/abstraction, movement/stillness, and structure/idea provide an opportunity for students to engage in non-traditional approaches, including installation.

This course may be taken as an alternative to PNTG314 Painting III. Offered in Fall only.

Painting III

PNTG314 3 credits

Using historical and contemporary issues, including figuration and the body, the political impulse in art, narrative, and contemporary abstraction, students explore how the contextualization of images function in terms of content, and how they serve as the theoretical basis to explore painting as a highly adaptive contemporary medium. This class emphasizes the development of individual voice leading to Junior Studio.

Offered Fall semester only

Sculpture/New Genres I

SCNG204 3 credits

An introduction to the history and practice of sculpture and new genres (new art forms that use time and space). Students are introduced to technical and contemplative approaches to commanding space and material to produce meaningful objects, events, or places. Technical instruction covers introductory use of wood and metal shops (including digital 3D printer), adhesives and joinery, basic mold making and casting, as well as contemporary new genres forms such as performance and installation art.

Offered in Fall semester only.

Sculpture/New Genres II

SCNG214 3 credits

SCNG 2 guides students in the development and realization of art projects in the context of contemporary art. Skills will include refined fabrication techniques and expanded repertoire of materials, new computer technologies for 3-D output, video, sound, and more. Students are exposed to contemporary practices through lectures, reading discussions, critique and interviews with artists and will be exploring some of these topics in their own work.

Offered in Spring semester only.

Extended Techniques for Sculpture

SCNG215 2 credits

This course supports Sculpture majors with more in-depth instruction in particular techniques such as wall building, small electronics like motion detectors and robotics, details of wood joinery and carving, some special plastics skills like vacuum forming, even some architectural model making, and more.

Offered in alternating semesters/years.

Special Topics in Crafts

SCNG235 2 credits

A course covering craft practices including light metals and fibers as applied to contemporary art practice. The course will allow for extended hands-on practice beyond the demo format. Required for students in the Arts Educator Preparation track of the ACT program. Can be taken as an elective for all other students.

Fine Arts

Course Descriptions

Ceramics

SCNG236 2 credits

Recent years have seen the revival of ceramic sculpture in contemporary art. This class will approach ceramics as a sculptural medium. The techniques taught will include mold-making, slip-casting and hand-building. Discussions will cover the history of ceramic sculpture, high and low culture, craft versus art, and the use of multiples and appropriation.

SCNG: Genres

SCNG306 2 credits

The genre courses provide students with the opportunity to explore a variety of topics within the context of Sculpture/New Genres, targeting specific conceptual, aesthetic and material approaches in depth, offering theoretic and vernacular driven investigation. Recent Topics offered: Metalcasting and Major Mold Making.

Offered in alternating semesters/years.

Sculpture/New Genres III

SCNG314 3 credits

Students have an opportunity to work on largescale, long-term projects in sculpture and/or new genres, working in-depth in a chosen material or skill: for instance, using complicated moldmaking and casting technologies, or a research methodology that takes weeks to achieve outcome. The class addresses artwork that is ambitious, experimental, political, and difficult, work that pushes both formal and conceptual boundaries.

Offered in Fall semester only.

Fine Arts

Department Faculty

Meg Cranston

Chair

MFA Cal Arts; BA (Anthropology/Sociology) Kenyon Coll. Internationally recognized performance and installation artist. Solo shows at Dunedin Public Art Gallery, New Zealand; Rosamund Felsen Gallery, Santa Monica; Galerie Michael Kapinos, Berlin; Venetia Kapernekas Fine Art, N.Y.; Carnegie Museum of Art, Pittsburgh. Recipient COLA Individual Artist's Grant, Architectural Foundation of America Art in Public Places Award, John Simon Guggenheim Memorial Foundation Fellowship.

Alex Slade

Assistant Chair

MFA Cal Arts, BA Univ. of Michigan. Exhibitions at Liverpool Biennial; Wiensowski & Harbord, Berlin; Kunstlerhaus Bethanien, Berlin; Roger Merians Gallery NY; The Downtown Arts Festival, NY; Mark Foxx, Santa Monica; Goldman Tevis Gallery, L.A. 2008 COLA Grant.

Scott Grieger

Program Director, Painting

BFA Chouinard Art School. Artist. Exhibited at Margo Leavin, LA; Patricia Faure, Santa Monica; Santa Barbara Contemporary Arts Forum; Armory Center for the Arts, Pasadena; Los Angeles County Art Museum; Whitney Museum, NY; Museum of Modern Art, NY, San Francisco Art Museum.

Soo Kim

Professor, Program Director, Photography

MFA Cal Arts, BA UC Riverside. Artist, writer and curator. Exhibition at Sandroni Rey Gallery, LA; DCKT Contemporary, NY; National Center for the Arts, El Salvador; Gwangju Biennale, Korea; Whitney Museum, N.Y; American Cinemateque, San Francisco.

Jacci Den Hartog

Professor, Program Director, Sculpture/New Genres

MFA Claremont Graduate University; BA Linfield College; studied at Centro Cultural Costarricense Norteamericano, San Jose, Costa Rica. Sculptor. Exhibitions include Nantes Museum, Nantes, France; San Francisco Art Institute; Kansas City Art Institute. Commissioned public art at Angel's Knoll, Los Angeles. Reviewed in Artforum, Flash Art, and Art in America.

Linda Burnham

Distinguished Professor of Painting

BFA Cal Arts. Painter. Solo exhibitions at Christopher Grimes Gallery, Santa Monica; Jessica Fredericks Gallery, NY; Finesilver Gallery, San Antonio; Gwenda Jay

Carole Caroompas

Professor

MFA USC, BA CSU Fullerton. Artist-Painter. Retrospective exhibition at Otis Gallery. Exhibitions at Western Project, Culver City; Mark Moore, Santa Monica; P.P.O.W., N.Y.; Sue Spaid Fine Art; Hammer Museum at UCLA; Corcoran Gallery of Art, WDC. Grants include Adolph & Esther Gottlieb Foundation; two National Endowment for the Arts, John Simon Guggenheim Memorial Fellowship, COLA Grant, California Community Foundation Grant.

Dana Duff

Professor

MFA Cal Arts, BFA Cranbrook. Artist. Solo shows at Max Protech, NY; Richard Kuhlenschmidt, L.A; Milford Gallery, NY, New Museum of Contemporary Art, Whitney Museum, NY, 2005 Biennale de l'Image en Mouvement, Geneva; 2005 International Film Festival, Rotterdam.

Holly Tempo

Associate Professor

MFA Claremont Graduate School, BFA Pitzer College. Artist. Has shown extensively in Southern California, including at Ruth Bachofner Gallery, Miller/Durazo Contemporary Art, POST, Kohn Turner Gallery, Self-Help Graphics, LACMA's Leo S. Bing Center, and LACE; as well as internationally in Great Britain, France, The Netherlands, India, and Panama.

Christopher Badger

Lecturer

MFA University of Southern California, BFA Otis College of Art and Design. Artist and Musician. Exhibitions at Silverman Gallery, SF; MAK center, LA; Sweeny gallery, UCR; Gallery 825, LA; 533, LA Released records with Hydrahead, Weather-machine, Living Tapes, Secret Lodge

Steven Bankhead

Lecturer

MFA Otis. BFA Auburn University. Exhibitions include Circus Gallery, Los Angeles; Galerie Andreas Binder, Munich, Germany; Tiroler Kunstpavillon in Innsbrook, Austria; Co-Lab, Copenhagen, Denmark; The Center for Book Arts, NY; Cal State Los Angeles, Torrance Art Museum, and at (s)language, MAK Center, Angles Gallery, Arena 1 and AndrewShire Gallery in Los Angeles.

Brian Bress

Lecturer

MFA UCLA, BFA Rhode Island School of Design. Exhibitions include Against The Grain, Los Angeles Contemporary Exhibitions, Los Angeles; Cherry and Martin, Los Angeles; The Getty Museum, Los Angeles; Stalemate, LeRoy Neiman Gallery, Columbia University School of Arts, New York; and Zach Feuer Gallery, New York; Parrish Art Museum, New York; The Institute of Contemporary, Philadelphia.

Joshua Callaghan

Lecturer

MFA UCLA. BA Cultural Anthropology University of North Carolina at Asheville. Artist. Exhibitions include LA Louver, Los Angeles; Kantor/Feuer Gallery, Los Angeles; Magazzino d'Arte Modern, Rome; High Desert Test Sites, Yucca Valley, CA; South La Brea Gallery, Los Angeles; USC Master of Fine Arts Gallery, Los Angeles; Kirk Douglas Theater, Los Angeles; Spencer Brownstone Gallery, NY.

Phil Chang

Lecturer

MFA Cal Arts, BA Univ. of California, Irvine. Photographer, Curator. Exhibitions include Angles Gallery, Los Angeles; Cirrus Gallery, Los Angeles; P.P.O.W. Gallery, NY; Renwick Gallery, NY; Marvelli Gallery, NY; Bolsky Gallery, Otis College, Los Angeles; publications include "Four Over One" published by LACMA.

Liz Craft

Lecturer

MFA UCLA, BFA Otis. Solo exhibitions include Patrick Painter, Santa Monica; Marianne Boesky, N.Y.; and Alison Jacques Gallery, London. Group exhibitions include "WONDERLAND - Through the Looking Glass," KadE, Amersfoort, The Netherlands (2009); "Cult Fiction," Hayward Gallery, London (2007); "Eden's Edge," Hammer Museum (2007); and "The Americans," Barbican Centre, London (2000). Residency Halle für Kunst, Lunëberg, Germany; 2004 Whitney Biennial.

Asher Hartman

Lecturer

MFA California Institute of the Arts, BA UCLA. Artist. Exhibitions include Sea and Space Explorations, Los Angeles; Highways Performance Space, Los Angeles; Track 16, Los Angeles; Side Street Projects, Los Angeles; Whitney Biennial 2008, NY; Machine Project, Los Angeles; High Energy Constructs, Los Angeles; Paris-Berlin Film Festival; Museum of Jurassic Technology, Los Angeles.

Peter Holzhauer

MFA UCLA, BFA Art Institute of Boston.

Photographer. Included in exhibitions at Margo Leavin Gallery, Los Angeles; George Eastman House, Rochester, New York; Portland Museum of Art, Maine; and Bernard Toale Gallery, Boston. Public collections include Los Angeles County Museum of Art and Newark Museum.

Ian James

Lecturer

MFA California Institute of the Arts, BA. Ohio State University Artist. Curator of the alternative venue Landslide. Work previously exhibited at Human Resources, Compact Space, Dan Graham, The Spring Arts Tower, and Deborah Page Projects.

Gian Martin Joller

Lecturer

MFA/BFA Cal Arts. Exhibited at CAG Gallery, St.Petersburg, Russia; Armory Center for the Arts Northwest, Pasadena; Gallery G19, Helsinki, Finland; Zolla/Lieberman Gallery, Chicago, IL; Norma Desmond Productions, L.A., and Haus Gallery @ the Brewery, Los Angeles, CA.

Department Faculty

Fine Arts

Department Faculty

Siri Kaur

Senior Lecturer

MA (Italian Studies), BA (Comparative Literature) Smith College. Photographer. Exhibitions include 401 Projects in New York; Hayworth Gallery, Los Angeles; The Torrance Museum of Art; UCLA Wight Biennial. Permanent collections include The National Gallery in D.C. and The University of Maine.

Hilja Keading

Lecturer

BA UCLA. Work broadcast on television and exhibited nationally and internationally in galleries and museums, including the Lyon Biennale, Getty Museum, LACMA, Henry Museum in Seattle, MOCA, and PPOW Gallery, N.Y. UCLA.,

Nicholas Kersulis

Lecturer

MFA, UCLA. BFA, California Institute of the Arts. Exhibited at Circus; 4F; Gallery, Patricia Faure Gallery, Los Angeles Municipal Art Gallery, MAK Center Apartments, Occidental College; Ben Maltz Gallery; Blaffer Gallery, Houston; Cabinet; Glassell School and MFA Houston; ICI N.Y.; New Langton Arts, San Francisco; La Casa del Tunel, Tijuana, Charim Klocker Gallery, Vienna.

Daniel Mendel-Black

Lecturer

Artist and writer. Exhibitions include Margo Leavin, Los Angeles; Guggenheim Gallery at Chapman University; Daniel Hug Gallery, Los Angeles; Young Eun Museum of Contemporary Art, Korea; Royal Melbourne Institute of Technology, Melbourne. Editor and publisher of Spring Journal and contributor to Meise, published in Berlin.

Carter Mull

Lecturer

MFA Cal Arts, BFA RISD. Exhibitions include Museum of Modern Art, NY; Marc Foxx, Los Angeles; Artissima Contemporary Art Fair, Turin, Italy; Rivington Arms, NY; Dumbo Arts Center, Brooklyn, NY; Vilma Gold, London; Mary Boone, NY; Ritter/Zamet, London; Sister Gallery, Los Angeles; Contemporary Art Center, Cincinnati, OH; Sandroni Rey Gallery, Los Angeles

Ruby Neri

Lecturer

MFA UCLA, BFA San Francisco Art Institute. Exhibitions in L.A. include David Kordansky Gallery, China Art Objects, John Natsoulas Gallery, Los Angeles Contemporary; in San Francisco at Camp Fire Stories, The Victoria Room, Center for Curatorial Studies, Yerba Buena Center for the Arts, and in N.Y. at Leo Koenig and Bard College.

Patrick Nickell

Adjunct Associate Professor

MFA Claremont Graduate Univ., BA Linfield Coll. Nationally and internationally exhibited sculptor. Exhibited at Kohn Turner Gallery; Sue Spaid Fine Art; Gallery 2211, Los Angeles; Laguna Beach Museum of Art; Patricia Faure Gallery; Galleri Markant Langelo, The Netherlands; Galleri Tommy Lund, Denmark.

Alison O'Daniel

Lecturer

MFA UC Irvine, Postgrad Diploma Fine Art, Goldsmith's College, London, BFA Cleveland Institute of Art, Skowhegan School of Painting and Sculpture. Artist and Filmmaker. Exhibitions and screenings at Museum of Public Fiction, L.A., Temporary Contemporary, London, LA><Art, L.A., Circus Gallery, L.A. Oberhausen Film Festival, Devi Art Foundation, New Delhi, India, Kunstlerhaus Passage, Vienna, Austria.

Lisa Ohlweiler

Lecturer

MFA USC, BA UCLA. Photographer. Group exhibitions include Margo Leavin Gallery, LA; Redling Fine Art, LA; Carwell Jimmerson, LA.

Karthik Pandian

Lecturer

MFA Art Center, BA Brown University. Artist. Solo exhibitions at The Whitney Museum of American Art, NY; Midway Contemporary Art, Minneapolis; Richard Telles Fine Art, LA; Galerie Meyer Kainer, Vienna; White Flag Projects, St. Louis.

Michael Pierzynski

Lecturer

BFA Washington University. St. Louis, MO. Studied at Tisch School of the Arts, NYU. Artist. Exhibitions in Los Angeles include Carl Berg Gallery, Christopher Grimes Gallery, POST, Kim Light Gallery, Rosamund Felsen Gallery and LACE. Other exhibitions include Casey Kaplan, N.Y.; Angstrom Gallery, Dallas, and New Museum of Contemporary Art, N.Y.

Monique Prieto

Lecturer

MFA Cal Arts, Skowhegan School of Painting and Sculpture, BFA UCLA. Painter. Solo exhibitions include ACME, LA; Praz – Delavallade, Paris; Cheim & Read, NY; Scottsdale Museum of Contemporary Art, AZ; Il Capricorno, Venice; Corvi-Mora, London. Recipient of The Louis Comfort Tiffany Foundation Grant. Work included in the Latino Museum L.A.; Museum of Contemporary Art, San Diego; LACMA, Whitney Museum, Orange County Museum, MFA Houston and UCLA Hammer Museum.

Tia Pulitzer

Lecturer

Asha Schechter

Lecturer

MFA UCLA, BA California College of the Arts. Artist. Exhibitions at venues including the CCS Bard Hessel Museum, The Yerba Buena Center for the Arts, Musée Los Angeles, and the Margo Leavin Gallery.

Alexis Smith

Senior Lecturer

BA University of California Irvine. Solo exhibitions at the Whitney Museum, ICA Boston, Walker Art Center, MoCA, Miami Art Museum, and Museum of Contemporary Art, San Diego. Group exhibitions include Louisiana Museum, Denmark; Site Santa Fe Biennial, MoCA, P.S. 1, and Centre Pompidou.

Ann Summa

Lecturer

BA Beloit Coll. Exhibitions at Track 16, Santa Monica. Photojournalism published in Time, Fortune, Wired, People Weekly, Entertainment Weekly, ESPN Magazine among other national and international publications. Represented by Getty Images.

Chris Wilder

Senior Lecturer

MFA Cal Arts, BFA San Francisco Art Institute. Artist. Solo exhibitions include Kim Light/Lightbox, Los Angeles; e31, Athens, Greece; Kapinos Galerie, Berlin; The Happy Lion, Los Angeles, CA, Galerie Michael Janssen, Cologne, Germany; Andrew Kreps Gallery, N.Y., Sarah Cottier Gallery, Sydney, Australia; Roger Merians Gallery, N.Y., Blum & Poe, Santa Monica, CA. Public collections include LACMA; Museum of Contemporary Art, Miami; Norton Foundation, Los Angeles; Orange County Museum of Art; Laguna Beach Museum of Art.

Mark Wyse

Lecturer

MFA Yale Univ., BA Univ of Colorado. Exhibitions include Wall Space, N.Y.; Hudson Franklin Gallery, N.Y.; Blum & Poe L.A.

Fall 2011 Critic in Residence
TBD

**Department
Faculty**

Integrated Learning

**Department
Goals**

Integrated Learning provides all BFA students with a series of collaborative experiences that extends beyond the boundaries of their own major, integrates disciplinary skills and knowledge and is sited within a public context. Students work in interdisciplinary teams with a community organization, and focus on team building and research to address the needs of the communities and to implement real-world solutions when possible. The goal is to move beyond the traditional boundaries of the classroom and respond to community challenges using students' diverse visions. Through collaborative projects students will:

- Negotiate diverse public spheres
- Work in interdisciplinary teams
- Develop trans-disciplinary problem-solving skills
- Conceptualize, analyze and define issues and solutions
- Plan and propose creative solutions for a specific context, informed by engagement with a community group

Integrated Learning

Integrated Learning courses are woven throughout the entire undergraduate curriculum and are structured as follows:

- A two-credit introductory studio course taken in the Foundation Year
- A three-credit Liberal Arts elective course taken in the sophomore year
- A two-credit elective studio course taken in the junior year

Connections Through Color and Design

ILMS100 2 credits

A second-semester Integrated Learning studio course introducing Foundation students to contextually-based problem solving using fundamentals of color and design. Students learn Munsell color theory, practical aspects of color mixing such as value, hue and chroma, as well as computer color application. Skills developed: Students solve problems that engage the larger community, trans-disciplinary practice, research, and collaboration.

Integrated Learning Liberal Arts

ILML200 3 credits

An integrative course using collaborative methodology, synthesizing diverse perspectives, using the skills of creative and critical thinking, clear communication and information literacy. See the Liberal Arts department for offerings.

Integrated Learning Studio

ILMS300 2 credits



An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site realworld challenges.

A limited choice of ILMS300 courses will count for the Sustainability Minor. Please see the Interdisciplinary Studies Director.

Examples of previous and planned ILMS 300 courses:

Ban the Bottle Abolish the Bag:

Ways to reduce plastic pollution in our oceans. Students begin by researching the impact plastic trash has on our local oceans, wildlife and communities. They will then work in multidisciplinary teams to develop proposals to educate and encourage the reduction, reuse and refusal of plastic bags, bottles and containers.

Mobile Local: LA's Food Truck Revolution

Mobile Local will focus on issues of social sustainability and cultural influence through systemic understanding of Los Angeles and its unique pedestrian culture. Qualitative, ethnographic research techniques, interviews, site visits, and eating will be used as primary research methods. Instructor: Christopher Michlig Partner: Southern California Mobile Food Vendors Association

Comic Heroes: From 2D to 3D

An exploration of comics and their 3-D counterparts. Outcome may be an intriguing marketing promotion or perhaps a "nal product" that could range from a virtual world, to an action gure, a digital game, or even a user-created and edited website. Partner: Top Cow / Hero Initiative

RADI-O:

Student teams learn about FM, AM and Internet radio production, producing content that reports, engages, and rediscovers the Westchester community. Students gain hands-on experience in the audio production studios at both Otis and LMU, while learning to listen, record and edit the sound around them. As a class we will produce a creative, fun, and informative radio show to be available online at Otis and rebroadcast on the LMU radio stations.

Partners: KXLU, KLMU, Da Vinci Design School

Community Crossover:

Identity-based projects in the public realm. Conceptualize and produce art and design interventions in collaboration with partners Breathe LA. Research their rich history, define core values and help to convey their unique character to intended audiences. Outcomes may include digital and graphic media campaigns, unique product development, physical space alterations or experiential events and exhibitions. Instructor: Todd Erlandson Partner: Breathe LA

Course Descriptions

Integrated Learning

Course Descriptions

Neighborgapbridge

Changing the World, One Neighborhood at a Time. Can artists and designers collaborate and assume the role of ethnographers to investigate our Otis neighbors? Can they identify “gaps” in communication, interests and values and propose “bridges” to connect them? Creative. Blue Sky. Out There. Walking Distance. Partner: WC Senior Center, WC/ Loyola Branch Library and The Custom Hotel

Otis Goes Green - Global Green USA:

This course provides art and design students with the knowledge and tools needed to make ecodesign an integral part of the design process. Students in this course will have an opportunity to help Otis become Green, discuss Green Design with top Green Designers and attend a Green Design Show. We believe it is at the design education level where we have the best opportunity to create a sustainable future. Partner: Global Green International

Design for Social Impact

Introducing students to the complexities of social design leadership and teach them to design local product systems that can be validated and then scaled to fit different contexts. Engaging directly with local communities in need, students will conduct hands on research and develop actionable social design strategies, with an emphasis on systems and tools. Partner: Urban Compass
Examples of ILML 200 courses: 3 Credits

Designing The Political

This course investigates the role of artists and designers as powerful agents of protest and progress. Emphasis will be placed on a historical contextualization of political graphics to learn more about the role of propaganda, the face of the enemy, and the power of the visual text to shape the perception of the “other” for better or worse. Partner: Center for the Study of Political Graphics

Festival

Students will learn what goes into building and promoting a successful community festival. They will create a business, marketing, and fundraising/development plan that can be used to create an annual festival that celebrates this area of the city in a partnership between Otis College and local government agencies and businesses. Partner: LAX Coastal and Westchester BID

Homeboy Histories and Culture

This course explores personal experience narratives and how they are expressed in the visual arts by their narrators. In addition, this course focuses on identity and the way in which it is expressed: political, ethnic, and social identities serving as markers for social mobility and control. Partner: Homeboy Industries Inc.

LA Past Lives: A Virtual Architecture

This course will challenge students to reconstruct past physical and social nexuses of neighborhoods/communities in LA combining both architectural and design components with art, cinema and private histories of present and past community members. Students will generate an online archival display of LA’s past communities as part of this course. Partner: Richard Riordan Central Library

Modern Mysticism and the Afterlife

This class explores the concept of the soul/spirit as viewed through modern mysticism, mystic individuals and social movements. Students will look into cross-cultural perspectives, rites of intensification, attend field trips for first-hand experience, attempt to use or perform some of these practices and concepts in class. Partner: Hollywood Forever Cemetery

Movies That Matter

As artists and designers, students need to understand that movies can inspire and educate as well as entertain. In this class students will gain a historical perspective to understand the past and present in order to visualize the future. Through compelling and entertaining stories, the selected films depict social, political, cultural and gender, racial and ethnic issues. Partner: FilmAid International

Museums: Public Engagement

The question of visitor engagement in the work of museums is especially heightened in Los Angeles, one of the world’s epicenters for the arts. How can the rich content of museums function as a useful resource for the way we live our lives? Can museums ignite the muse or inspiration in all of us? How do popcorn machine of cultural activity and be a place for solitude and contemplation? Can museums be a resource for the complex concerns of our time? Partner: Getty Museum

Integrated Learning

Course Descriptions

Nurturing Identity and Community

Proyecto Jardin depends on community collaboration. The presence of multiple constituents reveals ways in which people address emerging issues associated with the globalized food economy. Students will learn and employ ethnographic theories and methods of interviewing garden patrons. Partner: Proyecto Jardin Community Garden

LA Legacy PST

Site Partner: PST. | The LA Legacy Project focuses on the Getty-sponsored initiative, Pacific Standard Time: Art in LA 1945-1980, which includes more than fifty exhibitions that tell the story of the birth of the LA art scene. Students develop a web based publication.

Public Policy in The Arts

The LAX airport is developing art installations as an expression of the “public face” of LA. This course will focus on the management, implementation, selection process, and on going commitment to art exhibitions at LAX. Students will discover how the public sector builds relationships with community partners, serves as a catalyst for the delivery of art, culture and heritage, while offering entertainment at an internationally public site. Site Partner: LA Cult. Affairs Dept. and LAX Airport

Palau Freedom Memorial: An International Experience

Students will work with Palauan artist and students in Palau to design a Freedom Memorial / public art project for the Palauan people. Students who choose to enroll in this class need to be committed to stretching their goals, diving deep and promising to make a difference. Site Partner: Republic of Palau

Examining the Civil Rights

Site Partner: African Amer. Museum. | The Civil Rights movement made far reaching strides during 1956–1968. Students will discuss how this era re-shaped American history, society, and culture from a multi-disciplinary perspective. This course will also examine the events, figures, and issues central to the Civil Rights movement.

Comic Books & Social Issues

Students will be introduced to the comic book plot structure and will learn how comic book creators use the comic book story to focus on socially relevant issues. Students will develop their own social conscientiousness by creating their own original comic book story and script.

Life Stages

Students will work with the Culver City Senior center. Students are then guided through a process in which they work individually and collectively to create an original script that explores personal identity, family history and various compelling intergenerational issues.

Human Ecology

The course provides an introduction to the relationship between cultural, social and ecological systems. A course goal is to advance awareness of how artists and designers can problem solve the issues collaboratively, beyond the confines of any one discipline. Sustainability Minor Only

Urban Farming

In this class we will learn ethnographic theories and methods to apply to deepening our understanding of the ways urban farming and community gardens affect people’s lives, connecting to concerns in society and how the work of the artist can and does contribute.

Beasts of Myth and Fancy

Arabic, Chinese and Medieval bestiaries populated the world and the imagination with creatures composed from parts and ideas in the natural world. Some of these creatures still populate our imagination and their influence can be felt in all aspects of culture. This course will further explore the theme of creativity.

Chinese American Museum

Students will explore the history of LA old and new Chinatown, and will generate projects that will encompass the collective and private experiences of the community through an open design concept.

Integrated Learning

Course
Descriptions

Reel Docs

This course presents nonfiction cinema about real people and critical issues that shape our lives and the world in which we live. Nonfiction films will be viewed as agents of change, critically and aesthetically and we will examine the power of the medium to educate, enrich and even change lives.

Integrated Learning

Richard Shelton

Director

MFA (Art) Cal Arts, BFA (Media Arts) Minneapolis College of Art & Design. Associate Professor/Animation MCAD 1994-2004 Recent exhibitions and clients: Walker Art Center, MN, NEXIT gallery Arnhem, Netherlands, Jung and Pfeffer, Amsterdam/Germany. Partner, GD4Love&\$. Founded and co-runs the Minneapolis Record Show and Convention. Richard has been teaching at Otis since Fall 2006.

Maura Bendett

Senior Lecturer

BA, MFA (Painting) UCLA. Exhibitions: Los Angeles County Museum of Art; Santa Monica Museum of Art; Kemper Museum of Contemporary Art, Kansas; San Jose Museum of Art; Kansas City Art Institute; Arizona State University Art Gallery; COCA, Seattle; ARC, Vienna; Christinrose Gallery, New York. WESTAF NEA Visual Arts Grant

Adam Berg

Senior Lecturer

MA, ABD (Philosophy), Haifa Univ., BA (Philosophy) Univ. of Toronto and Haifa Univ. Studied Academia delle Belle Arte, Rome, Video and installations shown internationally. Artist-in-Residence, McLuhan Center for Culture and Technology, Univ. of Toronto; and Headlands Center for the Arts, Sausalito.

Cole Case

Lecturer

BFA (Fine Art) Art Center; BA (English Lit) Stanford Univ. Painter and Illustrator. Exhibitions include Howard House Contemporary Art, Seattle, WA; Luckman Gallery, CSU Los Angeles; Arizona St. Univ. Art Gallery, Tempe, AZ. Reviewed in The Stranger and Artweek.

Perri Chasin

Adjunct Assistant Professor

MA (Speech Communication) Queens Coll, City Univ N.Y.; BA (Speech and Language), City Coll, City Univ N.Y. Broadcast writer/producer and speech and language specialist. Former CBS Records International executive, National Celebrity Coordinator for Hands Across America and co-producer of "The Story of Hands Across America." Writer and producer of television news, entertainment specials, reality series, live events and a critically acclaimed series for public radio.

Andy Davis

Adjunct Assistant Professor

PhD (Performance Studies) New York University; MA (Folklore) UCLA; BA (English) San Francisco State University. Writes and curates museum exhibitions on theatre related topics. His company, Baggy Pants Productions, produces shows and events in the L.A. area. Andy has been teaching part-time at Otis since Fall 2003.

Isabelle Duvivier

Senior Lecturer

Principal, Duvivier Architects. Specializing in ecological architecture, sustainable planning, urban design, and environmental education. Featured in Eco Home Network green building tours; Time Warner Cable News; The Green House, on FOX 11 News Network; and Discovery Channel.

Todd A. Erlandson, AIA

Adjunct Associate Professor

MArch, SCI-Arc. BArch, Tulane Univ. Architect. Partner at (M)Arch, a practice with the goal of creating significant architecture that succeeds in adding value to the brand with responsible solutions, and contributes to the community.

Claudia Hernandez

Lecturer

PhD candidate (World Arts and Cultures) UCLA. Specializes in Latina/o religion, spirituality and healing practices in Los Angeles. Dissertation topic is "Healing Strategies Among Latina/os at Proyecto Jardin Community in Boyle Heights, Los Angeles.

Lara Hoad

Lecturer

MA (Architecture) Royal Coll of Art, London, BA (Interior Design) Middlesex Univ. London. Project Designer, M(Arch), Santa Monica. Freelance designer and branding consultant in London and Sydney for Nike, Toyota, and Vodafone.

Department Faculty

Integrated Learning

Department Faculty

Michele Jaquis

*Interdisciplinary Studies / ACT Director,
Assistant Professor*

MFA (sculpture) RISD, BFA (sculpture, experimental studio, psychology) Hartford Art School/Univ. of Hartford. Interdisciplinary Artist and Educator. Exhibitions and screenings include SoundWalk, Long Beach, CA; ReelHeART International Film Festival, Toronto, Canada; Victoria Independent Film Festival, Sebastapol, Australia; LA Freewaves Festival of Experimental Media Arts Hollywood, CA; University of Missouri Gallery of Art; South La Brea Gallery, Inglewood, CA; Gallery 825, Los Angeles, CA. Co-founder of Rise Industries: Interdisciplinary Projects. Director and Editor, “RECOVERED Journeys Through the Autism Spectrum and Back” – Best Documentary, The Director’s Chair Film Festival, Staten Island, NY.

Heather Joseph-Witham

Associate Professor

MA & PhD (Folklore and Mythology) UCLA; BA (Political Science). Author of many articles including “Ironic Bodies and Tattooed Jews”, “The Magical Harry Potter”, as well as the book *Star Trek Fans and Costume Art*. She has appeared as a folklore expert on many TV shows and has produced three DVD’s: “Alien Images”, “UFO’s in Derbyshire” and “The Costume Art of Star Trek Fans.” Working on a documentary, “Visiting Vampires in the Big Easy”. Heather has been teaching full-time at Otis since Fall 1999.

Patricia Kovic

Assistant Professor

BFA SUNY Buffalo. Graphic designer and principal at Studio Morris. Specializing in branding and identity systems. Offices in L.A. and N.Y. for Fortune 500 companies. Design awards from the AIGA, N.Y. Art Directors’ Club, *Communication Arts* magazine and *Communication Graphics*.

Candace Lavin

Adjunct Associate Professor

BA (Graphic Design) Cal St Univ. Northridge. “Dr. Toy” award-winner. Professional experience includes environmental graphic design for Walt Disney Imagineering; toys, collectibles, and specialty gift design for Applause, Warner Bros., and Disney.

Joyce Lightbody

Adjunct Associate Professor

BFA Coll of Creative Studies. Artist and composer who blends the poetics of language and meaning with aspects of notation systems, cartography, and illuminated manuscripts. International exhibitions, as well as significant grants, awards and honors.

Cathy Lightfoot

Adjunct Associate Professor

BFA Cooper Union; MFA Cal Arts. Paintings and sculpture elaborate on common color, pattern, and pictorial space concepts. Professional activities include mural commissions and extensive exhibitions.

Michele McFaul

Lecturer

MA (Art History) and MA (Education, Curriculum and Instruction) UC Riverside, BA Regis Coll. MA thesis: “Patroness of the Gilded Age: Isabella Stuart Gardner.” Active member CAA, AHSC, Board member of Jonathan Arts Foundation, LA. and AMA. Michele has been teaching at Otis since 2000.

Christopher Michlig

Senior Lecturer

MFA Art Center. Fine Artist with an interdisciplinary practice. Represented by Jail Gallery, Los Angeles.

Christian Mounger

Associate Professor

BA (English Literature); BFA Memphis Coll of Art; MFA Claremont Grad School. Fine artist and graphic artist who makes digitally generated photographs. Exhibitions nationally and internationally.

Ysamur Flores-Pena

Associate Professor

PhD (Folklore and Mythology) UCLA; BA, MA (Education) Catholic Univ of Puerto Rico. Extensive publications including *Fit for a Queen: Analysis of a Consecration Outfit in the Cult of Yemaya*. Has presented papers at the Fowler Museum and the St. Louis Museum.

Integrated Learning

Department **Faculty**

Kiki Sammarcelli

Adjunct Associate Professor

BFA, MFA, Otis. Uses a range of paint surfaces and textures to reveal a sense of humor.

Professional activities include an extensive record of international exhibitions, numerous articles and reviews, public and private collections, and awards and honors.

Michael Schrier

Professor

BFA, MFA, Otis. Produces tapestry designs for large-scale architectural environments as well as designs for apparel. Professional activities include extensive administrative experience, as well as national exhibitions.

Jim Starrett

Professor

Studied at Pratt Institute. Sculpture and painting reflects social and political concerns in a variety of media. Professional activities include multiple Whitney Museum Annuals, a solo show at the Whitney, numerous articles and reviews, NEA Visual Arts Grant.

Kerri Steinberg

Associate Professor

PhD (Art History) UCLA. Concentrates on modern art and photography, and has published articles and reviews on visual culture and American Jewish self-representation. Currently researching the critical role played by graphic design within popular culture

Joan Takayama-Ogawa

Associate Professor

MA (Education) Stanford Univ; BA (East Asian Studies and Geography) UCLA. Educator and ceramic artist whose work is in public collections of the Renwick Gallery, Smithsonian Institution, LACMA, and Oakland Museum.

Interdisciplinary Studies

Department
Goals

Interdisciplinary Studies supports students in their interests to diversify or broaden their experiences at Otis in studies outside of their major.

For students who are interested in more than one art/design discipline, or who are just as passionate about their Liberal Arts and Sciences courses as they are about their studio courses, Interdisciplinary Studies allows students to pursue a defined course sequence that explores a specific theme, topic or discipline (minor) or a series of self-directed elective courses in additional studio area(s) (Interdisciplinary Concentration).

Students pursuing 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.
- Pursue a minor or concentration that complements studies in the major.

Interdisciplinary Studies

Minors

Otis offers minors as defined course sequences, exploring a specific theme, topic or discipline that students may pursue alongside their major. Minors are available in Art History, Community Arts Engagement, Cultural Studies, Creative Writing, Sustainability, and Teacher Credential Preparation.

Curricular Requirements

Each minor requires students to complete between 13 and 20 credits, depending on the curricular requirements of both their major and minor choices. In most cases pursuing a minor does not require additional course work or degree requirements (for the 130 credits for the BFA) as minor course requirements can fulfill Studio Electives as well as Integrated Learning and Liberal Arts and Sciences requirements.

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. This minor is open only to students majoring in Architecture/Landscape/Interiors, Communication Arts, Digital Media or Fine Arts, and requires 15 credits of coursework in place of LAS and studio electives. Students majoring in Architecture/Landscape/Interiors will need to take 6 additional credits in order to complete this minor while fulfilling their major requirements.

Art History Minor required courses:

AHCS246
Postmodern theory (3 credits)

*AHCS310
Art History Electives (9 credits)

** LIBS440
Senior Liberal Studies Capstone (3 credits)

* Communication Arts majors may use AHCS222 to substitute for one AHCS310. Architecture/Landscape/Interiors majors may use CRIT305 to substitute for one AHCS310 course.

**LIBS440 Capstone paper should address an Art History topic

See Liberal Arts and Sciences for course descriptions.

Program Requirements

Community Arts Engagement Minor

See the Artists, Community and Teaching Program for more information.

Creative Writing Minor

The Creative Writing Minor offers art and design students an opportunity to give voice and shape 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. This minor is open only to students majoring in Architecture/Landscape/Interiors, Communication Arts, Digital Media or Fine Arts, and requires 15 credits of coursework in place of LAS and Studio electives. Students majoring in Architecture/Landscape/Interiors will need to take 6 additional credits in order to complete this minor while fulfilling their major requirements.

Creative Writing Minor required courses:

ENGL202
Creative Writing (3 credits)

ENGL400
Advanced Topics (3 credits)

* WRIT600
Poetry/Prose Workshop and/or
* WRIT640
Translation Seminar and/or
* WRIT750
Literary Seminar (6 credits)

** LIBS440
Senior Liberal Studies Capstone (3 credits)

* Graduate level courses
**LIBS 440 Capstone paper should address a Creative Writing topic
See Liberal Arts and Sciences and Graduate Writing for course descriptions.

Interdisciplinary Studies

Program Requirements

Cultural Studies Minor

Why do people behave as they do? The Cultural Studies Minor gives students the opportunity to explore this question within this exciting field through coursework, independent study, on-site field research and an internship. Students will learn to make connections between their artistic skills and education through both analytical and practical applications of cultural studies. This minor is open only to students majoring in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts or Product Design, and requires 15 credits of coursework in place of LAS and Studio electives. Students majoring in Architecture/Landscape/Interiors and Product Design will need to take 1 additional credit in order to complete this minor while fulfilling their major requirements.

Cultural Studies Minor required courses:

*ILML200
Integrated Learning Lecture (3 credits)
LIBS410
Liberal Studies Elective (3 credits)

LIBS999
Independent Study: Methodology and Field Studies (3 credits)

SSCI210
Social Science (3 credits)

** LIBS440
Senior Liberal Studies Capstone (3 credits)

* A limited choice of IL Sophomore Lectures will count towards the Cultural Studies Minor, as determined each semester by the LAS department.

**LIBS 440 Capstone paper should address a Cultural Studies topic
See Liberal Arts and Sciences 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. This minor is open to students in all majors, and requires between 13-20 credits of coursework in place of LAS and Studio electives. Fashion Design and Toy Design majors must take Sustainability Electives in their home department in order to complete this minor while fulfilling their major requirements.
Sustainability Minor Required Courses:

ILML201
Human Ecology (3 credits)

NSCI305
Science and Sustainable Design (3 credits)

* Sustainability Electives (4-11 credits depending on major)

**LIBS441
Liberal Studies Capstone (3 credits)

* The total of elective credits must include a minimum of four studio credits.



Look for this symbol throughout the catalog to see which courses will fulfill Sustainability Electives. A limited choice of IL, 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.

**LIBS 441 Capstone paper should address a Sustainability topic
See Liberal Arts and Sciences for course descriptions.

Interdisciplinary Studies

Teacher Credential Preparation Minor

See the Artists, Community and Teaching Program for more information.

Participating Departments

See each specific minor for which and how each major department can participate.

Eligibility and Enrollment Requirements

Students must be in good academic standing, with a cumulative GPA of 2.0 in order to pursue a minor. Students may apply to declare a minor before registration advisement 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.

The Application Process

Students need to complete a Declaration of Minor / Interdisciplinary Concentration form, available online and in the Interdisciplinary Studies and the Registration Offices. The application includes a statement written by the student that describes his or her reasons for pursuing a minor and verification of the student's GPA by the Registrar. The student's Department Chair, the Director of the Minor area, and Director of Interdisciplinary Studies must approve the application.

Transfer Students

Transfer students who apply for and are approved to pursue a minor 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.

Interested Students should see the Director of Interdisciplinary Studies.

Interdisciplinary Concentration

The Interdisciplinary Concentration allows students to pursue their interests in studio areas outside of their major by taking a self-directed series of studio courses based on specific educational goals. Students choose courses as electives in consultation with the Chairs or advisors in both their home department and the department of their IC, as well as the Director of Interdisciplinary Studies. Students pursuing an Interdisciplinary Concentration may take between 14 and 20 elective credits depending on the curricular requirements of their major.

Participating Departments

Eligible students in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts, and Product Design departments may pursue an Interdisciplinary Concentration by taking courses in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts, Product Design, and/or Toy Design on a space available basis. Fashion Design courses currently are not available as elective courses to students outside of the major. Because of the curricular requirements of the Fashion Design and Toy Design programs, students in these majors are not able to participate in the Interdisciplinary Concentration.

Eligibility and Enrollment Requirements

Students must have a cumulative grade point average of 3.0 or higher in order to pursue an Interdisciplinary Concentration. Students may apply for the Interdisciplinary Concentration before registration advisement for either the first or second semester of the sophomore year. Under limited circumstances, students may begin the Interdisciplinary Concentration in the first semester of the junior year. Students will be allowed to register for courses on a space-available basis. Space availability in courses is not guaranteed, but registering early will significantly increase the chances of getting elective classes. Any student enrolled in an Interdisciplinary Concentration whose semester or cumulative grade point average (GPA) falls below a 3.0 will be placed on "warning." Two consecutive semesters on "warning" will automatically cause students to default out of the interdisciplinary Concentration program.

The Application Process

Students need to complete a Declaration of Minor / Interdisciplinary Concentration form, available online and in the Interdisciplinary Studies and the Registration Offices. The application includes a statement written by the student that describes the goals and intentions of the Interdisciplinary Concentration, and verification of the student's GPA by the Registrar. The student's home Department Chair, Chair(s) of the concentration department(s), and Director of Interdisciplinary Studies must approve the application. Approval for specific elective courses rests with the student's home Department Chair or advisor as well as the department(s) offering chosen elective courses.

Program Requirements

Interdisciplinary Studies

Program Requirements

Transfer Students

Transfer students who apply for and are approved to pursue an Interdisciplinary Concentration need to fulfill degree program requirements through an appropriate combination of transfer courses and courses completed at Otis. Transfer students must have a 3.0 grade point average or higher upon entering the College to be eligible for the Interdisciplinary Concentration.

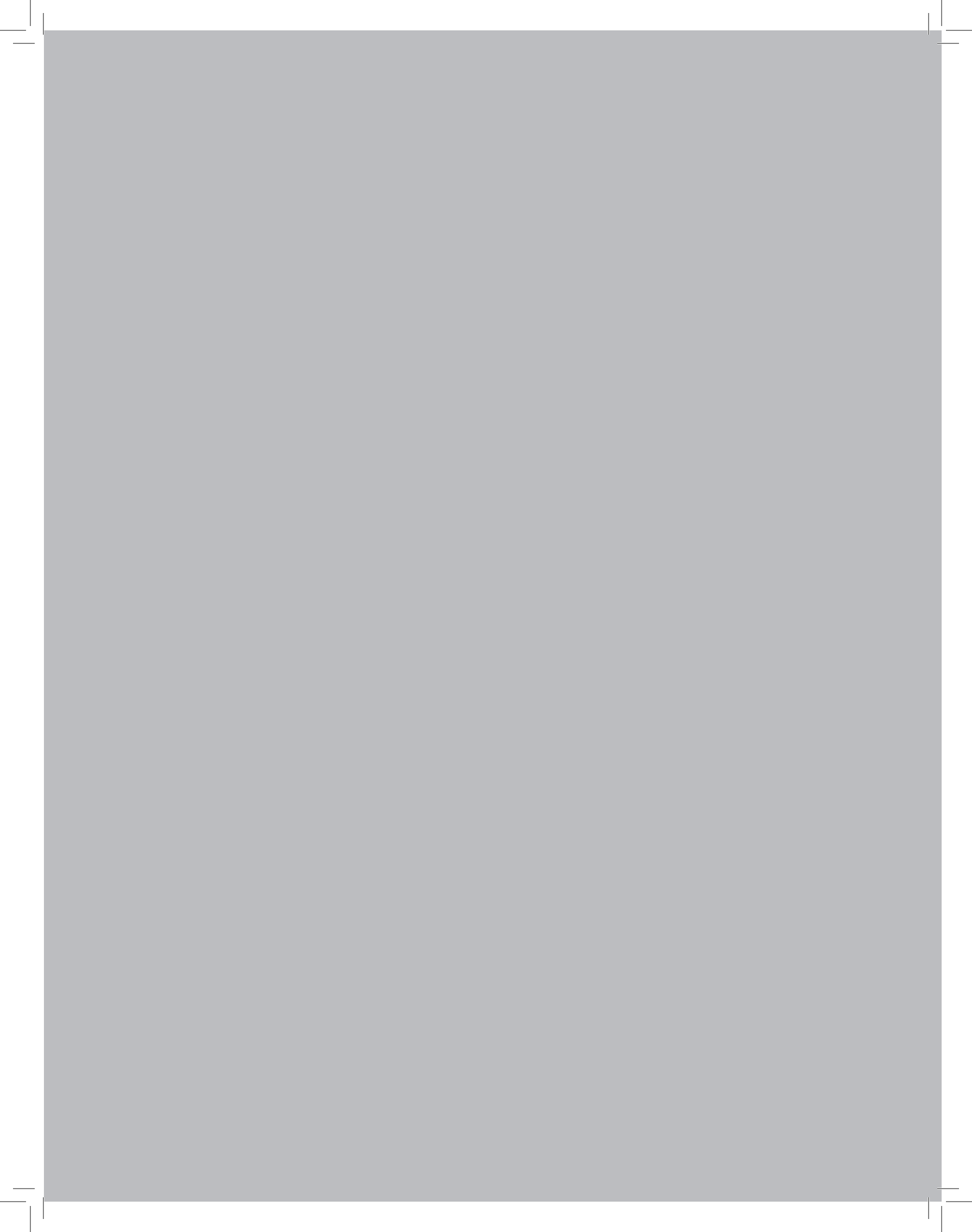
Electives Open to Non-Majors

Several departments offer courses that are open to non-majors. These courses can fulfill studio electives whether or not the student is enrolled in the Interdisciplinary Concentration. Students select elective courses in other departments through conversation with his or her advisor, home Department Chair, or the Director of Interdisciplinary Studies. In some cases, enrollment in elective courses outside of the major requires successful completion of pre-requisite courses and/or instructor's approval. Students will be allowed to register for courses on a space-available basis. Space availability in courses is not guaranteed, but registering early will significantly increase the chances of getting elective classes. Each semester an updated list of open elective courses is posted on the Interdisciplinary Studies webpage.

Participating Departments

Eligible students in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts, and Product Design departments may enroll in courses in Architecture/Landscape/Interiors, Communication Arts, Digital Media, Fine Arts, Product Design, and/or Toy Design on a space available basis. Fashion Design courses currently are not available as elective courses to students outside of the major. Because of the curricular requirements of the Fashion Design and Toy Design programs, students in these majors are not able to take elective studio courses outside of their home departments.

Interested Students should see the Director of Interdisciplinary Studies.



Liberal Arts and Sciences

Department Goals

Liberal Arts and Sciences provides students with a diverse and intellectually stimulating environment that cultivates critical tools, enabling students to become informed, creative artists and designers who are prepared to meet global challenges. The curriculum is constructed around the themes of creativity, diversity, identity, sustainability, and social responsibility.

- Communicate complex ideas clearly and effectively for different purposes and audiences.
- Develop skills to locate, evaluate, and use information resources from both traditional and emerging technologies appropriately, effectively, and ethically.
- Forge interdisciplinary connections among the liberal arts and sciences, studio, and community.
- Use analysis, reflection and synthesis of texts, images, ideas, and experiences to engage critically in the process of creative expression.
- Develop collaborative skills to construct knowledge, negotiate effective outcomes, and generate new insights.
- Develop cultural awareness in a global context.

Liberal Arts and Sciences

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

Distribution Requirements

Liberal Arts and Sciences courses make up 1/3 of the course requirements for graduation. These are distributed among Art History, English, Liberal Studies, Social Sciences, Mathematics and Natural Sciences as shown below; there is a core and some variation depending upon the studio major.

Categories of Courses

Foundation (FNDT) Courses:

Students in all majors are required to fulfill Art History, English and Social Science courses listed below in their first year.

Based on the English Placement Test, students may be required to take the following prerequisites:
ENGL 020 ESL; ENGL 050 or ENGL 090.

AHCS 120 Introduction to Visual Cultures (3)
AHCS 121 Modern Art History (3)
ENGL 104 Critical Analysis and Semiotics (2)

ENGL 106 Composition and Critical Thinking (3)
SSCI 130 Cultural Studies (2)

Required Courses:

Students are required to fulfill all Art History, Capstone, English, Integrated Learning, Liberal Studies, Social Science, Mathematics and Natural Science courses within the categories below.

Required Elective Course:

All students are required to choose one 3-unit Junior Elective in English or Liberal Studies.

Course Descriptions

	ARLI	COMD	DIGM	FASD	FINA	PRDS	TOYD
Art History							
FNDT	6	6	6	6	6	6	6
Required	15	9	9	11	9	9	9
English							
FNDT	5	5	5	5	5	5	5
Required	3	3	3	3	3	3	3
Social Sciences							
FNDT	2	2	2	2	2	2	2
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							
ENGL/LIBS	3	3	5	3	3	5	3
Integrated Learning							
Required	3	3	3	3	3	3	3
LAS Capstone							
Required	3	3	3	3	3	3	3
LAS Total Credits	49	45	45	46	46	45	45

Liberal Arts and Sciences

Course Descriptions

<p>By Major: Art History Architecture/Landscape/Interiors: CRIT 205/206 History + Theory I/II (6) CRIT 305/306 History + Theory III/IV (5) CRIT 405/406 History + Theory V/VI (4)</p>	<p>Toy Design: SSCI 211 Child Psychology (3)</p>
<p>Communication Arts: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS 222 History of GRD/ADVT/ILLUS (3) AHCS 310 Art History Electives (3)</p>	<p>Mathematics Architecture/Landscape/Interiors: Math 246 Applied Trigonometry</p>
<p>Digital Media: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS 310 Art History Electives (6)</p>	<p>Communication Arts: MATH 336 Introduction to Symbolic Logic (3) Digital Media; Fashion Design; Fine Arts; Interactive Product Design; Toy Design MATH 136 Math For Artists and Designers (3)</p>
<p>Fashion Design: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS 310 Art History Electives (3) AHCS 370/371 History of Costume I/II (5)</p>	<p>Natural Science Architecture/Landscape/Interiors; Communication Arts; Digital Media; Fine Arts: NSCI 307 Natural Science (3)</p>
<p>Fine Arts: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS321 History of Photography for Photo majors (3) AHCS 246 Postmodern Theory and Fine Art (3) AHCS 310 Art History Electives (3)</p>	<p>Fashion Design: NSCI 311/312 Textile Science II (4)</p>
<p>Product Design: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS 225 Product Design History (3) AHCS 310 Art History Electives (3)</p>	<p>Product Design: NSCI 319 Anatomy & Ergonomics (3)</p>
<p>Toy Design: AHCS 220 Contemporary Perspectives in Art and Design (3) AHCS 236 History of Toys (3) AHCS 310 Art History Electives (3)</p>	<p>Toy Design: NSCI 308 Juvenile Anatomy & Ergonomics (3)</p>
<p>English All Majors: ENGL 202 Sophomore English (3)</p>	<p>Liberal Studies Communication Arts: LIBS 404 Senior Project/Research Paper (2)</p>
<p>Social Sciences Architecture/Landscape/Interiors; Communication Arts; Digital Media; Fashion Design; Fine Arts;</p>	<p>Digital Media: LIBS 217 Concepts & Issues in Media Arts (2)</p>
<p>Product Design: SSCI 210 Social Science (3)</p>	<p>Fine Arts: LIBS 455 Senior Thesis (3)</p>
	<p>Product Design: LIB 235 Microeconomics: Product Market (2)</p>
	<p>Toy Design: LIBS 454 Business Practices (2)</p>
	<p>Integrated Learning All majors: ILML 200 Integrated Learning Lecture (3)</p>
	<p>LAS Capstone All majors: LIBS 440 LAS Capstone (3) Required Elective Course</p>
	<p>All majors: ENGL/LIBS Elective (3)</p>

Liberal Arts and Sciences

Foundation Level Liberal Studies

Note: Initial placement in English courses is determined by the English Placement Assessment. In order to pass ENGL050, ENGL090, and ENGL106 and continue in the sequence, students submit a portfolio of their best writing to the English department faculty for evaluation. ENGL020, ENGL050, and ENGL090 are taken for general credit only and do not apply towards BFA degree requirements. Completion of or concurrent enrollment in English through ENGL106 Composition and Critical Thinking is a requirement to continue in all Liberal Arts classes.

Learning e-portfolio

An e-portfolio is a purposeful electronic collection of work focused on learning and reflection. In foundation year, students will set up an e-portfolio within the college's course management system. In all Liberal Arts and Sciences classes they will select at least one artifact that they feel best represents the learning outcomes of the course and their work in that class, and post that in their e-portfolio along with a reflection on why they chose it. The e-portfolio will culminate in LIBS440, the senior capstone course. Transfer students will establish their eportfolio in a special orientation.

The First Year Initiative

Offered as a part of first-year English classes, the First Year Initiative (FYI) helps diverse art and design students successfully transition into the Otis Community.

The Honors Component

The Honors component consists of AHCS 120 Honors Introduction to Visual Culture, AHCS 121 Honors Modern Art, ENGL 106 and ENGL 202 Honors English, SSCI130 Honors Cultural Studies, and LIBS 440 Honors Capstone.

Honors English is a two-semester course of study of modern and contemporary literature, with an emphasis on experimental writing, and the critical and theoretical concepts that inform and describe it.

Those who complete the sequence are not required to take ENGL 104 Critical Analysis and Semiotics. To replace these credits, after completion of ENGL 202 Introduction to Literature, they may take any LAS elective.

AHCS120H and AHCS121H

The Honors Art History sequence offers a more challenging approach toward the material covered in the regular Introduction to Visual Culture and Modern Art.

LIBS 440H Honors Capstone

This course will give Honors students the opportunity to discuss, critique, and write about their experiences over the past four years in relation to their general education, their major fields, and their senior projects.

Paired Class Developmental English II and Introduction to Visual Culture

These linked first year courses are for students whose first language is not English. Many of the reading and writing assignments are connected, using the Developmental English class as a supportive medium to the art history course. The course serves as a bridge to the academic mainstream courses. Eligible students are identified through the English Placement Assessment.

Art History Courses

Introduction to Visual Culture

AHCS120 3 credits

This course introduces students to the major methodological and critical approaches used in art history and criticism. Lectures and discussions focus on similarities and differences between theoretical agendas, the significant and national contexts in which these theories developed and their relevance to art making and critical practice.

Modern Art History

AHCS121 3 credits

This is a comprehensive survey of nineteenth- and twentieth-century European and American modern art that reviews and discusses the major movements from a contemporary perspective. Beginning with Realism and concluding with Abstract Expressionism, the course examines the political and social context of each period, significant artists and works, and the issues of modernity.

Course Descriptions

Liberal Arts and Sciences

Course Descriptions

Modern Art History (Paired)

AHCS121 3 credits
The paired Critical Analysis and Modern Art course for non-native speakers explores the major modern artistic movements of Europe and North America from 1840 to 1960, covering Romanticism through Abstract Expressionism. Students will investigate the crucial issues, arguments, artists, and works of the avant-garde during the modern period. Both the English and Art History faculty teach and plan this course. In both classes, students learn to apply English standards of reading, writing and speaking skills while reinforcing Art History content and Critical Analysis in reading and writing. Students spend three hours per week in English and three hours per week in Art History, along with additional tutorial hours each week with an art historian and Student Resource Center tutors.

Contemporary Perspectives in Art and Design

AHCS220 3 credits
This course addresses a variety of issues in art, design, and culture from 1960 to the present. Students may focus on fine art, mass media, or design, or popular culture. See department schedule for topics.

History of Graphic Design, Illustration, and Advertising Design

AHCS222 3 credits
This course provides a critical and contextualized chronological survey of graphic design, illustration, and advertising. Students study how these disciplines responded to and affected political, cultural, and social changes with a primary emphasis on the 20th century. Required for all Graphic Design, Illustration, and Advertising Design majors.

Product Design History

AHCS225 3 credits
This course provides an introduction to the relationship between design and functionality in objects created throughout human history. An emphasis is placed on understanding designed objects in their broad socio-cultural context. Special emphasis is placed on consumer products since the Industrial Revolution. Required for all Product Design majors

History of Toys

AHCS236 3 credits
This course provides a historical, cultural, and social perspective on toys and games with discussions on their creation and use throughout the ages. By the end of the semester students better understand the meaning and importance of toys and play, learn how and why different cultural groups create and use various toys, understand the evolution of the global toy industry, learn the origins and cultural implications of several classic toys, and are exposed to inventors who have made significant contributions to the field. Required for all Toy majors.

Postmodern Theory and Fine Art

AHCS246 3 credits
This class covers the major theories and concepts of Postmodernism, tracing their sources from antiquity to the present and analyzing their impact on and connections to contemporary Fine Art. Required for all Painting, Photography, and Sculpture/New Genres majors.

History of Photography

AHCS321 3 credits
This course surveys the history of photography as an art form from 1839 through the present. Students examine both technical and aesthetic developments through a chronological review of major figures and movements. The impact of popular culture upon photography in the 20th century is also explored. Required for all Photography majors.

Art History and Theory Electives

Course offerings vary each semester. Students may choose from the following offerings:

Fashion Culture: Fashion in Social Space

AHCS310 3 credits
This course critically examines the way in which fashion is an embodied activity that is embedded with social relations. Emphasis is on the formation of identity through fashion's articulation of the body, gender, and sexuality.

Liberal Arts and Sciences

Course Descriptions

Garb(ing) Identity

AHCS310 3 credits

Everyone dresses, and for everyone, dressing, regardless of how minimal, is a social construct. This is the starting point for a course that investigates the complex matrix of relationships, associations, and meanings of contemporary dress, including its intersections with fine art and visual culture.

Art on the Global Stage

AHCS310 3 units

This course will engage contemporary art practices in relation to social phenomenon of globalization. Globalization as a concept is hotly contested and eludes definition. Clearly it engenders a sense of ever expanding communications, a market that reaches and impacts indigenous localities and cultures and challenges difference through the dissemination of transnational uniformity. But how does art operate within Globalization? What are the artistic and cultural responses and challenges to this new phenomenon? We will explore these issues through discussions, screenings, collaborative projects and student presentation.

Asian Film: New Chinese Cinema

AHCS310 3 credits

This course looks at emerging Chinese films and filmmakers beginning with the pre-1980s and continuing through “the 5th generation.” Students investigate the ways in which these filmmakers tried to break the mold of the past, both in style and content, in order to convey the truth of modern Chinese life.

L.A.: Birth of an Art Capital, 1945-1980

AHCS310 3 credits

Andy Warhol had his first show in L.A. Marcel Duchamp had his first retrospective in Pasadena. Before the Beats, these outsider artists lived and worked in Laurel Canyon. The Cheetah Club in Venice featured famous beat poets, and experimental rockers like Janice Joplin before anyone knew them. Early feminism has its roots here, and L.A.’s “Finish Fetish” artists were among the first to link sustainable materials and product design to fine art. While the art world celebrated the New York School, L.A. was the creative center it remains today. Come learn about your city and its art roots in the pivotal years between 1945-1975.

L.A. Feminism: The Woman’s Building and Beyond

AHCS310 3 credit

This class explores the burgeoning Los Angeles feminist art movement in the post World War II era. In particular, students will address the artists and works of the Women’s Building and there will be a particular focus on Doin’ It in Public: Feminism and Art at the Woman’s Building which is part of Pacific Standard Time: Art in LA 1945-1980, an unprecedented collaboration of more than fifty cultural institutions across Southern California, which are coming together to tell the story of the birth of the LA art scene.

Baroque and the Rococo World

AHCS310 3 credits

This course investigates the social, religious, and cultural changes that arose from 1600-1750 in Europe, and how the art and architecture that developed during that period both molded and reflected the changes in social class, gender, worldview, and lifestyle.

California Dreaming

AHCS310 3 credits

Far from being a west coast outpost of New York, the art scenes in California had a significant impact upon the shaping of contemporary art. This course emphasizes contemporary art making including film, ceramics, installation, performance, and fine art.

African Art History

AHCS310 3 credits

This course will examine some of the major art forms of Africa, including architecture, textiles, masquerade, and sculpture. The class will focus on the artist, the creative process, and the dynamic that occurs between the creative process and requirements of the piece’s function. The class will also look at how the function and creative processes change when the piece moves into an American environment.

Afro-Caribbean Art

AHCS310 3 credits

This course examines the art and culture of Puerto Rico. Students identify issues of race, identity, and cultural projection as reflected in the arts along with themes of continuity, change, and foundation myth that inform the way in which the country defines its position in Latin America, and more recently, North America.

Liberal Arts and Sciences

Course Descriptions

Design in Flux

AHCS310 3 credits

This course addresses both the impact and the impetus of change and sustainability in art and design in connection with chaos theory and fields of research that probe complexity, transition from chaos to order and the instability and unpredictability of phenomena. Chaos theory has challenged the traditional view of order and disorder, suggesting not only a new understanding of complexity and organization in the natural domain, but in culture as well. Students will exercise this paradigmatic change in science that has affected cultural production and in terms of designing in flux.

History of American Film I: 1900-1950

AHCS310 3 credits

This course surveys the art and business of American film in the first half of the 20th century. The approaches include film and sociology, film genres, and the great American directors.

History of American Film 2; 1950-Present

AHCS310 3 credits

This course surveys the art and business of American films in the second half of the 20th century. The approach includes film and sociology, film genres, and the great American directors.

Art and Art Criticism

AHCS310 3 credits

This course provides a historical overview of the relationship between art making, art viewing, and art writing within the appropriate social and economic contexts. Theory is paired with art, showing how certain aspects of a work of art are highlighted from particular theories.

Hollywood on Hollywood

AHCS310 3 credits

This course explores the cultural and historical conception of “Hollywood” through the self referential movies about the Hollywood film industry. We will screen key “meta-movie” narratives from their emergence as a genre in the 1920s to the Classic Hollywood studio system era and through to the contemporary Hollywood media-scape. This course will also consider how other genres (experimental, documentary) and technologies (television and digital media) continue to portray a post-modern Hollywood discourse.

Latinas in American Film

AHCS310 3 credits

This course examines the representation of Latinas in American film from early cinema to the present. It will explore the ways in which the Latina body, marked by race, ethnicity, class, gender, and sexuality is used to produce meaning about Latinidad in the United States, and how those conceptions have shifted over time. This course encourages media literacy and challenges students to consider the power of the moving image in regard to how people understand their own and other’s place in society.

Film and Film Theory

AHCS310 3 credits

Using an international scope, film as art form is studied within a historical context as a manifestation of material culture. Using postmodern theories, this course studies film as an artistic expression that evolved into a mass media with an unprecedented impact on society. The student learns not only the history of film but also how to “go to the movies” with a more critical attitude.

Film Genres

AHCS310 3 Credits

This course examines three film genres that engage concerns about science and the environment, law and lawlessness, and representations of truth and identity. Sci-Fi will be devoted to science fiction and this genre’s focus on ecological and environmental issues, technology, political dissent, and social divisions. The crime segment will analyze depiction of race, gender, and class as well as economics, social order, and post-war strife. The final section will look at biopics about artists, musicians, writers and the sometimes controversial portrayal of creativity and the artistic process in relation to modern and postmodern notions of truth and identity.

Liberal Arts and Sciences

Course Descriptions

Film Noir

AHCS310 3 Credits

This course examines the film noir genre of American film in its various aesthetic and sociocultural contexts. This will address the changing political and gender forces in American culture following World War II that influence key classical Hollywood films and the genre's transnational appeal and appropriation by European filmmakers who used the film noir style to create new postwar genres. Students will also analyze the formal aspects of film noir as both a movement and a style by studying narrative, editing,

Horror Film

AHCS310 3 credits

This course examines the horror film genre within a range of cultural, theoretical, and historical contexts. We will consider the ways the genre celebrates and defiles the body; represents violence, fear, and paranoia; defines gender, class, race, and sexuality; and provides a range of meanings and pleasures for its audience.

Art in the Field of Cultural Production

AHCS310 3 credits

An examination of the life of any artist can reveal significant networks of social, political, and economic relationships that, in turn, shape the artist's career in the art world and, ultimately, our understanding of the art. This course fills the gap between traditional art history and biographic narrative, replacing the artist within the "field of cultural production."

19th Century Visual Culture

AHCS310 3 credits

This course explores the totality of the visual in the 19th century, including fashion, furniture, film, architecture, photography, illustration, advertising, and fine art.

Representations of War

AHCS310 3 credits

This class explores concepts related to war embedded in visual artifacts from early culture to the twentieth century. Particular attention will be directed to the shifts in dominant media from sculptural manifestation to the modern media of film, video, and the internet.

Mary in Folklore and Belief

AHCS310 3 credits

Like no other figure, the Virgin Mary can be ascertained as the most influential female in Western culture. Celebrated in songs, poetry, plastic and graphic arts, and politics, her influence pervades every aspect of our culture. This course will study the ways in which folk art and folk belief adds yet another layer of meaning to the idea of Mary. We will study folk narratives and folk representation of Mary in the visual arts as well as folk traditions.

Signs, Rituals, and Politics

AHCS310 3 credits

This course examines the semiotics of ritual and the politics of ritual through an interdisciplinary approach combining visual and cultural analysis. Issues will range from how ritual behavior is embedded in visual communication to its impact on political discourse. Students explore semiotics of ritual and politics, ritual behavior in religion and institutions, and mass-media representation through rite and signification. The first section focuses on key semiotic and cultural analyses which will later be applied to assigned field projects.

Semiotics and Visual Communication

AHCS310 3 credits

This course is an advanced study of visual culture and its communicative outlets and manifestations. The course explores a range of semiotic analyses with an emphasis on their applicability to visual culture. The course will build on the issues introduced in Visual Culture and Critical Analysis and Semiotics, and will follow a systematic survey of basic methods and topics in visual communication analysis.

Advertising the American Dream

AHCS310 3 credits

From the "big idea" to the text-less ads, advertising occupies a prominent position within the cultural landscape of capitalist America. This course explores American advertising in its various frontiers, taking into consideration how advertising constructs national, social, cultural, political, and gender identities.

Liberal Arts and Sciences

Course Descriptions

Action/Reaction: The Art of Hong Kong Films

AHCS310 3 credits
For decades, Hong Kong cinema dominated the Asian market. Eventually, its energy and innovation attracted international attention. As the territory faced transition from British rule back to Chinese rule at the end of the '90s, its cinema reflected the nervous energy of impending change, as well as an attempt to grasp something lasting during the maelstrom. Through the films of directors such as John Woo, Tsui Hark, and Wong Karwai, this course looks at those competing energies.

Yellow Face: Perceptions of Asians

AHCS310 3 Credits
In the first half of the 20th century, many Americans understood Asia and Asians from literature and feature films such as *Broken Blossoms*, *The Good Earth*, Charlie Chan and Fu Manchu movies. Many of these stories were based on passing knowledge gleaned from spotty accounts and Chinatown, and colored by a need to create the Exotic Other. Some films demonized Asians; others made them into heroes. This course explores both the construction/imposition of racial identity, some of the real results in terms of widespread prejudices and restrictive legislation, and the creation of iconic images and what we now consider stereotypes.

Media/Industries

AHCS310 3 credits
Media/industries examines the collision and collusion of the entertainment industry with a variety of other industries, including those that produce consumer products such as apparel, toys, books, as well as posters, billboards, television, print, and digital advertisements. The structure of the entertainment industry will be discussed historically and contemporarily, and we will view the development of film, radio, television, video games, and other digital media through the lenses of consumerism, marketing, industrial analysis, and politics. This course will also examine how individual films, television shows, and video games create brands which are then used to generate a host of new consumer products.

Photo-documentary Culture

AHCS310 3 credits
This is a thematically organized course designed to acquaint students with the role photography has played in the production of culture. The emphasis will be on how photographs have been mobilized to construct and critique particular images of groups of people, to sell products, and to reinforce social conceptions of class, race, and sexual difference.

Postcolonial Theory

AHCS310 3 credits
This course will look at contemporary art that responds to the aftermaths of colonial rule or those peoples who have fallen under the rule of colonizers, such as African and Middle Eastern peoples. In addition, students will explore how artists reckon with issues of national and cultural identity, gender, and race and ethnicity after Imperial rule has left, and looks at art by people with a history of displacement and from countries ravaged by war and disaster. The focus will be on conceptual, photographic, video and body art.

Mesh of Civilizations

AHCS310 3 credits
How do we know what we know about Islam? Where do the images come from? The course examines post-9/11 debates through fine art and popular imagery, travel writing and tourism, fiction, film and fashion. Rather than an inevitable Clash of Civilizations between "Islam" and "The West," it suggests, through their intertwined histories, possibilities beyond the rhetoric of fanaticism and war. Above all it is concerned with intercultural communication as an issue of everyday ethical practice

Film History through Hitchcock

AHCS310 3 credits
Through an examination of the director's role within the British and the US film industries from the 1920s to the 1970s, this course analyzes a selection of films by Alfred Hitchcock. These films are evaluated in terms of their aesthetic, cultural, political, and ideological characteristics. Emphasis on auteurism and genre studies.

Shamanism, Art, and Sacred Spaces

AHCS310 3 credits
This course explores the role of art in creating aesthetic idioms to construct sacred spaces that reflect the culture and beliefs of diverse societies.

Liberal Arts and Sciences

Course Descriptions

Text and Image

AHCS310 3 credits

This course explores the conjunction of the written and the visual across various media (painting, print, film, photography), in various disciplines (advertising, fine arts, literature, photojournalism). From Futurist “freeword” poetry to the 1955 Family of Man exhibit, students will consider how words and images combine to create meaning and pose the question: What constitutes a text?

The American Way

AHCS310 3 Credits

Almost immediately following the War of Independence, American leaders began grappling with the issue of what constituted American art. How should a president be pictured? What kind of architecture was appropriate for the capitol? What do we do with the nude? If every great nation had great art, what should American art look like and who should decide? These were the questions and they raised a variety of answers, issues, and concerns. In this course, students will investigate the historical development of American art, the American artist, and the American public from the Colonial period through early Modernism.

The Classical World

AHCS310 3 Credits

This course will investigate the cultures of ancient Greece and Rome, looking not only at the art they produced, but also at how they identified themselves as distinguishable from other cultures in their world. Through looking at the art and artifacts they produced, the course will examine the religious, economic, and social bases for these differences and explore the relations Greece and Rome had with other groups, whether in terms of trade, warfare, or diplomacy as well as see how the actions of both have impacted our world today.

Video and Body Art in/and Contemporary Art, ca. 1960-2000

AHCS310 3 Credits

This is a 10-week online course offered during Summer that explores “artworks” and artists who use video and/or their body/self as artwork. This course will trace the histories, theories, and developments of both video and body art, given each are often interrelated. Also, in this course we will discuss how this work relates to contemporary art as a whole. Every two weeks we will reckon with a decade, and we will often focus on artist’s videos and/or body art practices and/or a related art movement as a “case study” to see how video and body art relates to the “bigger picture” of contemporary art from 1960 to 2000.

History of Aesthetics

AHCS312 3 credits

From the ancient Greeks to the present, philosophers have debated the meaning and purpose of art. This course provides a framework for contextualizing background of influential aesthetic philosophies of the past. Required for students in the Teacher Credential Preparation Track of the ACT Program. Can be taken as an elective for all other students.

Special Topics

AHCS310 3 credits

Each semester, special topics courses are offered in some of the following areas. See the Liberal Arts and Sciences Department for course descriptions.

20th Century Costume

AHCS370 2 credits

This course is an in-depth study of fashion creators, trends, and the political climate that has created men’s and women’s fashion during the 20th century. Required for Fashion Design majors.

Ancient and Ethnic Costume History

AHCS371 3 credits

This course focuses on the study of clothing from prehistoric costume to the 19th century, and the factors that influence style changes. This course surveys costume from its ethnic origins through adaptation and assimilation into “fashion” trends in each century. Required for Fashion Design majors.

Liberal Arts and Sciences

Course Descriptions

Theory and Critical Studies Courses

History + Theory I: Prehistory to Industrial Era

CRIT205 3 credits

The manifestation of cultural, political, religious, and economic forces through architecture, landscapes and interiors from prehistory to the advent of the industrial era is surveyed.

Required for Architecture/Landscape/Interiors majors.

History + Theory II: Industrial Era to the Present

CRIT206 3 credits

The manifestation of cultural, political, religious, and economic forces through architecture, landscapes and interiors from the industrial era to the present is surveyed.

Required for Architecture/Landscape/Interiors majors.

History + Theory III: Contemporary Theories and Practices in Architecture

CRIT305 3 credits

A diversity of critical and generative approaches to twentieth century design is situated historically while introducing current themes and debates in contemporary architectural practice and related disciplines.

Prerequisite: CRIT206 History + Theory II.

Required for Architecture/Landscape/Interiors majors.

History + Theory IV: After Urbanism.

CRIT306 2 credits

The emergence of the metropolis in the 20th century is examined through the forces that produced this unique collective form as well as the various attempts to regulate, accelerate or channel those forces and forms. Traditional European models, contemporary American cityscapes, mutated forms of urbanism in Asia, Africa, and elsewhere are diagrammed through techniques of urban mapping from figure-ground to datascares.

Prerequisite: CRIT305 History + Theory III.

Required for Architecture/Landscape/Interiors majors.

History + Theory V: Corporate and Consumer Environments

CRIT405 2 credits

The complicity of interior organizations with the increasing collapse of labor and leisure is demonstrated through an examination of the spaces of work and consumption. Ergonomics, office landscaping, corporate parks, brandscapes, junk space, malls, themed environments, surveillance, and spectacle are addressed.

Prerequisite: CRIT305 History + Theory III.

Required for Architecture/Landscape/Interiors majors.

History + Theory VI: Landscape Theory and Practice

CRIT406 2 credits

Landscape as a system of representation and performance is studied through the tradition of formal and picturesque gardens, the discourses of the beautiful and sublime, urban parks, the integration of modernism and landscape, earth art, everyday and extreme landscapes, industrial and natural ecologies, and the emergence of "landscape urbanism."

Prerequisite: CRIT305 History + Theory III.

Required for Architecture/Landscape/Interiors majors.

English Courses

English for Non-Native Speakers

ENGL020 3 credits

ESL class for speakers of other languages who require a semester of intensive English language study. Grammar, writing, reading, vocabulary development, and speaking skills are practiced and reviewed with a focus on the particular needs of the ESL student. In addition to the scheduled class, students are required to complete three hours weekly in the tutorial lab. Because of significant language demands in other Liberal Arts classes, students in this program enroll in Math for Artists and Designers and do not enroll in art history. A minimum grade of "C" (2.0) is required to pass this course.

Special fee: \$1,000

Liberal Arts and Sciences

Developmental English I

ENGL050 3 credits

Developmental English I is a lower division class for both native and non-native speakers of English. Students must have a fundamental knowledge of the English language, but need additional work in basic skills. The class focuses on unity, coherence, and sentence structure in writing, and analysis in reading short non-fiction works. Students are also required to complete two hours weekly in the tutorial lab. A minimum grade of “C” (2.0) is required to pass this course.

Prerequisite: Successful completion of ENGL020 English for Non-Native Speakers or placement through the English Placement Exam.

Developmental English II

ENGL090 3 credits

The skills of invention, drafting, revising, and editing are practiced in four to five essays that include at least three drafts each. Students write narratives, text-based essays, persuasive essays, etc., along with reading short non-fiction works. A minimum grade of “C” (2.0) is required to pass this course.

Prerequisite: Successful completion of ENGL050 Developmental English I or placement through the English Placement Exam.

Critical Analysis and Semiotics (PAIRED)

ENGL104 2 credits

The paired Critical Analysis and Modern Art course for non-native speakers explores the major modern artistic movements of Europe and North America from 1840 to 1960, covering Romanticism through Abstract Expressionism. Students will investigate the crucial issues, arguments, artists, and works of the avant-garde during the modern period. Both the English and Art History faculty teach and plan this course. In both classes, students learn to apply English standards of reading, writing and speaking skills while reinforcing Art History content and Critical Analysis in reading and writing. Students spend three hours per week in English and three hours per week in Art History, along with additional tutorial hours each week with an art historian and Student Resource Center tutors. A minimum grade of “C” (2.0) is required to pass this course.

Critical Analysis and Semiotics

ENGL104 2 credits

Critical Analysis and Semiotics (CAS) explores the world of cultural signs (semiotics) while developing a number of skills: critical and analytical reading, effective academic writing, evaluating information, and participating in college level discussions. The reading materials and topics examined this semester will concern popular culture with a special emphasis on gender studies, media literacy, technology and human interaction, the American national character, and issues of power and ideology. In addition, we will explore issues related to larger themes of creativity, diversity, globalism, identity, social responsibility and sustainability. The course will build upon already acquired popular cultural literacy to enable students to explore familiar phenomena within the context of the academic world. The First Year Initiative is embedded within this course. A minimum grade of “C” (2.0) is required to pass this course.

Prerequisite: Successful completion of ENGL090 Developmental English II or placement through the English Placement Exam.

Composition and Critical Thought

ENGL106 3 credits

This class focuses on the development and refinement of students’ rhetorical skills through the lens of the relationship between images and text. Students are expected to express their ideas with clarity of purpose in a logical, organized manner in four to five longer essays which, in addition to all the skills emphasized in the previous classes, also demonstrate critical thinking, style, logic, voice, development, and syntactic sophistication. Students also study models of argumentation. A minimum grade of “C” (2.0) is required to pass this course.

Prerequisite: Successful completion of ENGL104 Critical Analysis and Semiotics or placement through the English Placement Exam.

Honors English

ENGL106H and 202H 3 credits (two semesters)

Honors English is a two-semester course of study focusing on modern and contemporary literature. Students read drama in the fall and short fiction in the spring. In both cases there is a strong emphasis on exploratory writing techniques and styles, and parallel readings in critical theory. This course is thematically linked to AHCS 120 Honors Introduction to Visual Culture and AHCS 121 Honors Modern Art History.

Course Descriptions

Liberal Arts and Sciences

Course Descriptions

Introduction to Creative Writing

ENGL202 3 credits

This course focuses on the fundamentals of creative writing including fiction, drama, and poetry; study and application of forms, techniques, and literary elements. Workshop experience provides an opportunity for analyzing and critiquing student writing.

Speech

ENGL202 3 credits

From Jesus of Nazareth's Sermon on the Mount to Winston Churchill's rallying a beleaguered Britain, to General Douglas MacArthur's "Old Soldiers Never Die," to Susan B. Anthony's call for women's suffrage, this course contains the finest examples of speechmaking and speechwriting in human experience. Historical context, techniques, and audience are analyzed with students applying these insights to their writing and delivering of speeches.

Introduction to the Short Story

ENGL202 3 credits

This course includes reading and discussion of selected short stories emphasizing analysis, interpretation, and evaluation. The course focuses on the short story as a genre and as a source of significant insight into the human condition.

Film as Literature

ENGL202 3 credits

Students analyze narrative conventions in works of literary fiction and in film with attention to the similarities and differences between literacy and film art. They learn to appreciate the literature devices and styles evident in individual works and the commentary made by these works on moral, social and aesthetic issues. The course includes discussion of adaptation issues.

Interpretation of Fairy Tales

ENGL202 3 credits

Fairy tale characters are archetypal images that are present at the deepest level of our psyches. They have endured because they portray a vivid psychological reality through which we can gain an understanding of ourselves. This course analyzes selected fairy tales from many points of view.

African American Narratives

ENGL202 3 credits

Because there is no one monolithic "African American community," this course studies a broad sampling of various narratives dealing with African American experiences. Some of the themes explored deal with questions of identity and community, assimilation and nationalism, interracial relations, classroom and artistic freedom.

Digital Storytelling

ENGL202 3 credits

Technology and the age-old craft of storytelling intersect. This hands-on course explores the art and craft of storytelling in new formats like the web, videos and other nonlinear media. Students will conceive, design and develop a fully functional multimedia story and learn about writing, plot character development, interactivity and much more along the way.

Literature and Madness

ENGL202 3 credits

Students will read poems, fiction, and nonfiction to study how mental illness is depicted in Literature. Through works such as *The Bell Jar*, *One Flew Over the Cuckoo's Nest* and *Catcher in the Rye*, students will explore various identities, the creative process, and the representation of mental illness in society and literature.

The New Testament as Literature

ENGL202 3 credits

Students will explore the varied genres, structures, and narrative devices used in the writings which constitute the New Testament. Students will also study the many historical and contextual understandings of the New Testament, together with its impact on religious and secular cultures. Special attention will be paid to narratives which have substantial reference in art and literature. No prior knowledge of the Bible is assumed.

Harry Potter: Literary Tradition and Popular Culture

ENGL202 3 credits

This course will examine the Harry Potter phenomenon in terms of its folkloric origins, literary structure, and its effect on popular culture. Students will critically analyze the various themes and values expressed through Rowling's books in an effort to understand how and why Harry Potter has made reading fun again.

Liberal Arts and Sciences

Text and Image

ENGL202 3 credits

The class will examine a range of image-text relationships from alphabet formation to the text-based work of contemporary visual artists such as Xu Bin, Hanne Darboven, and Barbara Kruger. Studies will extend from William Blake's "visible language" through "concrete" poems by the likes of e.e. cummings and Guillaume Apollinaire to ekphrasis and the use of "image narrative" in contemporary poetry. The class will address image-text relationships in photographic books such as Jim Goldberg's *Rich and Poor* and in Trenton Doyle's graphic novel *Me A Mound* as well as the ways in which image-text converge on the big screen and electronic media.

Reel Docs: Truth through Film

ENGL202 3 credits

This course will present nonfiction cinema about real individuals and critical issues that shape our lives and the world in which we live. Focusing on documentaries as agents of social change, we will encourage dialogue and exchange, examining the stories, the processes and the creative possibilities available through the art of nonfiction filmmaking.

Creative Nonfiction

ENGL202 3 credits

Writers of creative nonfiction may use the standard elements of fiction or poetry to write about current events, personal experiences or social issues. In this course students will be exposed to the different techniques, styles, structures and strategies of writing creative nonfiction, through the use of readings, exercises and practice. They will enhance their writing skills using the tools presented, as well as observation and reflection.

Time Travel Narratives

ENGL202 3 credits

This online course taught in Summer offers an adventurous journey into the multiple timeline theories found in literature, film, anime and television. Students will explore a variety of temporal narratives and discuss the significance and implications of time travel theories in an ever advancing society where science fiction regularly becomes science fact. We will also examine related issues concerning Social Responsibility, Ethics and Human Sustainability that arise in the Time Travel discourse.

Original Young Adult Novels

ENGL202 3 credits

Before Harry Potter, before Twilight, even before the term "young adult" was used for books, there were novels that explored the landscape of adolescence. In this class we will read Ann Frank: *The Diary of a Young Girl*, J.D. Salinger's *Catcher in the Rye*, S.E. Hinton's *The Outsiders*, Carson McCuller's *A Member of the Wedding*, Maya Angelou's *I Know Why the Caged Bird Sings* among others and discuss the role of the adolescent in literature. We will study characters, point-of-view, setting and structure in order to better comprehend the role of the young adult in literature.

Brave New World: Shakespeare in Film and Literature

ENGL202 3 credits

Brave New World is an overview of the literary mastery of William Shakespeare. His storytelling genius will be considered through its ongoing relationship to another key and influential storytelling medium -- film. We will closely study three or four of Shakespeare's plays and view their film adaptations. The course will introduce the elements of literature and explore how they can provide a structure for better understanding and analyzing literary and visual texts. Classroom discussion and writing assignments will focus on textual comprehension and discernment of style.

Developing You: Foundations in Leadership

ENGL202 3 credits

Developing You: Foundations in Leadership will focus on leadership and identity development. The course will span the spectrum of leadership theory and emerging trends of chaos theory and sustainable leadership. Student will have an opportunity to develop their working understanding of leadership and will be challenged to "shadow" an individual that is "living" leadership. Students will also role play and develop presentations that turn theory into practice. Students will explore their own leadership style through participation in the national research project LPI - Leadership Practice Inventory.

Course Descriptions

Liberal Arts and Sciences

Course Descriptions

Advanced Topics in English

Course offerings vary each semester. Students choose one course from the following offerings:

Creative Nonfiction

ENGL400 3 credits

This class focuses on the autobiography, biography, and essay as examples of “creative non-fiction,” a genre developed in book form and in many magazines like *Atlantic Monthly* and *The New Yorker*. In addition to weekly reading and writing assignments, students write a personal essay as their final project.

Science Fiction Literature, Film, and Theory

ENGL400 3 credits

This course examines selected fiction, critical theory, and film as it pertains to the “cyberpunk” aesthetic. Focusing on the germinal sources of cyberpunk as well as the many motifs, artistic styles, and physical elements that comprise this radical hyper-real ethos of yesterday/today/tomorrow, concentration is on the works of William Gibson—the “demiurge” of the cyberpunk experience—and on science fiction as an artistic genre.

Creative Writing Workshop

ENGL400 3 credits

This course is an introduction to the experience and practice of writing fiction and poetry. Most of the course takes place in a workshop setting, including visits by guest writers. Students produce a portfolio of writing done in the course of the semester in revised and publishable form.

Gods and Artists

ENGL400 3 credits

This course will consider the impact of the Bible on western culture. A profound and compelling literature, for thousands of years the collection of books known as the Bible has shaped understandings of creation and creativity, identity, and destiny, war and peace, our place in the world and the fate of the earth. This class will survey key characters, events and themes in the Bible, together with the Bible’s impact on western art, literature, language, music, justice and ethics.

Film Noir

ENGL400 3 credits

This course examines the film noir genre of American film with a focus on changing forces in American culture after World War II. Readings analyze the relationship of film noir to perceptions of American social history.

The Graphic Novel

ENGL400 3 credits

This course focuses on the graphic novel, analyzing texts from diverse critical positions, along with examination of critical approaches to comics as a medium, narrative form, and a set of cultural and social practices. Readings are centered on visual narratives, comic art, and the rhetoric of the image. The course examines the interaction of text and image in sequential art, as well as the literary and critical themes and tropes within this genre.

Los Angeles Literature

ENGL400 3 credits

Love it. Hate it. Los Angeles is a provocative place. A city of dreams, a clash of cultures, a city of tomorrow, an impossible mess, a place of opportunity, a hotbed of illusion. Add earthquakes, riots, sunshine and smog, beaches and freeways. Add 15 million people. This course considers Los Angeles through the lenses of writers and other artists who have lived in L.A.

Film and Literature

ENGL400 3 credits

Students analyze narrative conventions in works of literary fiction and in film with attention to the similarities and differences between literacy and film art. They learn to appreciate the literature devices and styles evident in individual works and the commentary made by these works on moral, social and aesthetic issues. This course includes discussion of adaptation issues.

Liberal Arts and Sciences

Literature of Propaganda:

ENGL400 3 credits

What is propaganda? Essentially, it is media that seeks to convince its audience with a message. Mass media has been used to convince people to buy a product, vote for a certain candidate or even believe in certain ideologies. In all of these media, there is a specific rhetoric used to convince the audience through images, sounds, words or the moving image. In this class students will dissect the media of propaganda and learn how it is used to convince a mass audience by reading speeches and literature and watching ad campaigns that include these hidden messages around propaganda.

Writing the Short Screenplay

ENGL400 3 credits

“Writing the Short Screenplay” is a hands-on creative writing workshop in which students learn the art and craft of writing for film. Through online and class discussions, students will read, watch and analyze a number of films to understand how a script translates to the screen. In the first portion of the class, students will develop story concepts by fleshing out plot, character development and more. Then, the second half of the class will consist of story workshops where students write their pages and receive peer review through class/online discussions. By the end of the semester, students turn in revised, polished copies of their short film scripts.

Business Writing and Communication

ENGL400 3 credits

Business Writing & Communication introduces students to principles and writing practices necessary for producing effective business letters, memos, reports, and oral presentations in professional contexts. The course focuses on getting ideas across succinctly and directly, addressing readers’ needs while representing your own best interests and those of your organization. Students will get practice in three different formats of organizational writing – to inform, to persuade and to build goodwill – while honing their written and oral communication skills.

Integrated Learning Courses

Integrated Learning Liberal Arts Elective

ILML200 3 credits

Designed especially for sophomores, the Integrated Learning Liberal Arts elective enables students to work in trans-disciplinary teams with a community. This course emphasizes collaborative methodology, synthesizing diverse perspectives, creativity, critical thinking, clear communication and information literacy and enables students to engage in issues that extend beyond the traditional classroom. See department for course offerings.

Liberal Studies Courses

Concepts and Issues in Media Arts

LIBS217 2 credits

This course explores the impact of technologies on the creation and perception of images. Fundamental issues in ethics, copyright, aesthetics, as well as the business of art are in flux. This class brings a rational perspective to the rapid changes in technology, an assessment of where we are today, and the skills to prepare for the future. Required for Digital Media majors.

Microeconomics: Economics in the Product Market (PD Majors)

LIBS235 2 credits

This course is a survey of Microeconomic principles, including supply and demand, consumer preferences, elasticity of demand, costs, and market structures. The effects of each of these in determining prices in various types of product markets will be examined in connection with current student projects.

Course Descriptions

Liberal Arts and Sciences

Course Descriptions

Community Arts in LA

LIBS245 2 credits

This course will provide students an opportunity to explore the aesthetic, historical, political and socio-cultural aspects of community based art. Students will learn about the myriad of community arts throughout Los Angeles. Class lectures, discussions, readings and writing assignments will focus on the theoretical exploration and practical application artist led art practices affecting positive change. Alternating site visits (held every other week) will include museum education departments such as LACMA, MOCA, SMMoA, The Getty, and arts/cultural organizations, such as Side Street Projects, Armory Art Center, Machine Projects, Watts House Project, The HeArt Project, Echo Park, Film Center, A Window Between Worlds, First Street Gallery Art Center. These may change each semester.

Communication Arts Senior Thesis/Research Paper

LIBS404 2 credits

This course is aimed at helping 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 Graphic Design, Illustration, and Advertising Design majors.

Senior Liberal Studies Capstone

LIBS440 3 credits

The Liberal Arts and Sciences capstone is a senior-level course where students identify and critically reflect on a theme that intersects their own studio practice or discipline and their work in Liberal Studies. The capstone encompasses work relevant to a wide range of disciplines, representing the culminating expression of a liberal arts education and outcomes that prepares art and design students for future success in a wide range of personal, professional, and social endeavors. In addition to a major research and writing component, students may demonstrate learning through the inclusion of projects that represent their individual studio interests. A grade of C or better is required to pass capstone.

Food Customs and Symbolism

LIBS410 3 credits

Along with air, water, shelter and sex, food is considered a basic human need. Class, gender, ethnicity, environment, vocation, religious belief, and social values are all topics that affect what, when, and how we eat. In this course we will read essays, see films and through thoughtful class discussion, analyze the role of food in contemporary culture. We will examine why certain foods are taboo to certain people, consider issues of nutrition and health, and the dichotomy of a world with problems of hunger and obesity. In addition to these very serious topics, we will also look at the social aspects of food, and the ways we enjoy being social through eating, especially as it relates to meeting, mating and celebrating.

History of Jazz

LIBS410 3 credits

This class explores jazz from its roots to its most current forms. Hear the music, study its contributions, and explore the cultural patterns and trends that surround its development. Students will develop a comprehensive understanding of the history of jazz and the ways that jazz has influenced contemporary visual culture.

Myths, Fairy Tales and Storytelling

LIBS410 3 credits

Everybody loves a good yarn. Students will explore the worlds created in oral narratives. The types of tales discussed include myths, folktales, urban legends and personal experience narratives. We will examine these rich narratives as well as the history and theory surrounding them. Students will perform ethnography with their choice of storyteller and write a field research paper about their tale-telling. Students will also read lots of great stories, watch film adaptations of well-known folktales, and tell tales of their own.

Witchcraft in Religion and Society

LIBS410 3 credits

This class explores a variety of perspectives on witchcraft. Discussion includes the Biblical injunctions against magic, the Medieval and Renaissance persecutions, the Salem trials, and literary and artistic views of the witch as a demonic, anti-Christian figure. This class also explores modern pagans and wiccans and how their practices effect perceptions of witchcraft.

Liberal Arts and Sciences

Course Descriptions

Anthropology of Religion

LIBS410 3 credits

This course examines the role of religious beliefs and practices in various cultures, including its effect on art, its relationship to the environment, etc. Emphasis is on cross-cultural and intercultural experiences in the U.S.

World Music

LIBS410 3 credits

The class explores world music traditions and the role that music plays in the lives of the people who perform it and those who listen. Students investigate music in terms of its social, religious, cultural, and political aspects. The class also examines the interrelationships of traditional music and contemporary styles through lecture, listening, slides, films, videos, independent research projects, readings, field trips, and guest lecturers and musicians.

Afro-Caribbean Ritual Art

LIBS410 3 credits

The focus of the class is an inquiry into the ritual art of the Caribbean. The course analyzes the changes and transformations African aesthetic conventions underwent as they came in contact with other cultures. Concepts of creolization, migration, adaptation, syncretism, and transformation are defined in the context of the cultures explored with African and West African art serving as a reference point.

Science Fiction in Literature, Film, and Culture

LIBS410 3 credits

Science fiction stories, novels, and films are perused and analyzed to understand their influences and development. Sci-fi inspired cultural groups, their behaviors and materials are discussed. The course emphasizes the various perspectives regarding media and popular culture and its symbiotic relationship with culture and traditional folklore.

Contemporary Music Issues

LIBS410 3 credits

This course develops an understanding of the issues and processes that have shaped contemporary music culture, making a connection between static and non-static arts.

Latin American Folklore

LIBS410 3 credits

This is a survey of the folk practices, beliefs, and rituals of Latin America. The area is united by a common Spanish culture. The folk beliefs and practices inherited from Spain are informed by native, African, and Asian traditions. The course uses a variety of media such as scholarly readings, slides, and video to explore the rich and varied culture of the area.

African Folklore

LIBS410 3 credits

Africa, along with native cultures, is the single most influential cultural force in the New World. From folk beliefs and practices to material culture, Africa's rich heritage informs almost every aspect of the cultural life of the hemisphere. This class is a laboratory to explore the diverse and rich areas of the direct and indirect influences of Africa in three major cultural areas: English, French, and Spanish Creole societies.

John Cage

LIBS410 3 credits

In this interdisciplinary course students explore the work of John Cage as composer, writer, performer, and thinker, examining his diverse influences as well as the extent of his influence on creative practice from the 20th century to the present.

The Creative Process

LIBS410 3 credits

This course introduces students to the interdisciplinary theories of creativity. Students examine the lives of highly innovative thinkers to determine individual traits and environmental conditions that stimulate groundbreaking work, while gaining practical experience generating ideas in group and individual settings through in class exercise and outside assignments.

Ethics and Sustainability

LIBS410 3 credits

This course discusses the (un-)sustainability of environmental, agricultural, energy, political, and economic systems and practices. The course addresses sustainability descriptively, drawing on empirical science, but the primary intent of the course is prescriptive and normative. The major purposes of the course are to examine what practical considerations should guide our efforts to foster sustainability and, above all, to explore ethical issues related to sustainability.

Liberal Arts and Sciences

Course Descriptions

Signs, Ritual, and Politics

LIBS410 3 credits

This course examines the semiotics of ritual and the politics of ritual through an interdisciplinary approach combining visual and cultural analysis. Issues will range from how ritual behavior is embedded in visual communication to its impact on political discourse. We will explore three main domains: semiotics of ritual and politics; ritual behavior in religion; and institutions and mass media representation through rite and signification. In the first section of the course we will focus on some key semiotic and cultural analyses which will later be applied by students to assigned field projects.

The History of Rock and Roll

LIBS410 3 credits

We all listen to music almost every day of our lives; however, few of us know much about this music's history. Students examine the evolution of this truly American art form, from its Gospel and Blues roots, to the fusion of R& B and Country, through Doo-Wop, right up to its present day manifestations. They look at the music but also the culture that developed around it, and how it inspires work, morality and fashion.

Vampire Literature and Lore

LIBS 410 3 credits

The vampire is deeply embedded in numerous mythologies, legends, folk beliefs and popular culture products. In this course, we will explore how the image of the vampire has changed through the ages and cross-culturally, delving into social movements that have inspired a penchant for the undead. We will discuss modern vampires who take blood, read Anne Rice, have beliefs about their non-human abilities or go clubbing clad in pvc. We will explore how and why the vampire has captured our cultural imagination through the ages.

Virtual Worlds

LIBS 410 3 credits

This online course, offered during Summer, explores the currently burgeoning online and gaming spaces termed virtual worlds. We will discuss 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. Virtual worlds addressed include The World of Warcraft, Webkinz, the SIMS and Second Life.

Secret Societies and Conspiracy Theories

LIBS 410 3 credits

Conspiracy theory is a term that refers to any claim of civil, criminal or political conspiracy. It has become largely pejorative and used almost exclusively to refer to any fringe theory which explains a historical or current event as the result of a secret plot by conspirators. Our class is an examination of the most known and current Conspiracy Theories and how they emerged. We will explore their influence in popular culture, art and their relationship with secret societies as well.

Teaching for Learning II

LIBS412 3 credits

In this course emphasis will be on the stages of human and aesthetic development in the youth and adult. Students will synthesize study of cultural backgrounds, learning styles, and proficiency levels as they relate to the role of the visual arts in human development. Topics include art museum and community based audiences, public artists working with city planning boards, Classroom management, ESOL, Special Education, health and safety, engaging teaching styles, and best practices.

Senior Thesis (Fine Arts)

LIBS455 3 credits

Through "visiting artist" style presentations followed by group discussions, students consider the salient themes in their artwork and clarify the language and style they use to talk about it. These presentations give students the opportunity to develop and present in lecture form the topics they have developed in their thesis paper. The Senior Review is designed to function in concert with the Senior Thesis course offered by the Liberal Studies Department. Both courses are ultimately focused on helping the students prepare for professional presentation of their work, either through written or spoken word. Spring only. Required for Painting, Photography, and Sculpture/New Genres majors.

Business Practices

LIBS454 2 credits

The first half of this course provides an introduction to business strategy, economics, finance, and marketing. The second half teaches students how to write a business plan for their own companies. Lectures by visiting toy industry professionals are included. Required for Toy Major Seniors

Liberal Arts and Sciences

Mathematics Courses

Math For Artists and Designers

MATH136 3 credits

This course 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 3 credits

This course 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,

Symbolic Logic

MATH336 3 credits

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. The course 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 Graphic Design, Illustration, and Advertising Design majors.

Natural Science Courses

Natural Science Requirement

NSCI307 3 credits

Fashion Design, Toy Design, and Interactive Product Design offer Natural Science courses that are specific to their curricula. All other majors choose one course from the following offerings:

The Psychology of Seeing

NSCI307 3 credits

This course explores the mechanisms we employ in understanding and interpreting visual information.

Through lectures and exercises students gain understanding of various visual phenomena.

Psychological and physiological topics include: the complexity of the eye, brain structures, optical illusions, as well as the perception of brightness, movement, color, and form.

Imagination and the Brain

NSCI307 3 credits

This course explores various aspects of the phenomenon of visualizing (mental imagery) by combining insights from neurology, psychology, and philosophy. Topics include: visualizing in relationship to other visual phenomena; visualizing as one form of sensory imagination; visualizing as a component of non-conceptual cognition; and the continuities and discontinuities between mental images and the artist-made images (drawing, painting, and photography) which are based on such visualizations.

The Science of Sleep and Dreaming

NSCI307 3 credits

A multidisciplinary natural science class about sleeping and dreaming, focussing on the content and structure of dreaming and "dream logic." Students will learn about the physiology of sleep and sleep disorders and about the neurology and phenomenology of dream content.

Juvenile Anatomy and Ergonomics

NSCI308 3 credits

Anatomy is the science that includes a study of the structures and functions of the human body, and ergonomics is the applied science of equipment design. This course examines the human anatomy and its implications for the ergonomic design of toys for children at different stages of physical maturation. Required for Toy Design majors.

Anatomy and Ergonomics: Human Factors

NSCI319 3 credits

This course utilizes the principles of physics to understand human anatomy as a mechanical system. Emphasis is placed on physiological issues related to age, gender, and physical disabilities. Consideration is also given to the implications of these principles for applied ergonomics. Required for Product Design majors.

Textile Science I

NSCI311 2 credits



Students study fibers, yarns, and fabrics and acquire a practical understanding of how each affects the appearance and performance of the textile product. Issues of sustainability are examined as they relate to the cultivation and production of fibers. Students learn to make fabric choices based on an understanding of the woven structure and knowledge of individual fabric properties.

Course Descriptions

Liberal Arts and Sciences

Course Descriptions

Textile Science II

NSCI312 2 credits
Students study knit construction, its design possibilities, and how it affects the performance of the fabric and finished product. Students knit swatches using a variety of stitches, combining yarns and varying gauge. Other topics include dyeing, printing and finishes as processes which affect the aesthetic appeal of the finished product, and as functional finishes which enhance performance. The impact of these processes are examined. Required for Fashion Design majors. *Lab Fee: \$35.*

Social Science Courses

Cultural Studies

SSCI130 2 credits
This class explores what happens when diverse cultures interact across groups of gender, language, ethnicities, sexual orientation, etc., and how culture is perceived and transmitted. Students write field observations, evaluate media, and participate in individual and group presentations. Lectures, simulations, and assignments are designed to increase the students' observational and analytical skills and decrease intercultural and racial misunderstandings.

Social Science

SSCI210 3 credits
Toy Design and the ACT Program offer Social Science courses that are specific to their curricula. All other majors choose one course from the following offerings:

Engaging Cultures

SSCI210 3 credits
Ideas regarding the taking, owning, or occupying of space by different cultural groups are discussed. This course addresses theories about permanent, ephemeral, and existential cultural spaces in art and culture. Field exposure and field trips are included. There will be a number of different topics explored as designated by theme.

Cultural Anthropology

SSCI210 3 credits
This introductory social science course is a tool kit for looking at universal patterns and infinite variations of the human response. Course objectives are to introduce students to contemporary theories of anthropology, including Marxist, feminist, critical and aesthetic points of view, and to prepare them for field research.

The History of Rock and Roll

SSCI210 3 credits
We all listen to music almost every day of our life; however few of us know much about this music's history. The History of Rock and Roll will focus on the evolution of this truly American art form. From its Gospel and Blues roots, to the fusion of R& B and Country, through Doo-Op, right up to its present day manifestations, we will not only look at the music but also the culture that developed around it. Rock and Roll inspires our work, our morality and our fashion. Now it is time to learn more about it.

The Origins of African American Music

SSCI210 3 credits
From its earliest forms to today's top ten, this course examines African American popular music in terms of its social and cultural significance. The main goal is to foster an understanding of how social conditions and music intersect in African American communities.

Science Fiction in Literature, Film, and Culture

SSCI210 3 credits
Science fiction stories, novels, and films are perused and analyzed to understand their influences and development. Science fiction inspired culture groups, their behaviors, and materials are discussed. The course emphasizes various perspectives regarding media and popular culture and their symbiotic relationships with culture and traditional folklore.

Video Game History and Culture

SSCI210 3 credits
The course examines the world of computer and video games through a socio-cultural lens. From the earliest experiments to the current hot sellers, including all major game genres and platforms, students delve into the images, symbolism, and narratives that shape the video game universe and captivate its visitors.

Liberal Arts and Sciences

The Creative Process

SSCI210 3 credits

This course introduces students to interdisciplinary theories of creativity. Students examine the lives of highly innovative thinkers to determine individual traits and environmental conditions that stimulate groundbreaking work, while gaining practical experience generating ideas in group and individual settings through inclass exercises and outside assignments.

Child Psychology

SSCI211 3 credits

A comprehensive overview of child development from conception to adolescence, including developmental stages, critical periods, effects of early stimulation, environmental enrichment, and how to apply this information when designing children's toys, books, games, products, and entertainment. Special attention is given to toy design issues of aesthetics, safety, age-relevance, socio-cultural parameters, marketability, and characteristics of successful toys. Required for Toy Design majors.

Introduction to Psychology

SSCI210 3 credits

This class will provide a foundation for understanding theories and basic concepts in psychology. The course will increase comprehension of the various applications of psychology to everyday life.

History of Jazz

SSCI210 3 units

This class explores jazz from its roots to its most current forms. Hear the music, study its contributions, and explore the cultural patterns and trends that surround its development. Students will develop a comprehensive understanding of the history of jazz and the ways that jazz has influenced contemporary visual culture.

Teaching for Learning I (A.C.T. ONLY)

SSCI212 3 credits

This course provides a historical overview of education and art development theories and philosophies as well as social and liberation theories. Students are introduced to models of art education such as student centered, discipline based, and curriculum based teaching through the arts. Topics will include student populations, popular youth culture, diversity, inclusion, and learning styles. Contemporary artists who teach as part of their practices will be discussed. Required for students in the Community Arts Engagement track of the ACT program.

Course Descriptions

Liberal Arts and Sciences

Department Faculty

Debra Ballard

Chair

MA (English) Cal St Univ. Northridge. BA (English) Univ. of Maryland; Publication editor, educator with extensive curriculum design experience; published articles on education, portfolio use, and conference presentations.

Parme Giuntini

Director Art History

PhD, MA (Art History) UCLA. BA (History) UCLA. Specialization in 17th -20th art with a focus on the construction of modern identity, gender, and fashion. Actively involved in curriculum design and educational pedagogy.

Sung Ju Ahn

Lecturer

MFA(Screenwriting) American Film Institute; BA(Multi-Media Performance Art) Pomona College. Writer, producer, and copywriter. Plays performed at the Oregon Shakespearean Festival Association, Hong Kong Arts Center and Los Angeles Theatre Center, and in 1992, she received the LA Arts Recovery Grant for "Love In the Riots." Currently writing her first novel, "Midwife Shin."

Michael Albright

Lecturer

MA (Cinema and Media Studies) UCLA and is finishing his PhD in Film and Media Studies at UCSB. He also actively produces and directs documentaries for his independent company, Moonpix as well as for his non-profit, Project Moonshine. His research interests include documentary, film noir, production culture, and phenomenology.

Sharon Bell

Lecturer

MA, BA (English) Vanderbilt Univ. Magazine writer and Arts and Music editor. Awardnominated television writer of episodic cable US and documentary for NHK Japan. Bronze medal for a screenplay at the Charleston Film Festival. Teacher Excellence Award from West Los Angeles College Honor Society.

Guy Bennett

Professor

PhD, MA, BA (French Literature) UCLA. Extensive publications in poetry, reviews, criticism, and translation.

Adam Berg

Adjunct Associate Professor

PhD, MA (Philosophy) Haifa Univ. Studied Academia delle Belle Arte, Rome, Video and installations shown internationally. Artist-in-Residence, McLuhan Center for Culture and Technology, Univ. of Toronto; and Headlands Center for the Arts, Sausalito.

Pam Blackwell

Senior Lecturer

MA (Art History and Studio Art) UC Riverside, BA (Art History). Getty Visiting Scholar Program. Artist/Photographer. Photographs exhibited and published widely.

Carol Branch

Director Student Resource Center

PhD, MA (Folklore and Mythology) UCLA; BA (English and German) UCLA. Specialization in African American performance art. Contributed to a teachers' curriculum guide published by the Afro-American Museum.

David Bremer

Associate Professor

MDiv (Religion, Myth and Popular Culture) Harvard Univ.; BA (English) Wittenberg Univ. Directs special programs in faculty development. Led Otis Creative Renewal program for Mattel. Special interests in creativity, storytelling, and spirituality.

Joann Byce

Lecturer

PhD (Art History) UCLA; MA (Art History) UC Davis; BA (Studio Art). Active in the College Art Assn., Session co-chair in 2003 for "Making Art Make History: The Art Gallery as Institution."

Krystina Castella

Lecturer

BFA (Industrial Design) RISD. Design and business consultant. Started three manufacturing companies and a retail store, several web sites and the Design Entrepreneur Network. Developed Hypercolor heat-sensitive clothing for Generra Sportswear, production design for Fox Network, environmental design for Walt Disney Imagineering and retail architectural design for RTKL. Author of seven books including several cookbooks and a children's book.

Liberal Arts and Sciences

Rocío Carlos

Lecturer

MFA (Candidate) Otis College of Art and Design, BCLAD Credential (English Language Arts), BA (Psychology) California State University. She is seeking publication of her first novel, *The River's Blue*, and is working on a second. Taught English in public secondary school for nine years.

Perri Chasin

Adjunct Assistant Professor

MA (Speech Communication) Queens Coll. City Univ. of N.Y.; BA (Speech and Language), City College, City Univ. of N.Y. Broadcast writer/producer and speech and language specialist. Former CBS Records International executive, National Celebrity Coordinator for "Hands Across America" and co-producer of the documentary "The Story of Hands Across America." Wrote and produced television news, entertainment specials, several reality series, live events and a critically acclaimed series for public radio.

Scarlett Cheng

Senior Lecturer

MA (Television/Film Studies) Univ. of Md; BA American Univ. Writer on film and visual arts for *Los Angeles Times*, *Art News*, *Far Eastern Economic Review*. Programmed first Chinese film series in history of Smithsonian Inst.

David Chierichetti

Lecturer

MFA (Motion Picture History) UCLA; BA (History). Author of several books including *Hollywood Costume Design* and *Hollywood Director: The Career of Mitchell Leisen* and *Edith Head: The Life and Times of Hollywood's Celebrated Costume Designer*.

Melissa Clark

Lecturer

MA (English) UC Davis; BFA (Professional Writing) Emerson College. Creator of animated television series "Braceface" and writer for "Rolie Polie Olie," "Totally Spies," "Sweet Valley High," among others. Author of "Swimming Upstream, Slowly," published in 2006 by Broadway Books/Random House. Currently completing her second novel, "Imperfect."

Heather Cleary

Lecturer

MLIS UCLA; BA (English) Reed Coll. Librarian specializing in cataloging and visual materials; on executive board for Artists' Books Conference LA 2004 conference; given several presentations at conferences.

Lorraine Cleary-Dale

Lecturer

MFA (Studio Art) Claremont Graduate Univ. BFA (Studio Art) CSU Long Beach. Director of Professional Development, Armory Center for the Arts, Consultant/Trainer, Los Angeles County Arts Commission, Active in the College Art Assn.

Meg Cranston

Chair, Fine Arts

MFA Cal Arts; BA (Anthropology/Sociology) Kenyon Coll. Internationally recognized performance and installation artist. Solo shows at Dunedin Public Art Gallery, New Zealand; Rosamund Felsen Gallery, Santa Monica; Galerie Michael Kapinos, Berlin; Venetia Kapernekas Fine Art, N.Y.; Carnegie Museum of Art, Pittsburgh. Recipient COLA Individual Artist's Grant, Architectural Foundation of America Art in Public Places Award, John Simon Guggenheim Memorial Foundation Fellowship.

Diane Cunningham

Lecturer

Ph.D. UC Irvine; MA, UC Irvine; MA, CSU Fullerton; MA, BA, UCLA. Varied background ranging from performing arts to forensic economics. Current focus on American popular and consumer culture, individual economic choice, and the sociology of death and dying.

Mario Cutajar

Lecturer

MFA(Candidate) Art Center, BA (Philosophy) University of Toronto. Regular contributor to *Artscene*. Past *Artweek* contributing editor. His writing has also appeared in *Art + Text*, *LA Weekly*, *Visions*, and other publications.

Department Faculty

Liberal Arts and Sciences

Department Faculty

Andrew Davis

Adjunct Assistant Professor

Ph.D. (Performance Studies) New York Univ.; M.A. (Folklore) UCLA; B.A. (English) San Francisco St. Univ. Writes and curates museum exhibitions on theatre related topics. His company, Baggy Pants Productions, produces shows and events in the L.A. area.

Marlena Donohue

Associate Professor

ABD, MA (Art History) USC; BA (Psychology) UCLA. Art critic for several newspapers and magazines, including *Sculpture Magazine*, *The Los Angeles Times*, *Artweek*, and *London Art Newspaper*.

Xarene Eskendar

Lecturer

PhD candidate (Media Arts and Technology) UC Santa Barbara; MFA (Design and Media Arts) UCLA; BS (Industrial and Interior Design), University of Cincinnati.

Ysamur Flores-Pena

Associate Professor

PhD, MA (Folklore and Mythology) UCLA; MA, BA (Education) Catholic Univ. of Puerto Rico. Extensive publications including *Fit for a Queen: Analysis of a Consecration Outfit in the Cult of Yemaya*. Has presented papers at the Fowler Museum and the St. Louis Museum.

Enjoli Flynn

Lecturer

MFA (Writing) Otis College of Art and Design; BA (Political Science) University of San Francisco. Copy Editor for IW Group (Asian advertising agency), and currently in the final stages of completing her first novel (not yet titled).

Jason Gendler

Lecturer

PhD candidate (Cinema and Media Studies) UCLA; MA (Cinema and Media Studies) UCLA; BA (Communication Arts), University of Wisconsin - Madison. Currently he is working on his dissertation, "The Narration of Beginnings in Narrative Cinema."

Tiffany Graham

Lecturer

Current Ph.D candidate (World Arts and Cultures) UCLA; BA (English) Univ. of Missouri-Columbia.

Claudia Hernandez

Lecturer

PhD candidate (World Arts and Cultures) UCLA. Specializes in Latina/o religion, spirituality and healing practices in Los Angeles. Dissertation topic is "Healing Strategies Among Latina/os at Proyecto Jardin Community in Boyle Heights, Los Angeles."

Marsha Hopkins

Senior Lecturer

MFA (Writing), BFA (Painting) Otis College of Art and Design. Published in *Garb: A Fashion and Culture Reader* and in *Otis Review*. Her short story "Stalker" was published by *Nothing Moments*.

Heather Joseph-Witham

Associate Professor

PhD, MA (Folklore and Mythology) UCLA; BA (Political Science), Author of many articles including "Ironic Bodies and Tattooed Jews," "The Magical Harry Potter," as well as *Star Trek Fans and Costume Art*. Provides commentary for various media regarding folklore. This includes programs such as *Mythbusters*.

Laura Kiralla

Dean of Student Affairs

Ed.D. (Organizational Leadership); M.S. (Psychology) Univ of La Verne. B.A. Loyola Marymount Univ. Certificate in Conflict Medication, State of California. Specialization in Student Leadership Training.

Candace Lavin

Adjunct Assistant Professor

BA(Graphic Design) CSU Northridge. Dr. Toy award winner. Professional experience includes environmental graphic design for Walt Disney Imagineering, product design of toys, collectibles, and specialty gifts for Applause, Warner Bros. and Disney.

Liberal Arts and Sciences

Maggie Light

Lecturer

MFA (Writing) Otis. BA (Theater) Univ. of Virginia.

Joyce Lightbody

Adjunct Associate Professor

BFA UC Santa Barbara. One-person and group exhibitions include “Ear Ink,” “Earsight: Visual Scores and Musical Images,” and “Visual/Musical Permutations.” Recordings and publications include “Bell Play- songs for the Carillon,” “A Few More Songs” and “Joyce Lightbody’s Dictionary of the American Language.”

Sue Maberry

Director of the Library

MLS San Jose St. Univ.; BA (Art/ Women’s Studies) Pitzer College. Created Otis’ Information Literacy Curriculum.

Michele LeCuona McFaul

Lecturer

MA (Art History) and MA (Education, Curriculum and Instruction) UC Riverside, BA Regis Coll. MA thesis: “Patroness of the Gilded Age: Isabella Stuart Gardner.” Active member CAA, AHSC, Board member of Jonathan Arts Foundation, LA. and AMA.

Jennifer Moorman

Lecturer

PhD candidate (Cinema and Media Studies) UCLA; MA (Cinema and Media Studies; Concentration in Women’s Studies) UCLA; BA (English Literature and Film Studies), Smith College. Currently she is working on her dissertation, tentatively titled “The Softer Side of Hardcore? Women Filmmakers in the Adult Video Industry.”

Jessica Ngo

Lecturer

MPW (Professional Writing, Creative Nonfiction) USC; BA (Creative Writing) Pepperdine University. Author of the memoir *Second Twin*, First Twin (Sabellapress 2009). Currently working on a nonfiction book about twinship in Nigeria.

Tucker Neel

Lecturer

MFA (Fine Arts), Otis College of Art and Design; BA (Art History and Visual Arts), Occidental College. Artist, curator, writer, Vice President of GYST-Ink and founder of (323)

Selena Thi Nguyen-Rodriguez

Lecturer

PhD (Health Behavior Research / Preventive Medicine) USC; MPH (Public Health) USC; BA (Psychology) CSULB. Her research focuses on the psychosocial factors that influence health behaviors in minority youth.

Karri Paul

Lecturer

MFA (Studio Art) Univ of Texas, Austin; Univ of Iowa, Univ of Tenn. Published in *The Boston Review*, *Fence*, and *The Iowa Journal of Cultural Studies*, and her poem “Weather Update” was selected for The Pushcart Prize: Best of the Small Presses.

Leena Pendharkar

Lecturer

MA (Journalism) UC Berkeley; BA (English/ public policy analysis) Univ of N. C. Chapel Hill. Writer and filmmaker with a background in interactive design, has made several award-winning short films, and recently completed her feature film debut, “Raspberry Magic.”

Marisol Perea

Lecturer

JD, BA University of Southern California. Currently pursuing a Master’s Degree in Writing at Otis.

Andrew Plakos

Lecturer

MBA Univ. of St. Thomas, St. Paul MN; BA (Industrial Arts) Cal St Univ. L.A.. V.P. of Engineering and Preliminary Design at Strottman International; design and production experience.

Bridgette Robinson

Lecturer

MFA Candidate (Writing/Poetry) Otis. BA (English) Howard University. Published in the Drum-Voices Revue. Currently working on a collection of poetry.

Department Faculty

Liberal Arts and Sciences

Department Faculty

Yael Samuel

Adjunct Assistant Professor

MA (English) CSU Dominguez Hills. Artists' books text editor for Edition JS including works by Marina Abramovic, Guillermo Kuitca, Gabriel Orozco, Meredith Monk, Mirosław Balka, Frank Gehry, Dan Graham, Andrea Zittel, and Chris Burden. 10,000 Kites Executive Director.

Terry Saunders

Senior Lecturer

Ph.D., MA, BA (Folklore and Mythology) UCLA. Co-edited the UCLA Folklore and Mythology Studies Journal, and published several articles including "Santeria in Los Angeles" and "The Myth of Wrestling."

Richard M. Shelton

Director of Integrated Learning

MFA Cal Arts, BFA Minneapolis Coll. of Art and Design. Produces both client-based work and personal work for exhibitions. Recent exhibitions and clients include The Walker Art Center, MN, Jung and Pfeffer, Amsterdam/Germany and he is a partner in GD4Love&\$, Los Angeles.

Rob Spruijt

Adjunct Associate Professor

Ph.D. (Psychology and Epidemiology) Amsterdam Univ.; BFA Otis. In addition to his extensive academic articles and publications on human psychology and perception, Spruijt is a technical expert on Dutch still life painting and produces contemporary still life paintings in oil on panel.

Kerri Steinberg

Associate Professor

Ph.D. (Art History) UCLA. Specializes in modern art and photography, and has published articles and reviews on visual culture and American Jewish self-representation. Currently researching the critical role played by graphic design in popular culture.

Robert Summers

Lecturer

ABD, UCLA (Art History and Critical Theory); MA, BA (History of Art), UC Riverside. Studied critical theory and contemporary art; specialized in continental philosophy, feminism, queer theory, contemporary art, performance and body art, and history of Photography. Published papers in anthologies, writes for *ArtUS*; presented research and chaired panels at conferences across the globe, and has curated exhibitions and organized academic conferences internationally.

Joan Takayama-Ogawa

Associate Professor

MA (Education) Stanford Univ.; BA (Geography/East Asian Studies) UCLA. Educator and ceramic artist in public collections of Renwick Gallery, Smithsonian Institution; LACMA, Oakland Museum, Long Beach Museum of Art, Celestial Seasonings, Hallmark Racene Art Museum.

Jean-Marie Venturini

Lecturer

MFA (Writing) Otis. BA (Classics and Classical Civilizations, Minor in Archaeology) Loyola Marymount University.

Frauke von der Horst

Senior Lecturer

PhD (Art History), UCLA; MA (German Literature) Cal St Univ. Long Beach; BS (Pedagogy/Mathematics) Hamburg Univ. Specializes in critical theory, museology, and modernism. Has lectured extensively on museology both in the U.S. and Germany, and has curated exhibitions at Illinois State Museum, and Long Beach Museum of Art.

Nathan Westbrook

Adjunct Assistant Professor

MA (Philosophy) UC Riverside; BA Philosophy, with French minor) Brigham Young University. Interest include philosophy of mind, cognitive science, free will and moral responsibility, epistemology, logic and philosophy of science. Has taught philosophy and psychology courses at UCR and UCI.

Liberal Arts and Sciences

Jeanne Willette

Associate Professor

PhD (Art History), UC Santa Barbara; MA (Art History) Cal St Univ. Long Beach; BA (Fine Arts) Cal St Univ. L.A. Specializes in modern and contemporary art, and critical theory with a particular emphasis on photography. Extensive publication record in both professional journals and exhibition catalogues.

Michael Wright

Professor

BA (European History) and BFA (Painting and Drawing) Univ. of Washington. Widely exhibited digital artist.

Department
Faculty

Product Design

Department Goals

This program prepares students for careers in the field of product design, providing a wide career path in a variety of consumer product-related industries. The emphasis of the program is on *creativity, communication* of ideas in 2D graphics and 3D construction and the *integration* of research, art and design methodology, materials, processes, technology, strategic thinking and entrepreneurial skills to create innovative solutions that address cultural, social, and marketplace needs. Students develop design skills in two broad product categories of “soft-line” and “hard-line” products that comprise the broad spectrum of consumer product industries. Sequential courses enable students to develop their own unique personal vision and creative practices and design methodology that utilizes a wide variety of skill-sets, business practices, strategic thinking and entrepreneurial skills. ed.

Students will gain:

- Understanding of the Product Design and Development Process and using it as a means for project management.
- Proficiency in research and analysis methodologies as it pertains to the product design process, meaning and design intent.
- Ability to apply creative process techniques in problem solving and critical thinking.
- Ability to demonstrate drawing and drafting principals to convey concepts.
- Computer proficiency in graphic and computer aided design programs.
- Proficiency in basic fabrication methods to build proto-type models.
- Basic understanding of engineering, mechanical and technical principals.
- Basic understanding of materials including sustainable materials and manufacturing processes.
- Proficiency in effective verbal and written communication.
- Proficiency in strategic thinking, business and entrepreneurial practices, professionalism and ethics.

Product Design

Sophomore Year		Fall	Spring	Degree Requirements
PRDS200/201	Design Studio I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
PRDS220/221	Integrated Design I/II	2.0	2.0	
PRDS240/241	Forms & Structures I/II	2.0	2.0	
PRDS250/251	Visual Communication I/II	2.0	2.0	
PRDS270/271	Digital Design I/II	2.0	2.0	
*ENGL202	Sophomore English	3.0	—	
AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
AHCS225	Product Design History	—	3.0	
*ILML 200	Integrated Learning Lecture	—	3.0	
Total Credits per Semester		17.0	17.0	

Junior Year		Fall	Spring
PRDS300/301	Design Studio III/IV	4.0	4.0
PRDS320/321	Integrated Design III/IV	2.0	2.0
PRDS370/371	Digital Design III/IV	2.0	2.0
PRDS385/386	Methods & Materials I/II	2.0	2.0
*ILMS300	Integrated Learning Studio	—	2.0
AHCS310	Art History Elective	—	3.0
	Advanced Topics in English or	3.0	—
*LIBS410/ENGL400	Liberal Studies Elective	—	—
NSCI319	Anatomy & Ergonomics	—	3.0
MATH136	Math for Artists & Designers	3.0	—
Total Credits per Semester		16.0	18.0

Senior Year		Fall	Spring
PRDS400/401	Design Studio V/VI	4.0	5.0
PRDS420/421	Integrated Design Studio V/VI	2.0	2.0
PRDS430/431	Professional Practice I/II	2.0	2.0
PRDS470/471	Digital Design V/VI	2.0	2.0
	Studio Elective	2.0	—
*SSCI 210	Social Science Elective	—	3.0
*LIBS 440	Liberal Studies Capstone Elective	3.0	—
LIBS235	Economics and Product Market	—	2.0
Total Credits per Semester		15.0	16.0

*These courses may be taken during the Fall or Spring Semester

Product Design

Course Descriptions

Design Studio I/II

PRDS200/201 3 credits/3 credits

These courses focus on developing the student's mastery of the elements of visual literacy and organizational principals as they apply to the product design and development process. The focus is on designing with intent through the meaningful manipulation of line, plane, volume, value, texture and color in 2D and 3D through a sequence of increasing complex projects and skill-building workshops. The second semester projects focus on the synthesis of culture, technology and design as a means of addressing social, economic and marketplace needs.

Integrated Design Studio I/II

PRDS220/221 2 credits/2 credits

These courses engage the student in developing their individual creative process through the exploration and manipulation of materials and methods to express a visual response to a theme or content. Through a series of demonstrations and hands-on projects, students are exposed to a variety of materials and methods as means to stimulate curiosity, exploration, invention and solution finding and developing a personal vision. Emphasis is placed on color theory, surface texture and form.

Forms And Structures I/II

PRDS240/241 2 credits/2 credits

The focus of this course of study is on the principles and elements of three-dimensional design as they relate to form and structure in product design. Sequential projects of varying complexity develop the student's aesthetic eye and solution finding skills through invention, construction and the application of the organizational principals that bring unity and visual solutions to objects and the space in which they reside. In class projects complement the main Design Studio I/II projects.

Co-requisite for PRDS 200/201 Design Studio

Visual Communication I/II

PRDS250/251 2 credits/2 credits

This is a project-based studio focused on developing hand-drawing skills as a core skill and primary means by which to engage in the process of ideation and communication. Students develop skills in both rapid visualization and more methodical drawing techniques. In-class exercises in sketching and rendering emphasize shape, perspective, dimensionality, and surface characteristics. Students explore the integration of varied media and techniques to foster their own personal vision and style. Course projects complement the main Design Studio I/II projects.

Co-requisite for PRDS 200/201 Design Studio

Digital Design I/II

PRDS270/271 2 credits/2 credits

These courses integrate 2D graphic design and 3D computer-aided-design (CAD) as a means to communicate ideas and as a process for design and digital modeling. The emphasis in Digital Design I is on 2-dimensional graphic design as a primary design tool to complement hand drawing skills and in the development and presentation of design concepts. Students learn to integrate typography, image manipulation, aesthetics, storytelling, and audience with intent to persuade. In Digital Design II, students are introduced to computer-aided-design (CAD) as a primary means to translate visual ideas into various types of technical drawings and three-dimensional renderings. Techniques include wire-frame models, orthogonal projection, pictorials auxiliary views, tolerances and applying textural surfaces. Students learn to prepare files for the rapid prototype technology, tabletop laser cutting and the CNC equipment to produce parts, sculptural and design effects automatically. In class projects complement the main Design Studio I/II projects.

Co-requisites: PRD200/201 Design Studio I/II.

Product Design

Course Descriptions


Design Studio III/IV

PRDS300/301 4 credits/4 credits

This course is divided into two separate studios – a hard-goods studio that focuses on durable products and a soft-goods studio that focuses on non-durable products. In the hard-goods studio students learn design and construction skills related to products that utilize hard or rigid materials. These products include; furniture design, home and office decor, consumer electronics, personal care products, and more. In the soft-goods studio students learn design and the fabrication skills related to products that utilize fabrics or flexible materials. These products include; shoe design, fashion accessories, home decor and other products. Both studios focus on ideation, creativity, and problem solving in the design process. Students explore design ideas, create concept drawings, and develop working prototype models. Emphasis is placed on the integration of culture, design, aesthetics, functionality, and technology. Consideration is given to emerging consumer trends, products, and product applications. Students are required to take one semester of each studio.

Co-requisites: PRD385/PRDS 386 Methods and Materials I/II

Integrated Design Studio III/IV

PRDS320/321 2 credits/2 credits 

This is an advanced course on the process of creativity that enhances the development of creative impulses, personal vision, problem solving and innovative thinking. Through a series of projects, students learn to think laterally and express their ideas through the integration of research, resource, art and design, color, texture, materials and methods and various technologies.

Digital Design III/IV

PRDS370/371 2 credits/2 credits

This is an advanced computer lab intended to build upon principles introduced in Digital Design II. They explore advanced 3D software applications to address industry standards in the industrial design process and presentation. Content focuses on the advanced design and use of computer program output information as a means to utilize computer-aided rapid prototyping technology and fabrication methods.

Co-requisites: PRD300/301 Design Studio III/IV.

Methods And Materials I/II

PRDS385/386 2 credits/2 credits

These courses are divided into two sections each related to the corresponding Design Studio areas of hard-goods design and soft-goods design. In the hard-goods course emphasis is placed on a basic understanding of mechanisms and the relationship between internal components, structure and form, and the means by which multiple parts (including digital technology) are integrated in the final product. Consideration is given to the relationship between design solutions and issues related to manufacturing feasibility, product cost, product performance, utility, sustainability and marketability. In the soft-goods course the focus is on introducing the basics of sewing, pattern drafting, draping and other topics related to fashion trends, color, materials, processes and practices related to non-durable goods. Through lectures, field trips, and workshops, students comprehensively explore the characteristics, properties, and appropriate uses of materials for the mass production in both of these two broad areas of products. Students are required to take one semester of each studio.

Co-requisites: PRDS300/301 Design Studio III/IV

Design Studio V/VI

PRDS400/401 4 credits/5 credits

The emphasis in the first semester is on the development of advanced product design skills, through the application of a design methodology, the integration of strategic design and the user experience. Studio courses and projects are structured into two areas of focus; soft goods design and hard goods design. Students can elect to have a focus in one of these areas or can choose to take both both areas. Students engage in projects of varying complexity to explore the issues of user interface, technology, user experience and interaction design. In the second semester students have the opportunity to choose a product area and develop a thesis project that addresses a cultural, social, economic, marketplace or user need and demonstrates the culmination of their undergraduate training as a product designer.

Product Design

Course Descriptions

Integrated Design Studio V/VI

PRDS420/421 2 credits/2 credits 

These two-semester courses explore emerging technologies and interaction design based upon user experience research. Students engage in research and apply functional analysis techniques, task and user modeling methodologies that lead to strategic thinking in their designs. Emphasis is placed on developing a proficiency in communicating complex information in simple terms for client presentation and product development. In class projects complement the main Design Studio and thesis projects.

Co-requisites: PRDS 400/401 Design Studio V/VI.

Professional Practice I/II

PRDS430/431 2 credits/2 credits

These courses prepare students for the transition to the professional world. The first semester is a trans-disciplinary course between the Otis and Loyola Marymount University (LMU) campuses. Otis students and Loyola Marymount Entrepreneurial students share classes in entrepreneurial studies and strategic design and form collaborative teams to develop a product idea, service or business, with a marketing and business plan. The emphasis is on strategic thinking and entrepreneurial practices. In the second semester Otis students engage in a focused business course related to professional practices for designers and life-long learning skills. Discussion and class assignments address self-promotion, intellectual property rights, bidding and estimates, contractual agreements, taxes and billable expenses, client communications, business management, entrepreneurial and interpersonal skills, ethics, and professional codes.

Digital Design V/VI

PRDS470/471 2 credits/2 credits

Emphasis is placed on a full range of strategies and skills required to organize accumulated work into a market-ready professional portfolio and presentation. Students learn a variety of computer software skills that includes; advanced Illustrator and Photoshop, Flash, DreamWeaver, motion graphics, and typography. Emphasis is on developing a proficiency in tactical presentation strategies that deliver impact with visual and rhetorical force that will persuade the audience. In class projects complement the main Design Studio, thesis and Senior Show projects.

Product Design

Steve McAdam

Chair

MFA (Film and Design) Cal Arts. Award-winning product designer and filmmaker with over 25 years of design experience in the fields of product design, packaging, graphic design, animation and film. Former Director of Product Design for the Activities Design Group at Mattel Toys. Vice President of Creative Services for the Leo Paper Group International. Clients: Hallmark, Disney, Nickelodeon, Wham-O, Penguin-Putnam, Simon & Schuster, Zondervan, and McDonalds. Former documentary filmmaker. Assistant animator for television and motion pictures. Professional work includes Hanna Barbera, Jay Ward, Mirakami-Wolf and Pantomime Pictures cartoons, and the feature film “Yellow Submarine,” and feature documentaries “Woodstock” and “Gimme Shelter.” Twice awarded the Cine Golden Eagle Award for best educational documentary (1974, 1976), winner of the Esquire Magazine Film Festival for dramatic short (1969), winner of the Toy of the Year Award from Mattel. Member of Industrial Design Society of America.

Michael Kollins

Assistant Chair, Associate Professor

BFA (Industrial Design/Transportation Design) Coll. of Creative Studies, Michigan. Former Senior Director of Product Development at Toy Quest designing video books, musical instruments, and vehicles. Senior Designer at Ford Motor Company in advanced concepts and special exterior and interior features. Product Designer at Playmate Toys designing for multiple lines: Ninja Turtles, Speedez, and games. Mgr. Prod. Design at Mattel for Hot Wheels Adult Collector segment. Vice Chair West Chapter and member of Industrial Design Society of America.

Tanya Aguiñiga

MFA (Furniture Design) RISD, BA (Furniture Design) San Diego St Univ. Member of the Bina-national artist collaborative BAW/TAF and artist/designer. Exhibited in Milan, Mexico. Publications include (ital) Wallpaper and “Pure Design: Objects of Desire” (Spain). US Artist Fellowship, USA Target Fellow.

Steve Boyer

Senior Lecturer

MArch (SCI-Arc), BA (Music) Northwestern Univ. and Art Inst. of Chicago. Pioneering designer of interactive art and technologies (awarded two patents), video game producer, engineer, artist. Educator in UC system in electronic art and design. Director of R&D for Vivendi Games Sierra Entertainment, Founder and Principal Designer for SkyBoy Productions Inc., formerly Director of Software Development for Exit Entertainment.

Igor Burt

B.S. (Product Design) Art Center. Founder of Protein Industrial Design in La Jolla California specializing in footwear, sports equipment and apparel, consumer electronics, and toys. Clients include Adidas, Salmon Sports, Clive, Eagle Creek, Redley, Flexfit, Adio, Targus, Patagonia, Nokia, Mattel, Hughes Aerospace, MGA Entertainment, and Seismic Skateboards. Award Outside Magazine’s Gear-of-the-Year Award. Exhibited at SFMoMA “Design Afoot.”

Jason Burton

Assistant Professor

BFA Otis (Environmental Design), Studied Architecture at SCI-Arc. Freelance sustainable environmental designer. Professional activities include job-site administrator for R&D Architects, Venice, CA, Assistant Manager and instructor, SCI-Arc woodshop. Publications: Architectural Digest and ID Magazine.

Jonathan Fidler

Senior Lecturer

BA (Graphic Design/Typography) Univ. Plymouth, Exeter, U.K. Higher National Diploma (HND) (Design/Photographic Mgt.) Fylde College Blackpool U.K. Founder and principal of Soluble, a full-service communication/graphic design agency. Formerly Creative Director for Cluworks Multimedia, Director of Sales for AVID Telecom, and served in various creative and design capacities for Colliers Seeley, Digital Boss, Illuminate Magazine and UPSU Exeter. Member of the Board of Directors for the Foundation of Art Resources.

Department Faculty

Product Design

Department Faculty

Kristen Foster

Senior Lecturer

MFA Otis. BA Cal St. Univ. Northridge. Fine Artist/sculptor, and graphic designer. Solo exhibition at Otis Bolsky Gallery. Selected group exhibitions at USC Roski MFA Gallery, Helen Lindhurst Fine Arts Gallery, "Supersonic," L.A. Art Fair.

Maggie Hendrie

Senior Lecturer

Diplome Des Etudes Approfondies (DEA) Multimedia Design & Communication, Paris VIII Univ., France; MSc Communication & Information Science, Nouvelle Sorbonne University, France; MA (ord), Edinburgh University, Scotland; Currently director of User Experience at Sony Pictures Entertainment, with over 18 years innovating and delivering successful retail, consumer and software products for large and small companies in Europe and the U.S. Clients include Harley Davidson, Toyota Financial Services, Sony Corp., Houghton-Mifflin and Hachette.

Linda Hudson

Associate Professor

MFA Art Center; BA CSU Northridge. Artist and designer. Design consulting projects include extensive space planning, lighting, furniture design for commercial and residential interiors, consultation on color and materials for interiors and exterior. Recent projects include a 4,000 sq ft home of reclaimed materials and local stone adjacent to Yosemite, and 52 low-income units for Palm Springs. Solo art exhibitions at Univ. Art Museum Berkeley and Santa Monica Museum of Art. Group exhibitions at Whitney Equitable Center, New York, Nevada Institute of Contemporary Art and Pittsburgh Center for the Arts. Reviews in Art News, New York Times, Arts, and Vytvarne Umenf: The Magazine for Contemporary Art.

Mikyung Oh Hunt

Lecturer

BFA (Architectural Interior Design) California State University Long Beach. Founding partner and principal of Studio E, a multidiscipline design consultancy that specializes in the development of conceptual design and communication design concepts for clients in various industries that include retail department stores, outdoor entertainment and amusement park attractions and furniture design refinement. Clients include: Gensler, HOK, Cole Martinez Curtis & Associates, Show concepts. Awards: Store Renovation of the Year - Frederick & Nelson of Seattle and I Magnin of California, and New Store Award - Goldwaters of Arizona.

Patricia Kovic

Assistant Professor

BFA SUNYBuffalo. Graphic designer and principal at Studio Morris. Offices in L.A. and N.Y. for Fortune 500 companies. Design awards from the AIGA, N.Y. Art Directors' Club, Communication Arts magazine and Communication Graphics

Marcus Maciel

Lecturer

BFA (Toy Design) Otis Senior Digital Designer, Digital D&D Support Group Mattel, co-manager Digital Training Center at Mattel. Previously worked in Hot Wheels Engineering group modeled/reversed engineered Ferrari, Ford, Dodge, GM, Chrysler, Toyota, and Honda company vehicles.

Elena Manferdini

Senior Lecturer

MS (Architecture) UCLA and professional degree (DAPT) Engineering Univ., Bologna Italy. Architectural design, sculpting and product design in various industries such as fashion, object design, aeronautics, car design, architectural designs and installations. MAK residency at the Schindler House; Iceberg Award for Industrial Design (Italy 2000); AIA Award (USA, 2000 and 1999). Exhibitions: MAK Center; Japanese American Cultural Center, L.A.; Santa Monica Museum of Art, Armand Hammer Museum, and American Pavilion Architecture Venice Biennale 2000.

Product Design

Adam O'Hern

BFA (Industrial Design) Columbus College of Art and Design. Former designer for Black & Decker, Hewlett-Packard. Freelance designer/consultant for clients including Coleman, Carbon Design, Teague, Yummy Media, The Buzz Group. Awards: Red Dot Design Team of the Year, CCAD Trustee Scholarship and Foundation Excellence Award Scholarship.

Drew Plakos

Senior Lecturer

MBA, Univ. of St. Thomas, MN; BA (Industrial Arts), CSU LA. Owner InSight Out LLC, providing product development services to the toy and premium trades. Extensive experience concepting, developing, designing and manufacturing premiums, toys, children's articles, housewares, and leisure products for Mattel, Lakeside Games, Schaper, Thermos, and Strottmann Int'l.

Karen Regoli

Adjunct Assistant Professor

AFA (Fashion) Otis. Royal College Of Art U.K., Fullerton College. In-depth experience in various areas of fashion design with a specialty in custom designed wedding gowns, costumes and unique fashions and performance wear. Member of the LACMA Costume Council.

Norene Roxbury

Senior Lecturer

AA (Fashion Design) Fashion Inst. of Design and Merchandising. Freelance designer specializing in toy design, 3D prototyping, children and misses apparel, pattern making and illustrated presentations. Former creative manager at Applause working on licensed brands such as Children's Television Workshop, Warner Brothers, Disney, Hanna Barbera, and Paramount.

Joan Takayama-Ogawa

Associate Professor

MA (Education) Stanford Univ.; BA (Geography/East Asian Studies) UCLA. Educator and ceramic artist in public collections of Renwick Gallery, Smithsonian Institution; LACMA, Oakland Museum, Long Beach Museum of Art, Celestial Seasonings, Hallmark Racene Art Museum.

Randall Wilson

Professor

M.A. Otis College of Art and Design; B.A., Colorado State University. Awards: LAAIA Educator of the Year. Merit Award, ACSA Honorary Award. National Merit Award U.S. Department of Transportation. Publications: Wall Street Journal, Abitare, the New York Times, Metropolis, Dwell, Graphis, LA Architect among others. Interviews: CNN World News. Teaching: Art Center College of Design, SCI-Arc, Thaichung University (Taiwan), Otis College of Art and Design, Pepperdine, Tulane.

Department Faculty

Toy Design

Department Goals

The Toy Design Department prepares diverse students through a high-quality curriculum, taught by experienced faculty, to develop the marketable skills necessary for professional success as a designer in the toy industry or related fields. Students in the Toy Design Department will:

- Develop their individual expression and an entrepreneurial attitude, which results in unique, creative, innovative concepts and designs.
- Gain industry knowledge by learning the key areas of design and different categories recognized within the industry.
- Learn the necessary technical design skills used in the industry, including concepting, drawing, model-making, and computer skills.
- Develop their professionalism by practicing strong work ethics, as well as effective communication and presentation skills.
- Build mentoring relationships with guidance by professionals through corporate sponsorships, industry critiques, and internship programs.
- Learn to design with intent by understanding a designer's role as it relates to marketing and engineering.

Toy Design

Sophomore Year		Fall	Spring	Degree Requirements
TOYD200/201	Toy Design I/II	3.0	3.0	
TOYD220/221	Drawing I/II	2.0	2.0	
TOYD230	2D Visualization	2.0	—	
TOYD231	3D Visualization I	—	2.0	
TOYD240/241	Model Making I/II	2.0	2.0	
TOYD250/251	Methods & Materials of Production I/II	2.0	2.0	
TOYD261	Conceptual Problem Solving & Brainstorming	—	2.0	
SSCI211	Child Psychology	3.0	—	
ENGL202	Sophomore English	3.0	—	
ILML 200	Integrated Learning Lecture	—	3.0	
Total Credits per Semester		17.0	16.0	
Junior Year		Fall	Spring	
TOYD300/301	Toy Design III/IV	4.0	4.0	
TOYD320/321	Drawing III/IV	2.0	2.0	
TOYD330/331	3D Visualization II/III	2.0	2.0	
TOYD340	Model Making III	3.0	—	
**TOYD455	Portfolio Development	—	2.0	
*ILMS300	Integrated Learning Studio	2.0	—	
MATH 136	Math for Artists and Designers	—	3.0	
AHCS236	History of Toys	—	3.0	
AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
Total Credits per Semester		16.0	16.0	
Senior Year		Fall	Spring	
TOYD400/401	Toy Design V/VI	4.0	4.0	
***TOYD415	Career Development	2.0		
TOYD420/421	Drawing V/VI	2.0	2.0	
TOYD425	Games and Game Theory	2.0	—	
TOYD430	Package Design	—	2.0	
TOYD450	Toy Industry Practices	2.0	—	
LIBS454	Business Practices	—	2.0	
NSCI308	Juvenile Anatomy and Ergonomics	3.0	—	
	Advanced Topics in English or	—	3.0	
LIBS410/ENGL400	Liberal Studies Elective			
AHCS 310	Art History Elective	3.0	—	
LIBS 440	Senior Liberal Studies Capstone	—	3.0	
Total Credits per Semester		18.0	16.0	

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

**Note: TOYD455 Portfolio Development: Though the coursework portion of this class is offered during the spring semester, students are encouraged to participate in an industry internship during the summer between sophomore and junior years.

***Note: TOYD415, Career Development: Though the coursework portion of this class is offered during the fall semester, students are encouraged to participate in an industry internship during the summer between junior and senior years.

Important note: All students must pass with a "C" grade or better in Toy Design studio and Drawing classes at all levels in order to continue with the Toy Design program. Participation in an industry-sponsored class is considered an earned privilege, not a right; therefore students are required to maintain a "C+" g.p.a. in Toy Design studio classes throughout the design process in order to participate in an Industry sponsored class if the opportunity exists.

Toy Design

Course Descriptions

Toy Design I/II

TOYD200/201 3 credits

In these courses, students develop an understanding of the creative process of toy design. Emphasis is placed on developing toys which engage children in what is referred to in the toy industry as “play patterns.” Students apply skills in drawing, model making, and fabrication to create original toys which engage children in imaginative play and shape developmental skills and decision-making, socialization and creativity. The students learn to conduct market research and analysis to insure that their designs are appropriate for the category of toys they are designing. Using various fabrication techniques, students will translate their idea into 3D models, and present the final products to faculty and visiting toy industry professionals.

Lab Fee - Toy Design I/II - \$50.00

Toy Design I is prerequisite for Toy Design II

Drawing I

TOYD220 2 credits

The purpose of this class is for students to become fully articulate in a new drawing language called Visual Communication. To communicate effectively, a designer needs to have at their disposal a broad range of drawing skills. Students spend the semester becoming familiar with the principals of perspective and more importantly, they learn the useful particulars and shortcuts pertaining to sketching.

Drawing II

TOYD221 2 credits

This second semester course is an introduction to the theory and practice of sketching, drawing, and rendering techniques as applied to toy product. Focus is on rapid visual sketching as well as marker rendering, which enable the designer to convey information about surface characteristics such as color, texture and material.

Prerequisite: ToyD 220 Drawing I

2D Visualization

TOYD230 2 credits

In this course students acquire the skills necessary to take a concept from a rough sketch to a refined set of technical illustrations. Students will learn to produce illustrations accurately that will convey their design intent and serve as a blueprint when creating a prototype model. The students are introduced to the basic drawing tools in Adobe Illustrator. The skills learned during this course will continue to be utilized throughout the remainder of the Toy Design studio courses.

Prerequisite: TOYD221 Drawing II

3D Visualization I

TOYD231 2 credits

This class examines the computer as a means to construct and render an idea via 3D-modeling, and then to output that information for computer aided rapid prototyping. It introduces Computer Aided Design (CAD) programs as toy design tools. Students start with Rhino, a 3D-modeling program that emphasizes the 3D construction and surface rendering of ideas and output to the rapid prototyping machine.

Prerequisite: ToyD 230 2D Visualization

Model Making I

TOYD240 2 credits

This course introduces students to plastic fabrication and proto-typing concepts through the use of various methods.

Lab Fee - \$245.00

Open to Toy Design Majors Only

Model Making II

TOYD241 2 credits

This course teaches the basics of sculpting licensed characters from 2-D turnaround drawings. Students then learn to make molds of the sculpted figures, to cast them in resin, and then to paint the cast figures.

Lab Fee - \$100.00

Prerequisite: ToyD 240 Model Making I


Open to Toy Design Majors Only

Methods and Materials of Production I

TOYD250 2 credits

Materials used for manufacturing within the industry are important because they determine the durability and safety of toys, toy use by consumers, and the methods and costs of production. Each of these issues must be considered in order to successfully design and market a toy. This course focuses on different manufacturing processes as well as the understanding and use of materials used in toy design. Of special interest are issues regarding sustainability.

Methods and Materials of Production II

TOYD251 2 credits 

This second-semester course explores more advanced manufacturing processes and materials. Discussion focuses on the fundamentals of plastic components and on design, exploring the possibilities and limitations associated with plastic toy components. Of special interest are issues regarding sustainability.

Prerequisite: ToyD 250 Methods and Materials I

Conceptual Problem Solving and Brainstorming

TOYD261 2 credits

Brainstorming is an essential part of the toy design process; therefore, this class emphasizes creativity through brainstorming techniques. Additional focus is on cobbling up quick toy ideas, given a specific design category.

Prerequisite: ToyD 200 Toy Design I

Toy Design III/IV

TOYD300/301 4 credits

In these courses, students will expand on and apply principles they have learned in Toy Design I and II to create original toys which can be expanded to become a toy brand with line extensions. Students will utilize analog and digital drawing skills, technology including digital design software for rapid proto-typing, and explore methods of fabrication using a variety of materials. Students will learn the most effective methods of presenting their toy concepts visually, demonstrating new features digitally when it is the most effective way of communicating play patterns and function. Corporate sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals.

Prerequisite: ToyD 200/201 Toy Design I/II

Drawing III

TOYD320 2 credits

Students focus on the full understanding of material indication. Topics covered include concept sketching, composition, layout, perspective drawing, using sketching as a design tool, and understanding and rendering reflective forms.

Prerequisite: ToyD 221 Drawing II

Drawing IV

TOYD321 2 credits

This course introduces the computer as a digital tool, building upon sketching and rendering techniques learned in previous drawing classes.

Prerequisite: ToyD 320 Drawing III

3D Visualization II

TOYD330 2 credits

A more advanced version of 3D Visualization I, this course continues the use of Rhino, the 3D modeling program used in the construction of prototyping models. By using Computer Aided Design (CAD) programs (the same as in the toy industry) students learn advanced modeling and prototyping techniques. Students will be introduced to Studio MAX for several styles of rendering and basic animation skills. This course combines instruction on the computer with guidance in the standard requirements for the production of 3D models through output to the rapid proto-typing machine.

Prerequisite: ToyD 231 3D Visualization I

3D Visualization III

TOYD331 2 credits

This is an advanced computer lab course that allows students to continue to develop their 3D modeling skills with Rhino and learn more advanced modeling techniques. Students will continue to develop their Studio MAX skills with more advanced rendering and animation skills. The course will introduce Adobe After Effects as a means to create more compelling digital video presentations with animation, titles, sound effects, and transitions. Content focuses on the advanced use of computer programs to output models for on-going projects. Students apply acquired learning to improve toy design projects for use in their portfolios.

Prerequisite: ToyD 330 3D Visualization II

Toy Design

Course Descriptions

Model Making III

TOYD340 3 credits

This course focuses on advanced model making skills and techniques involving the lathe and milling machine with an emphasis on the issues and problems related to the projects developed in Toy Design III. Also included is an emphasis on advanced sculpting, molding, casting techniques, and building articulated armatures for action figures. *Lab fee - \$150.00*

Prerequisite: ToyD 241 Model Making II

Portfolio Development

TOYD455 2 credits

This course concentrates on the organization and presentation of the student's portfolio. Additional attention is given to interviewing skills and techniques. Students will also develop a promo sheet and resume. All work will be presented in both analog and digital formats.

Prerequisite: ToyD 201 Toy Design II

Toy Design V/VI

TOYD400/401 4 credits

These courses are advanced level courses in which students continue in their development of conceptual, technical, and creative skills and methodologies relating to toy design. Emphasis is placed on identifying future trends and technology and integrating them into the toy design process. Students will have been exposed to the unique and different categories of toys and children's products and how those products are part of larger brands and entertainment properties. Corporate-sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals. The students may have had the opportunity to participate in summer internships where they gained "real world" experience, and will be able to apply that learning as well as their classroom experience to design and prepare their senior show. It will showcase their talents, and is held at the end of the spring semester.

Prerequisite: ToyD 300/301 Toy Design III/IV

Career Development

TOYD415 2 credits

This course will cover interviewing skills, research and targeting potential job prospects, and preparation of oral and written communications.

Prerequisite: Toy D 455 Portfolio Development

Drawing V

TOYD420 2 credits

Understanding of form and material indication from the previous semester is now executed in full color. The course starts with the application of color to backgrounds and other simple elements used in concept sketching. By the end of the course, students are rendering at photo-realistic levels using the computer as a digital tool. Students learn how to render a toy of their own design in full color at a professional level.

Prerequisite: ToyD 321 Drawing IV

Drawing VI

TOYD421 2 credits

This is an advanced computer lab course that allows students to apply their knowledge from prior drawing classes to on-going projects in an effort to build their portfolios.

Prerequisite ToyD 420 Drawing V

Games and Game Theory

TOYD425 2 credits

This course focuses on game theory from a behavioral science perspective, and applies that perspective to an understanding of a variety of games. The course includes a historical and cross-cultural emphasis. Students create an original game.

Prerequisite: ToyD 301 Toy Design IV

Package Design

TOYD430 2 credits

Package design focuses on creating three dimensional solutions to solve a variety of packaging and retail problems. In addition to marketing issues, package design addresses a variety of storage and safety concerns. The students address these issues as well as the graphic treatment of the package. Of special interest are issues regarding sustainability.

Prerequisite ToyD 400 Toy Design V

Toy Industry Practices

TOYD450 2 credits

This course provides an introduction to marketing and product management within the toy industry. Discussion focuses on the four guiding principals of brand management: product, packaging, placement, and promotion. Various topics include consumer behavior, market research, product design, pricing, retail sales, merchandising, advertising, and promotions.

Prerequisite: ToyD400 Toy Design V

Independent Study

TOYD999 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.

Special Topics: 3D Visualization IV

TOYD460 2 credits

This elective class is designed as an advanced computer class for senior Toy Design students where they will explore open-ended projects of their own design, building on skills from prior classes in 3D Visualization III. Students will explore advanced techniques of design with Rhino using the software itself as well as specialized plug-ins such as T-Splines for modeling and V-Ray for rendering. The class will also cover techniques and strategies for post processing of renderings in Photoshop, allowing students to work faster and smarter in a professional production environment.

Prerequisite: ToyD 331 3D Visualization III

Toy Design

Department Faculty

Deborah Ryan

Chair

BS (Design) Magna Cum Laude University of Cincinnati College of Design, Architecture, and Art. Award-winning designer with extensive experience in designing toys, licensed products, apparel, dolls, feature plush, novelties, gifts, and other consumer products for Mattel, Disney, Applause, and Kenner Toys.

Rebecca Salari Taylor

Assistant Chair, Professor

MA, BA (Design) California State University, Los Angeles. Toy designer and digital artist. Past clients include Mattel Toys, Playmates Toys, Universal, Tomy Toys, Becca Design. Clients include Cunard Lines and Hilton Hotels. Director, LJM Toys R&D/packaging. Owner, Pacific Edge Design.

Michael Albert

Senior Lecturer

BFA (Design) Columbus College of Art & Design Texas A & M, (Aerospace Engineering) Owner/Designer Dream Themes; Owner/Designer, Innovation Design Concepts; Project Designer, Mattel Toys; Manager R & D, Planet Earth Entertainment; Sr. Animation Designer, Walt Disney Imagineering. Consultant with extensive conceptual design and engineering experience.

Angela Alcerro

Lecturer

BA (Spanish Literature & Art History) UCLA; Studied at Art Center; MA (Media Arts and Design) Antioch University McGregor; Digital artist with over 20 years experience in pre-visualization and digital illustration for toy, entertainment and educational products. Former supervisor, Special Effects Group, Mattel Packaging. Product lines included Barbie Collectibles, Hot Wheels, Disney Classics, Polly Pocket, Winx, Batman & Yu-Gi-Oh. Color Expert, Lakeshore Learning Materials. Independent digital media artist and bilingual writer.

Michael Andrews

Lecturer

BA (Industrial Design) Pratt Inst. Product designer specializing in integration of technology and interactive software (awarded 4 patents). Award-winning toy designer with an expertise in applied technology, and interactive software and products. Staff Designer for 23 years at Mattel Toys. Pioneering interactive exhibition designer for Glen Fleck Associates.

Candace Correa

Senior Lecturer

BA Colby College; MBA Anderson School, UCLA; MA (Latin American Studies) UCLA. Seasoned marketing professional with over 13 years experience in marketing, strategic planning and brand management. International Marketing, The Walt Disney Company; Multi-cultural Marketing, Sears; Global Product Marketing, Eastman Kodak Company; Product Manager, Mattel; CMO of her own product company.

Dan Garr

Senior Lecturer

BA (International Relations) UC Davis. President of Hot Buttered Elves, Inc. Clients include Disney, Warner Bros., Hit Entertainment, Dreamworks, and Marvel. Extensive special effects for "Forever Young," "Heart and Souls," "Leprechaun," and "Titanic." Invented and patented Wallables.

Jeannie Hardie

Lecturer

MA (Writing and Film) Regent University. BA (English Literature) Oral Roberts University. Creative Director Deadline Creative. Toy, game, and licensing consultant. Previously Senior Design Manager, Mattel Games & Puzzles. Licensed product lines for Yu-Gi-Oh, Harry Potter, Batman, Looney Tunes, Justice League, and Sponge Bob.

Virginia Hein

Senior Lecturer

MFA (Fine Art) CSULB. Independent artist and designer. Concept design of girls toys and accessories, preschool toys, plush, home décor, gifts and jewelry, painting and illustration. Formerly Staff Designer at Mattel Toys, Applause and Galoob Toys. Past projects include licensing product concepts for the Vatican Library.

Rebecca Kimmel

Senior Lecturer

BFA Art Center (Illustration), MFA George Mason University (Digital Art). Accomplished instructor of figurative art, digital painting and traditional drawing. Creator and moderator of online forum “Artistic Anatomy & Figurative Art” on CGSociety.org. Animation and set piece design for live performance, New Media Performance Studio, Harris Theatre, Center for the Arts. Animations featured in Live Movies: A Field Guide to New Media for the Performing Arts.

Candace Lavin

Adjunct Assistant Professor

BA (Graphic Design) CSU Northridge. “Dr. Toy” award winner. Professional experience includes environmental graphic design for Walt Disney Imagineering, product design of toys, collectibles, and specialty gifts for Applause, Warner Bros., and Disney.

Lee Loetz

Senior Lecturer

BA UC Davis; studied at California Institute of the Arts CharacterAnimation; Experienced Creative professional with over 15 years in the product and entertainment industry at Walt Disney Company/Disney owner of Consumer-Products. Currently run my own design firm, Popfly Design.

Marcus Maciel

Lecturer

BFA (Toy Design) Otis Senior Digital Designer, Digital D&D Support Group Mattel, co-manager Digital Training Center at Mattel. Previously worked in Hot Wheels Engineering group – modeled/reversed engineered Ferrari, Ford, Dodge, GM, Chrysler, Toyota, and Honda company vehicles.

Joyce Mesch

Lecturer

Attended California College of Arts and Crafts. Extensive experience in the design and development of girls, infant and pre-school toys, feature plush, novelties, pet products and jewelry. Former Staff Designer at Fisher-Price, Senior Project Designer at Mattel, freelance graphic designer, and Art Director at Discover Magazine.

Manny Montano

Senior Lecturer

Partner/Managing Director at Black Design Associates. Product Design and Development Professional with over 16 years real world experience in Toy industry. conceptual sketching, bread boarding, rendering, packaging, branding, prototyping, sculpting, traditional modeling and CADD, Colors, finishes, materials, final beauty presentation, manufacturing /tooling and safety issues. Managed clients and projects from: Disney, Mattel, Jakks, Playmates, Spin Masters, Pixar, Hasbro, DreamWorks, Lucas, Equity Marketing, Warner Bros. Also co ‘inventor on a number of patents.

Cassidy Park

Senior Lecturer

BFA Otis College of Art & Design. More than 20 years designing and developing toys, fashion brands and lifestyle products. 16 years at Mattel Toys, as Vice President- Barbie Design and Development, leading the creative efforts on the world’s largest and most fashionable doll brand.

Hanjin Park

Senior Lecturer

BFA Otis College of Art and Design. Toy Designer at Jakks Pacific Inc. Responsible for the design of toys including GX Racers, Laser Challenge and other major brands as well as seasonal items.

Drew Plakos

Senior Lecturer

MBA, Univ. of St. Thomas, MN; BA (Industrial Arts), CSU LA. Owner InSight Out LLC. providing product development services to the toy and premium trades. Extensive experience concepting, developing, designing and manufacturing premiums, toys, children’s articles, housewares, and leisure products for Mattel, Lakeside Games, Schaper, Thermos, and Strottman Int’l.

Toy Design

Department Faculty

Norene Roxbury

Senior Lecturer

AA (Fashion Design) Fashion Inst. of Design and Merchandising. Freelance designer specializing in toy design, 3D prototyping, children and misses apparel, pattern making and illustrated presentations. Former creative manager at Applause working on licensed brands such as Children's Television Workshop, Warner Brothers, Disney, Hanna Barbera, and Paramount.

Dave Schultze

Senior Lecturer

MS (Industrial Design) Art Center, BA (Architecture) Univ. of Oklahoma Coll. of Design. Independent designer with a firm servicing clients including Microsoft, Mattel, LEGO, Applause.

Alton Takeyasu

Senior Lecturer

BS Transportation Design, Art Center. Chief Designer, creative and entertainment for Mattel Wheels. Projects: Maniacs, Speed Racer Movie, Superman Returns, Toy Story, Bugs Life, Cars, Harry Potter, Sponge Bob, Max Steel creation team, HeMan, NBA, Street Sharks, Rock'em Sock'em, Ghostbusters, Star Wars, Robocop, MASK, Batman, Justice League, Hot Wheels Battle Force 5. Staff Designer at Kenner Toys Advanced Concept Design (1984-1991).

April Wilson

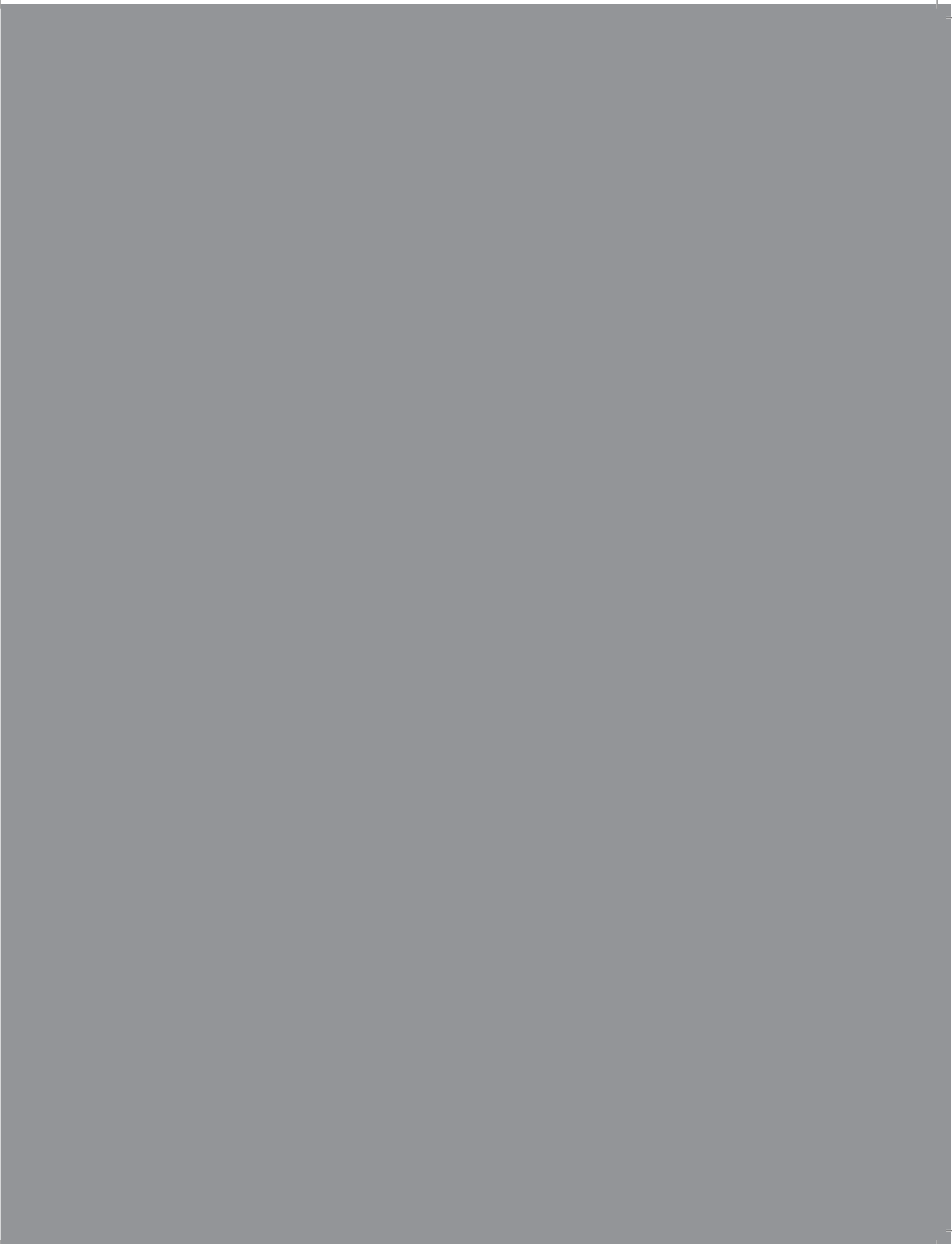
Lecturer

AA (Fashion Design) LA Trade Tech College. Freelance designer specializing in toy design, 3D prototyping, pattern making and illustrated presentations. Former Head Designer at Cal Toys working on licensed brands Warner Brothers, Disney, Hanna Barbera, and Paramount.

Paul Winter

Senior Lecturer

BA (Journalism and Advertising) San Diego State Univ. Creative Director and Staff Copywriter, Mattel. Product lines include Games, Barbie, Hot Wheels, Disney, and Nickelodeon.



Graduate Fine Arts

**Department
Goals**

The Graduate Fine Arts Program encourages young artists to think critically and challenge existing modes of expression. Students in Graduate Fine Arts will...

- Practice a high level of self-criticism needed for consistent development and growth in their work.
- Learn from a variety of diverse experiences and resources representing a wide range of disciplines and points of view.
- Develop a working knowledge of and relationship to art history, criticism, and theory.
- Build on the communication skills needed to clearly and effectively express themselves.
- Develop the technical and theoretical resources and confidence to realize their professional ambitions.
- Form the self-reliance and self motivation needed to sustain a professional career.
- Cultivate a sense of competition and camaraderie.

Graduate Fine Arts

First Year		Fall	Spring	<u>Degree Requirements</u>
LIBS650/651	Critical Theory and Practice	3.0	3.0	
GRAD 620/621	Graduate Studio I/II	3.0	3.0	
GRAD 610/611	Graduate Critique	3.0	3.0	
AHCS 575	Special Topics in Art History	2.0	2.0	
	*Electives	4.0	4.0	
Total Credits per Semester		15.0	15.0	
Second Year		Fall	Spring	
GRAD 720/721	Graduate Studio III/IV	3.0	3.0	
LIBS774/775	Thesis I/II	3.0	3.0	
GRAD 710/711	Graduate Critique	3.0	3.0	
AHCS 575	Special Topics	2.0	2.0	
GRAD 774	Professional Practice	1.0	—	
GRAD 775	Exhibition Preparation	—	1.0	
	*Electives	3.0	3.0	
Total Credits per Semester		15.0	15.0	

*In addition to Independent Studies, electives may be taken from the offerings of Fine Arts, Liberal Arts and Sciences and other departments with departmental approval.

Graduate Fine Arts

Course Descriptions

Special Topics in Art History

AHCS575 2 credits
This course spotlights a different subject and instructor each semester. Instructors offer their own expertise on topics relating to contemporary issues involved in artistic practice.

Graduate Critique

GRAD610/611/710/711 3 credits
In this two-year course sequence, all graduate students, regardless of media, discuss common issues of studio practice. The course provides an in-depth discussion and investigation of how an artist's work is perceived as a public statement, and how one's work exists in the world. Required.

Graduate Studio

GRAD620/621/720/721 3 credits
This two-year course sequence focuses on each individual student's practice, specifically directed towards aesthetic and technical issues arising out of their work. Students meet with a number of individual instructors on an independent basis, as they have work or issues prepared for discussion. Required.

Critical Thought

GRAD651 2 credits
This course builds on discussions from the Interdisciplinary Critiques, focusing the conversation to a more specific, in-depth level. From political, sociological or psychological points of view, the students and instructor explore what it means to have a critical practice and the ramifications of language and intent. Presentations are required.

In Context

GRAD652 2 credits
The instructor contextualizes presentations by visiting guest lecturers through readings and presentations. The class prepares students to evaluate guest lecture presentations in an informed and intelligent manner, and to see their work and the work of their colleagues more clearly. Presentations are required.
Students who elect this course MUST also sign up for Visiting Artist Lecture Series.

Professional Practices

GRAD774 1 credit
A seminar in which the intricacies, idiosyncrasies and responsibilities of the professional artist are discussed and deconstructed.

Critical Theory and Practice I/II

LIBS650/651 3 credits/3 credits
The in-depth examination of a critical or theoretical text focuses on contemporary issues in art, philosophy, politics, or criticism.

Thesis

LIBS774/775 3 credits
This course encourages and trains students to write a thesis about their own work through the development of the requisite critical writing skills which will serve them in the future when applying for grants as well as preparing them for the literary demands of an artist's career.

Exhibition Preparation

GRAD775 1 credit
Each student in the final year works on the organization, planning, and installation of MFA exhibitions. The course focuses on exhibition psychology, design, and documentation. Additionally, the professional practices needed for well-planned entry into the art world are discussed.

Visiting Artist Lecture Series

GRAD789 1 credit
This is a weekly lecture series where artists, theorists and curators present their own work and discuss some aspect of contemporary visual art that is of interest to the graduate student community. The class can be taken alone, or in conjunction with In Context.

Graduate Fine Arts

Roy Dowell

Chair

MFA, BFA California Institute of the Arts. Nationally and internationally exhibited artist. Paintings, collages and sculptures are included extensively in private, public, and museum collections. His work is the subject of a recent catalogue that presents selected works from 1981-2005, in conjunction with an exhibition at the Margo Leavin Gallery, Los Angeles. Recipient of the J. Paul Getty Fellowship and a regular Artist-in-Residence at the Anderson Ranch Art Center, Snowmass, Colorado. His work has recently been exhibited in New York at Lennon Weinberg Gallery and also at Galerie Schmidt Maczollek in Cologne, Germany.

Annetta Kapon

Assistant Chair, Professor

MFA (New Genres) UCLA, MA Univ. of London, BA Aristotle Univ., BFA Otis College of Art and Design. Nationally and internationally exhibited artist. Publications include articles in the LA Times, Biennale of Sydney Catalogue, Frieze, and Women in Dada. Recipient of several artist residency fellowships as well as California Community Foundation and Pollock-Krasner grants.

Judie Bamber

Senior Lecturer

BFA California Institute of the Arts. Represented by Angles Gallery in Los Angeles. Solo exhibitions at Laurie Rubin Gallery and Gorney Bravin + Lee in New York, NY; Roy Boyd Gallery, Richard Telles Fine Art, Angles Gallery and Pomona College Museum in Los Angeles, CA. Group exhibitions include "Sexual Politics: Judy Chicago's Dinner Party in Feminist Art History," UCLA Hammer Museum of Art, Los Angeles; "In a Different Light," University Art Museum, University of California, Berkeley, California; "Contemporary Identities: 23 Artists," The Phoenix Triennial, Phoenix Art Museum, Phoenix, Arizona; "Paper Trails: The Eidetic Image," Krannert Art Museum, University of Illinois at Urbana-Champaign, Illinois; "L.A. Hot and Cool," MIT List Visual Arts Center, Cambridge, Massachusetts. Awards include Art Matters Inc. Grant in 1992, the COLA grant in 2008 and the California Community Foundation Grant in 2008.

Kathrin Burmester

Lecturer

MFA Otis College of Art and Design; BFA School of Visual Arts, N.Y.; Works exhibited at Lora Schlesinger Gallery, Santa Monica; Seeline Gallery, Santa Monica; LA Freewaves, UCLA Hammer Museum; Max Ophüls Film Festival, Saarbruecken, Germany. Recently exhibited work at Jim Kempner Fine Art in New York and Artower Gallery in Athens, Greece.

Cletus Dalglish-Schommer

Lecturer

MFA (Interdisciplinary Studio) UCLA, A.B. Honors (Art History and Studio Art) Princeton Univ. Contributing editor to Cabinet. Board of Directors of the Foundation of Art Resources. Essay on the work of Eric Wesley published in the catalog for the Studio Museum in Harlem's "Freestyle" exhibition.

Linda Hudson

Associate Professor

MFA Art Center College of Design, BA California State University, Northridge. Architectural/interior designer, installation artist/sculptor. Numerous design projects involving space planning, lighting, furniture, and fixture design. Solo exhibitions University Art Museum, UC Berkeley and Santa Monica Museum of Art. Group exhibitions Nevada Institute of Contemporary Art, and Pittsburgh Center for the Arts. Reviewed in Art Issues, Art Week, and Vytvarne Umenf: The Magazine for Contemporary Art.

John Knight

Senior Lecturer

MFA (Fine Arts) University of California, Irvine. Exhibitions in Belgium, France and Spain. Interviews and texts include Texte Zur Kunst, Heft 59 o Art Since 1900: Modernism, Antimodernism, Postmodernism, Neo-Avantgarde and Culture Industry: Essays on European and American Art from 1955 to 1975, New Art in the 60's and 70's Redefining Reality, and Institutional Critique and After.

Department Faculty

Graduate Fine Arts

Department Faculty

Kori Newkirk

Senior Lecturer

MFA University of California, Irvine, BFA School of the Art Institute of Chicago. Newkirk's recent solo exhibitions include the Studio Museum in Harlem, the Museum of Contemporary Art, San Diego, Art Gallery of Ontario, Toronto and the Museum of Contemporary Art, Cleveland. Group exhibitions include "Alien Nation," ICA London, Dak'Art, 7th Edition of the Biennale of Contemporary African Art, "Dakar"; the Whitney Biennial: "Day for Night," Whitney Museum of American Art, and the California Biennial, Orange County Museum of Art, Newport Beach

Renee Petropoulos

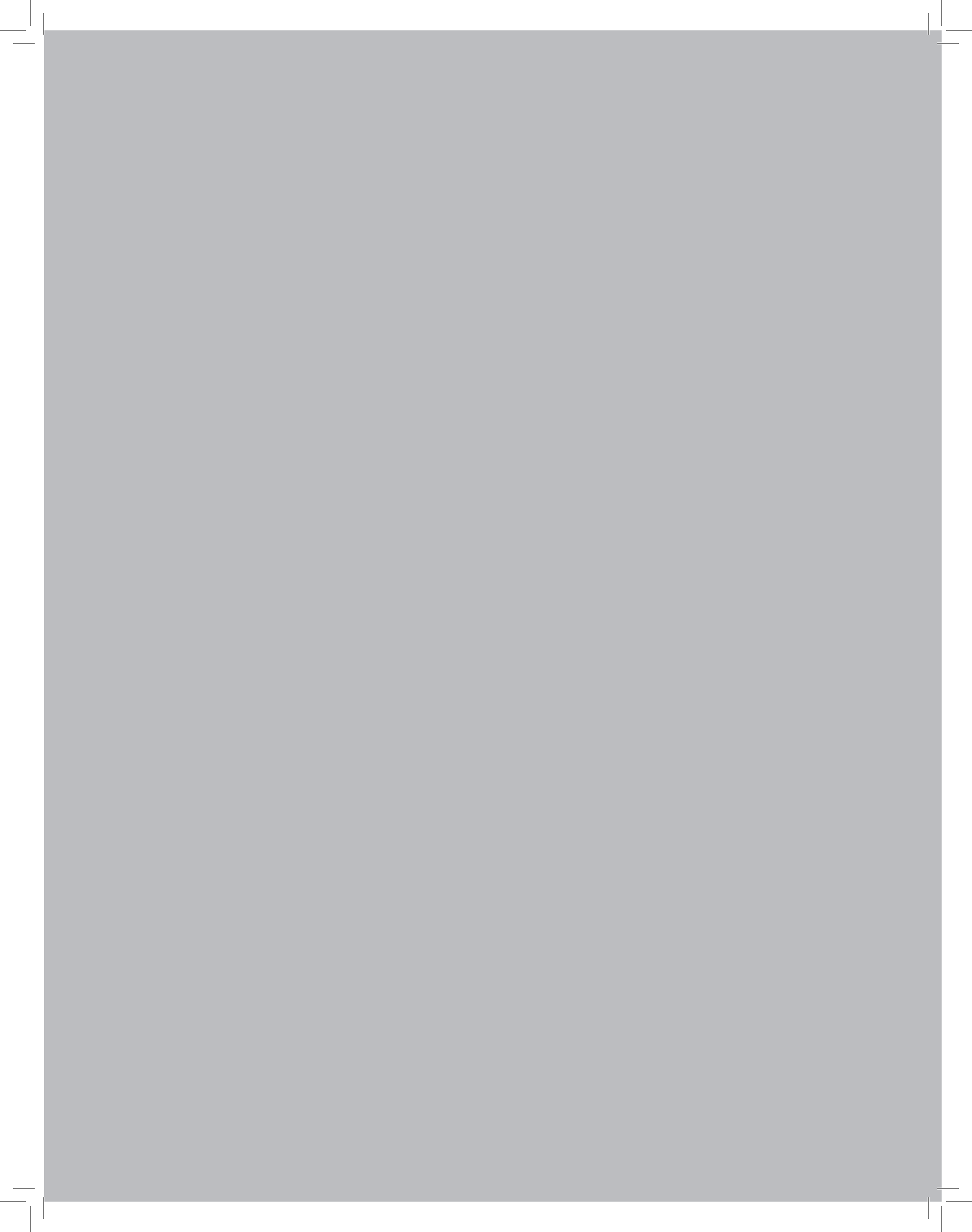
Associate Professor

MFA (Studio Art), BFA (Art History) University of California, Los Angeles. Nationally and internationally exhibited artist. Recent exhibitions at Museum of Modern Art in San Salvador, El Salvador. Currently working on several projects to be located in the public arena, as well as a collaborative project in Oaxaca, Mexico. Grants include Durfee Foundation Fellowship and a COLA Individual Artist Grant. Represented by the Rosamund Felsen Gallery in Santa Monica.

Benjamin Weissman

Senior Lecturer

BFA California Institute of the Arts. Exhibited nationally and internationally including the Christopher Grimes Gallery, Santa Monica, Galerie Krinzinger, Vienna and the ICA in London. Publications include two books of short stories and has contributed numerous reviews and articles to magazines and journals such as Artforum, Parkett and Frieze.



Graduate Graphic Design

Department Goals

The Graduate Program in Graphic Design will provide a highly competitive academic environment for candidates interested in combining current practices with pursuing a master's degree in graphic design. This program has three individual themes from which to study: typography and type design, social responsibility of the artist in society, and advancing the discipline through theory and innovation.

- Describe a trajectory of past and current design projects that inform his/her practice.
- Conceive, design and execute a successful body of work that advances the candidate's practice and reflects current trends in the disciplines.
- Demonstrate the ability to frame questions, devise appropriate methodologies for answering them, and evidence an on-going perspective of critical inquiry.
- Successfully communicate the goals of their thesis and their relationship to the candidate's future practice.
- Demonstrate an awareness of the importance of design pedagogy to the practice of contemporary graphic design.
- Propose and implement further documentation, representation or expressions of the candidate's final project.
- Demonstrate creativity and the power of effective communication through their work.
- Explore in writing aspects of graphic design that are important to the field and visual arts in general.

Graduate Graphic Design (Primary)

First Year		Summer	Spring	<u>Degree Requirements</u>
GRDS 500	Seminar I	6.0	---	
AHCS 576	History + Theory: Cont Theories in Design	3.0	---	
GRDS 620	Studio Topics Typography and Type Design	2.0	---	
GRDS 630	Studio Topics: Soc Responsibility of the Designer	2.0	---	
GRDS 640	Studio Topics: Advancing the Discipline	2.0	---	
GRDS 799	Directed Studies	---	7.5	
Total credits per semester		15.0	7.5	
Second Year		Summer	Spring	
GRDS 600	Seminar II	6.0	----	
GRDS 650	Visiting Artists Critique	2.0	----	
AHCS 577	History of Graphic Design & Vis Culture	3.0	----	
*GRDS 621	Studio Topics Typography and Type Design	2.0	----	
*GRDS 631	Studio Topics: Soc Responsibility of the Designer	2.0	----	
*GRDS 641	Studio Topics: Advancing the Discipline	----		
GRDS 799	Directed Studies	----	7.5	
*Students must choose two of these courses				
Total credits per semester		15.0	7.5	
Third Year		Summer		
GRDS 700	Seminar III	6.0		
GRDS 790	Final Project	4.0		
AHCS 578	Special Topic in Design	3.0		
**GRDS 622	Studio Topics Typography and Type Design	2.0		
**GRDS 632	Studio Topics: Soc Responsibility of the Designer	----		
**GRDS 642	Studio Topics: Advancing the Discipline	----		
**Students must choose one of these courses				
Total credits per semester		15.0		

Graduate Graphic Design (Alternate)

Degree Requirements	First Year	Summer	Spring
	GRDS 500 Seminar I	6.0	---
	GRDS 620 Studio Topics Typography and Type Design	2.0	---
	GRDS 630 Studio Topics: Soc Responsibility of the Designer	2.0	---
	GRDS 640 Studio Topics: Advancing the Discipline	2.0	---
	GRDS 700 Seminar III	---	3.0
	GRDS 799 Directed Studies	---	9.0
	AHCS 576 Hist + Theory: Cont Theories in Design	3.0	---
	Total credits per semester	15.0	12.0
	 Second Year	 Summer	 Spring
	GRDS 600 Seminar II	6.0	---
	GRDS 650 Visiting Artists Critique	2.0	---
	*GRDS 621 Studio Topics: Typography and Type Design	2.0	---
	*GRDS 631 Studio Topics: Soc Responsibility of the Designer	2.0	---
	*GRDS 641 Studio Topics: Advancing the Discipline	---	
	GRDS 700 Seminar III	---	3.0
	GRDS 799 Directed Studies	---	6.0
	AHCS 577 History of Graphic Design & Visual Culture	---	3.0
	*Students must choose two of these courses		
	Total credits per semester	12.0	12.0
	 Third Year	 Summer	
	GRDS 790 Final Project	4.0	
	**GRDS 622 Studio Topics Typography and Type Design	2.0	
	**GRDS 632 Studio Topics: Soc Responsibility of the Designer	---	
	**GRDS 642 Studio Topics: Advancing the Discipline	---	
	AHCS 578 Special Topic in Design	3.0	
	**Students must choose one of these courses		
	Total credits per semester	9.0	

Graduate Graphic Design (Accelerated)

First Year		Summer	Fall	Spring	<u>Degree</u>
			(off-site)		<u>Requirements</u>
GRDS 500	Seminar I	6.0			
GRDS 620	Studio Topics: Type	2.0			
GRDS 630	Studio Topics: Soc. Res	2.0			
GRDS 640	Studio Topics: Advancing the Discipline	2.0			
GRDS 650	Visiting Artist Crit	2.0			
AHCS 576	Hist + Theory: Cont Theories in Design	3.0			
GRDS 799	Directed Studies		8.0	7.0	
GRDS 600	Seminar II			6.0	
AHCS 577	History of Graphic Design			3.0	
GRDS 622	Studio Topics: Type			2.0	
Total credits per semester		17.0	8.0	18.0	

2nd Year	Course	Summer
GRDS 700	Seminar III	6.0
** GRDS 622	Studio Topics: Type	2.0
** GRDS 632	Studio Topics: Soc. Res.	2.0
** GRDS 642	Studio Topics: Advancing the Discipline	2.0
GRDS 790	Final Project	4.0
AHCS 578	LAS: Special Topics Design	3.0
Total credits per semester		17.0

*must be recommended by MFA portfolio committee

**Students must choose two of these courses

Graduate Graphic Design

Course Descriptions

Seminar I/II/III

GRDS500/600/700 6 credits

In this three-term course sequence, all graduate students, work on project-specific assignments. Faculty and visiting artists provide the opportunity for in-depth discussion, conceptual and formal investigation. The intention of this course is to find focus and specialization in the program.

Typography and Type Design

GRDS620/621/622 2 credits

The projects assigned, use theory, methodology, and personal interests to expand student, knowledge of typography and its role within graphic design. Each section will host a visiting type designer who will workshop with the students and establish the beginnings of designing a typeface.

Social Responsibility of the Designer in Society

GRDS630/631/632 2 credits

This course defines “social responsibility” as a nuanced and contextual idea, one whose meaning is constantly evolving and whose manifestations shift between cultures and generations. Specific project topics and themes rotate by semester. All projects will involve an intensive research component that includes both informational and formal/visual research (collecting and making).

Advancing the Discipline through Theory and Innovation

GRDS640/641/642 2 credits

Students will cultivate personal working methodologies and develop and test them throughout the course. Careful examinations of current/previous design vanguards with particular attention to the relationship between method and form. Students will produce a series of projects and will be critiques throughout the semesters by peers and faculty/guest faculty.

Visiting Artist Critique

GRDS650 2 credits

This course offers one-on-one studio critiques with visiting artists. The focus is on the individual student’s practice. In-depth discussion with artists and designers give students the opportunity to strengthen their conceptual and aesthetic development.

Directed Study: Mentorship (Spring Semester)

GRDS799 3.5 - 9 credits

Students produce academic texts related to design that are historical, critical, and/or theoretical. Through mentorship, students will begin to establish a body of work that can and should contribute to contemporary design discourse. Communication via digital technologies, telephone, or face-to-face meetings all contribute to the mentorship process. Publication material in digital or analog form is required.

Directed Study: Developing a Typeface (Spring Semester)

GRDS799 3.5 – 9 credits

Students interested in designing typefaces, will work closely with a type designer over the Spring session to create their own typeface. Research, thorough formal investigations, and conceptual development play a critical role. Students are encouraged to choose a mentor whose thinking, work ethic, and craft are inspirational and will undoubtedly shape their own practice.

MFA Final Project

GRDS790 4 credits

This course focuses on assisting students as they research, produce, and complete their final project. Guided by faculty, classmates, and visiting artists, all MFA candidates seek to solidify their place in the field of graphic design by initiating a project that redirects, re-establishes, and challenges the practice as it is today.

History + Theory: Contemporary Theories in Design

AHCS576 3 credits

A diversity of critical approaches to twentieth and twenty-first century design are situated historically while introducing current themes and debates in contemporary design practice and related disciplines.

Graduate Graphic Design

Course Descriptions

History of Graphic Design and Visual Culture

AHCS577 3 credits

The course is structured in three units: Reform and Revolution, focusing on the European avant-garde movements; Consumption and Mass Culture, looking at design in America and postwar Europe; and Media and Messages, exploring visual literacy and design responsibility through a consideration of design authorship, citizenship, and leadership in the postmodern world.

Considering Final Project

AHCS578 3 credits

Visiting Lecturers and Visiting Scholars who offer unique perspectives will be asked to design this special topics course to meet the needs of the candidates who are in their final stages to the program.

Visual Language

GRDS660 2 credits

This course is an advanced exploration of form-making and the relationship among image-making mediums, narrative structures, and communication. A process-intensive course, all project deliverables and outcomes are open-ended. Formal explorations are intended to expand possibilities for the final outcome of a graphic design project. The success of project outcomes is evaluated based on content and context-specific criteria.
(Open to undergraduates based on portfolio review or departmental consent)

Graduate Graphic Design

Department Faculty

Kali Nikitas

Chair, Associate Professor

MFA CalArts, Principal of Graphic Design for Love (+\$); past Chair of the Design Department at the Minneapolis College of Art and Design and Assistant/ Assoc. Professor at the School of the Art Institute of Chicago. Co-programmed international symposia: "Just the Type," "What Matters," and "Untitled: Variations in Design Practice." L lectured internationally, received awards from the ACD, AIGA, Graphis, and Type Directors Club.

Juliette Bellocq

Senior Lecturer

MFA CalArts, principal of Handbuilt Studio, prior studies in design and typography in Paris and the Netherlands. Art Director at Osborn Architects. Published New York Times, HOW Magazine International Design Awards and the AIGA.

Maja Blazejewska

Senior Lecturer

MFA CalArts, currently designer for LACMA for publications, marketing materials, special exhibition graphics and exhibitions' visual identities. Recognition from AIGA, awards from Art Directors Club, :output.

Meg Cranston

Chair BFA Fine Art, Professor

MFA CalArts, performance and installation artist. Solo shows at Dunedin Public Art Gallery, New Zealand; Rosamund Felsen Gallery, Santa Monica; Galerie Michael Kapinos, Berlin; Venetia Kapernekas Fine Art, N.Y.; Carnegie Museum of Art, Pittsburgh. Recipient COLA Individual Artist's Grant, Architectural Foundation of America Art in Public Places Award, John Simon Guggenheim Memorial Foundation Fellowship.

Yasmin Khan

Adjunct Professor

MFA CalArts, partner in Counterspace, an LA-based design studio focused on design for cultural institutions and branding/identity in Web, broadcast, and print media. Recent clients: MOCA, the Orange County Museum of Art, Imaginary Forces, Arthur Magazine, HarperCollins, REDCAT.

Kerri Steinberg

Assistant Professor

Ph.D. Art History UCLA. Interests include visual culture, graphic design history, theory, design citizenship, advertising, and American Jewish visual culture. Currently working on a manuscript provisionally titled, Advertising the American Jewish Experience.

Davey Whitcraft

Assistant Professor

MFA UCLA, designer, Recognized by AIGA: 50 Best books 2006, Graphis, Art Directors Club NYC, Print Magazine, SXSW Interactive, Altpick, Eisner American Museum of Advertising and Design and EvoMUSART.

Stuart Bailey

Senior Lecturer

University of Reading, Werkplaats Typografie. Co-founder of the arts journal Dot Dot Dot, Since 2006, he has worked together with David Reinfurt as Dexter Sinister. Dexter Sinister has exhibited at the Centre d'Art Contemporain in Geneva, the 2008 Whitney Biennial, The Kitchen in New York, and Somerset House in London.

Lauren Mackler

Senior Lecturer

MFA RISD, Graphic designer, artist and curator whose practice includes making catalogs for exhibitions, posters, artist edition prints, videos, installations and curating group exhibitions in New York and Tokyo. Worked in motion graphics in N.Y.

Aram Moshayedi

Lecturer

MA, Art History, USC, current doctoral candidate in Art History. Recent exhibitions at LA><ART include William Leavitt: Warp Engines, Vishal Jugdeo: Surplus Room, and Uri Nir: Mommy. Assistant curator, 2008 California Biennial at the Orange County Museum of Art. Published in Art in America, Art Lies, Reading Room: A Journal of Art and Culture, Art Papers, Bidoun, and Artforum.com.

Graduate Graphic Design

Chris Oatey

Coordinator, Lecturer

MFA Otis, Exhibitions include CB1 Gallery, Los Angeles; Kent State University, Ohio: Creative Artists Agency, Los Angeles; Cranbrook Academy of Art; Recipient of Durfee Foundation Grant and Ucross Foundation Fellowship.

Renee Petropoulos

Associate Professor

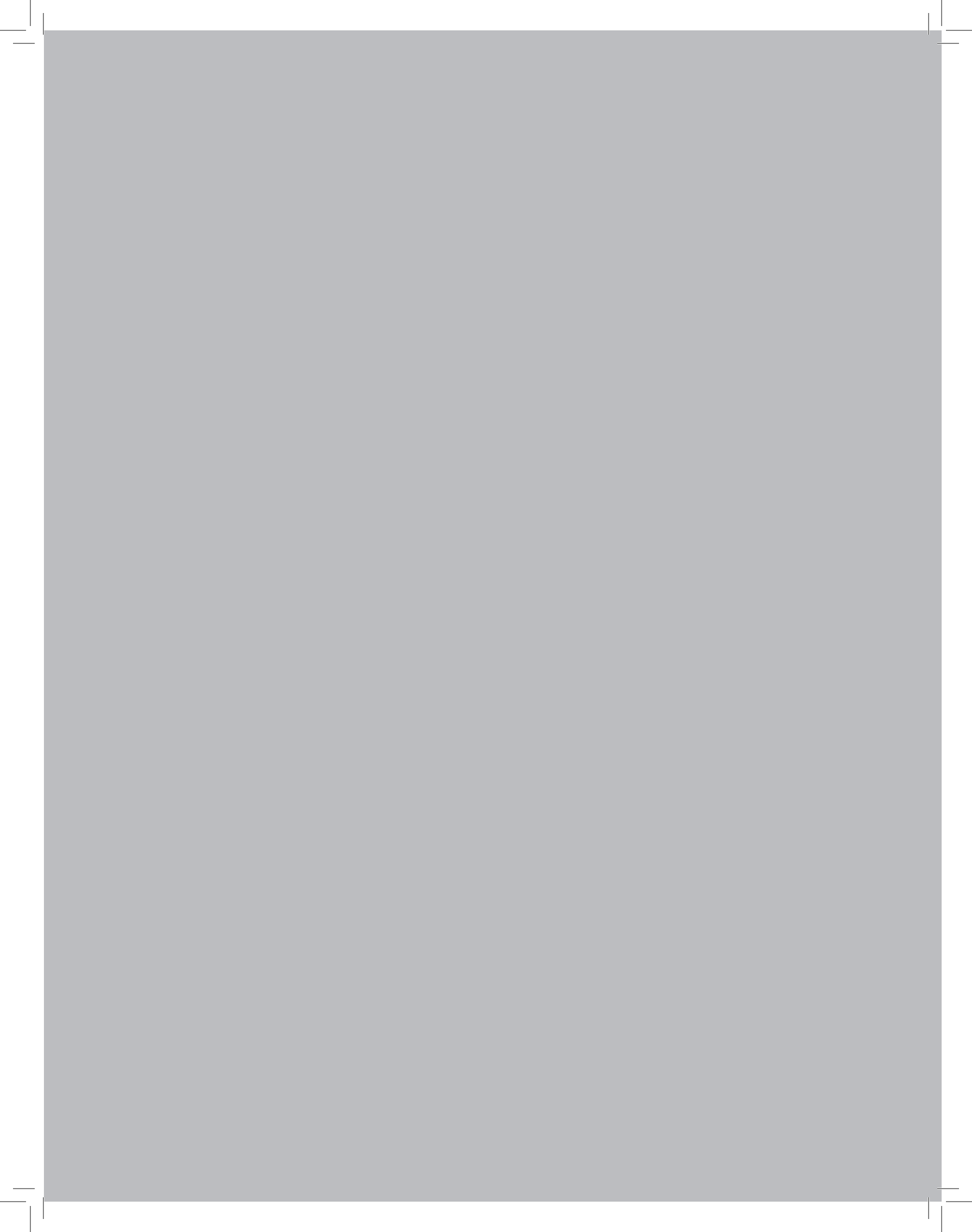
MFA UCLA, artist. Recent exhibition Museum of Modern Art in San Salvador, El Salvador. Currently working on several projects to be located in the public arena, as well as a collaborative project in Oaxaca, Mexico. Grants include a Durfee Foundation Fellowship and a COLA Individual Artist Grant. Represented by the Rosamund Felsen Gallery in Los Angeles.

Department
Faculty

Graduate Graphic Design

**Visiting
Artists**

Åbåke, London
Doug Aitken, Los Angeles
Mark Allen, Los Angeles
COMA, Amsterdam
Eames Demetrios, Los Angeles
Keetra Dixon, New York
Jori Finkel, Los Angeles
Denise Gonzalez Crisp, North Carolina
April Greiman, Los Angeles
Fritz Haeg, Los Angeles
Karrie Jacobs, New York
John Knight, Los Angeles
Sophie Krier, Rotterdam
Vinca Kruk, Amsterdam
Zak Kyes, London
Harmen Liemberg, Amsterdam
Henri Lucas, Los Angeles
Kate Moross, London
Marlene McCarty, New York
Leigh Okies, San Francisco
Florian Pfeffer, Amsterdam
Stephen Prina, New York
Erica Rothenberg, Los Angeles
Louise Sandhaus, Los Angeles
Erik Spiekermann, Berlin
Jon Sueda, San Francisco
Carolina Trigo, Los Angeles
Alice Twemlow, New York
Underware, Amsterdam
Jeffrey Vallance, Los Angeles
Daniel van der Velden, Amsterdam
Carol Wells, New York
Pae White, Los Angeles
Lorraine Wild, Los Angeles
Jan Wilker, New York
Mario Ybarra Jr., Los Angeles



Graduate Public Practice

Department
Goals

The Graduate Program in Public Practice explores new artistic practices based on observation, research, commentary and activism in the public realm.

- Design and execute an art-based public project with professional-level craftsmanship and aesthetic quality.
- Translate this project for further telling, as an exhibition, website or other.
- Demonstrate an on-going perspective of critical inquiry, including ability to frame questions and devise methodologies for answering them.
- Demonstrate successful communication with and ability to receive feedback from collaborators and communities in which they work.
- Explore, in writing, aspects of public practice that are important to their work, to the field and to the visual arts in general.

Graduate Public Practices

First Year		Fall	Spring	<u>Degree</u> <u>Requirements</u>
PUBP600/601	Production Studio I/II	6.0	6.0	
AHCS580	History of Public Strategies in Art	3.0	---	
LIBS654	Public Realm Seminar	---	2.0	
PUBP620/621	Case Studies I/II	3.0	3.0	
PUBP650	Field Methodologies for Artists	---	2.0	
	Studio Electives	3.0	2.0	
Total credits per semester		15.0	15.0	
Second Year		Fall	Spring	
PUBP700/701	Production Studio III/IV	6.0	5.0	
PUBP770	Thesis Review	---	1.0	
LIBS655	Public Realm Seminar II	2.0	---	
LIBS784/785	Thesis I/II	3.0	3.0	
PUBP790	Field Internship	2.0	---	
PUBP792	Pedagogy Practicum	---	2.0	
	Studio Electives	2.0	4.0	
Total Credits per Semester		15.0	15.0	

Graduate Public Practices

Course Descriptions

Because of the field-based and professional nature of this program, it might, at times, appear more demanding than other graduate programs, including being required to work longer hours than those designated by the assigned course times and to extend my work outside of the traditional 15-week semester.

History of Public Strategies in Art

AHCS580 3 credits

Seminar with lectures and readings tracing the history of public practices in art from 1930 to today, with a focus on public art, installation, contemporary research in art, and current trends. Students will be expected to identify definitions and arguments on challenging themes, such as globalism, ethics, community-based initiatives, etc.

Public Realm Seminar

LIBS654/655 2 credits

Theory perspectives on working in public, topics in art criticism, interdisciplinary topics regarding art/anthropology, civic policy, urbanism, etc. These are a changing set of topics determined by interest and relevance to their critical repertoire.

Thesis I

LIBS784 3 credits

A two-semester writing project that situates the student's final art project within contemporary criticism in a publishable text. Students will build a Case Study using their own work, exploring the applicable modes of perception and assessment according to critical paradigms. In the first semester, students will focus on defining and documenting their project, doing research on related artists works or theories, and identifying critical themes, areas for investigation. An outline and a first draft will be expected by the end of the first semester.

Thesis II

LIBS785 3 credits

In the second semester students will focus on refining their positions, redrafts and final edits. By the end of the term students will complete their thesis of 25 pages. It will include current and historical references, a case study of each student's project, and a critical analysis that includes multiple kinds of data. The intervention of this written capstone project is to provide evidence that the student is able to articulate his/her intentions in the context of contemporary art practices.

Production Studio I: The Process of Production

PUBP600 6 credits

This series of four studios over two years forms the core of the MFA Public Practice program and is where the student's Final Project is created. The first semester begins with a collaborative project under the supervision of a visiting artist and includes collaboration, formation of community relationships, critique, production, and a final presentation. Skills workshops in subjects like video or model production are determined based on the nature of the project.

Production Studio II: Research and Design

PUBP601 6 credits

This series of four studios over two years forms the core of the MFA Public Practice program and is where the student's Final Project is created. In the second Production Studio, students will determine a topic and location, do research, find partners, and design their project individually or in collaboration with other students.

Case Studies I: Overview of the Field

PUBP620 3 credits

Focusing on specific examples from public practices, this course features an overview of collaborative and public practices based on either geographic location (in Los Angeles or elsewhere) or on relevant topics, such as eco-art or community-based art, with an understanding of how these works fit into various professional art scenes.

Case Studies II: Focused Approach

PUBP621 3 credits

Focusing on one or two specific examples from public practices, this course features in-depth analysis of significant works from the field, deconstructing both practice and theory, with accompanying readings and writing required. The development of an individual model (Case Study) of one's work sets the stage for the Thesis courses in the following year.

Field Methodologies for Artists

PUBP650 2 credits

Seminar on research and other career/professional methodologies for artists. This seminar will feature discussions, readings, presentations by visitors and field trips. This is a companion course to Production Studio II.

Graduate Public Practices

Production Studio III: Implement and Critique

PUBP700 6 credits

This series of four studios over two years forms the core of the MFA Public Practice program and is where the student's Final Project is created. In the second year we expect intensive, phased production on a project of student's interest. In the third Production Studio, students will implement their plan and begin a critique process within their community. During this semester individual studio visits will focus on production critique.

Production Studio IV: Translations

PUBP701 5 credits

This concludes the studio portion of the MFA Public Practice program. In the final Production Studio, students will seek community critique and will design and implement a "translation" of their project in a final exhibition.

Thesis Review

PUBP770 1 credit

Over the course of the final semester students must pass periodic reviews by faculty, guest artists and a final critique that encompasses a review of all their work.

Field Internship Presentation

PUBP790 2-10 credits

Over the course of their study at Otis, students will select an internship with a professional artist working in public practice. This seminar provides an opportunity to reflect on learning and share with other students through presentations.

Pedagogy Practicum

PUBP792 2 credits

Experience in teaching is required, before or during the Program. Students are offered opportunities to assist teach in Otis' undergraduate and other programs. In this seminar, students reflect on the relationship between teaching, public pedagogy, and their own practices. This requirement takes the form of a three session "insert" into the Production Studio IV course.

Course Descriptions

Studio Electives

Studio production electives are determined in consultation with the Chair in order to build specific skills for the student's final project. These skills might include: photography, video, installation, landscape design, computer web design, etc. These courses (a minimum of 11 units overall) will be available each semester and will be sited in appropriate design or fine arts production labs. A student is expected to create a comprehensive skills learning plan with a convincing rationale, rather than make ad hoc skills course selections.

Graduate Public Practices

Department Faculty

Note: All faculty do not teach every semester.

Suzanne Lacy

Chair

MFA Cal Arts; BA UC Santa Barbara
Internationally exhibited artist known for contributions in feminist, performance, public art. Co-founder Visual Public Arts Institute at CSU Monterey, author Mapping the Terrain: New Genre Public Art. As artist, educator, social activist, and writer, her work over the course of the last 30 years has focused on taking art out of the gallery and into the world to engage new audiences and galvanize a public discussion about race, poverty, and social justice.

S.A. Bachman

Senior Lecturer

MFA Tyler School of Art, BFA Arizona. St. Univ. Socially engaged artist, educator and Co-founder of the THINK AGAIN collaborative. Bachman's photo-text works manipulate popular media representations to reveal conformity, hegemony and sexism. THINK AGAIN recruits art in the service of public address and expects something political from art. Utilizing billboards, projections and interventions, they seek to prompt the political imagination, challenge indifference and dissolve the boundary between critique and action. Recent work interrogates: the criminalization of undocumented workers; queer memory; political brutality; and the correspondence between militarism and rape. THINK AGAIN has gift-distributed tens of thousands of posters, postcards and books worldwide. Exhibits: Museu d'Art Contemporani de Barcelona (Spain), Institute Contemporary Art (Boston, Philadelphia,) and Alternative Museum (NY). Awards: National Endowment for the Arts, Massachusetts Cultural Council and LEF Foundation. Publications: Artforum, Social Text, Reframings: New Feminist Photographies, Graphic Agitation 2 and A Brief History of Outrage: THINK AGAIN.

Andrea Bowers

Senior Lecturer

MFA Cal Arts; BFA Bowling Green State Univ. Andrea Bowers has an MFA from CalArts and lives and works in Los Angeles. Recent solo shows include "Sanctuary" at Van Horn, Düsseldorf; "The Weight of Relevance" at ZKM/Zentrum für Kunst und Medientechnologie, Karlsruhe, The Power Plant, Toronto, the Secession, Vienna and Susanne Vielmetter Los Angeles Projects; "Vows" at Halle für Kunst, Lüneburg, and "Nothing Is Neutral" at REDCAT, Los Angeles and Artpace, San Antonio. Recent group shows include the 2008 California Biennial at the Orange County Museum of Art, Proyecto Civico at The Centro Cultural Tijuana (CECUT), Progress at the Whitney Museum of American Art, Index: Conceptualism in California from the Permanent Collection at the Museum of Contemporary Art, Los Angeles and the L.A. Anarchist Book Fair. Bowers is represented by Susanne Vielmetter Los Angeles Projects, Mehdi Chouakri in Berlin, Galerie Praz-Delavallade in Paris, and Van Horn in Düsseldorf. Bowers is currently a Visiting Artist at the California Institute of the Arts (Cal Arts).

Sara Daleiden

Senior Lecturer

BA Univ. Notre Dame; MPAS USC
Daleiden is an artist, educator and organizer who focuses on participant experience through identity systems and interpretive services for developing landscapes. Her collaborators include the Community Redevelopment Agency of Los Angeles, Freewaves, Habeas Lounge, IN:SITE, Los Angeles Contemporary Exhibitions, MAK Center for Art and Architecture, Sara Wookey and Suzanne Lacy. She is a core member of the Los Angeles Urban Rangers with projects at the Canadian Centre for Architecture, High Desert Test Sites, International Architecture Biennale Rotterdam, Museum of Contemporary Art, Los Angeles, Museum de Paviljoens, Socrates Sculpture Park and University of California Institute for Research in the Arts, as well as the self-initiated Public Access 101 series in Malibu and Downtown LA.

Graduate Public Practices

Dana Duff

Professor

MFA Cal Arts; BFA Cranbrook Academy of Art Exhibited at Whitney Museum, New Museum and galleries in N.Y. and L.A. Films shown at International Film Festival Rotterdam and Biennale de l'Image en Mouvement, Geneva. Residencies at American Academy, Rome; Pont-Aven, Paris, and Nice, France; Mexico City. Lives and works in L.A. and Mexico.

Malik Gaines

Lecturer

BA, UCLA; MFA, Cal Arts; Ph.D. Candidate UCLA. Malik Gaines is a writer and performer based in Los Angeles. Gaines is a member of the performance group My Barbarian, which has shown performance and video work, at venues including the Hammer Museum, Los Angeles; the New Museum, New York; The Power Plant, Toronto; Museo El Eco, Mexico City; De Appel, Amsterdam; El Matadero, Madrid; and the Townhouse Gallery, Cairo. My Barbarian was included in the 2005 and 2007 Performa Biennials, the 2006 and 2008 California Biennials, and the 2007 Montréal Biennale, and the 2009 Baltic Triennial. Gaines works as a curator at LAXART, has written arts journalism and criticism for numerous publications and exhibition catalogues, and has taught courses at CalArts, UCLA, USC, and others.

Kate Johnson

Assistant Professor

Johnson's collaborative work has been seen in a variety of venues from the Cannes Film Festival, Museum of Modern Art in New York and the Institute of Contemporary Art in London, The Armand Hammer, Los Angeles Theatre Center, The Luckman Gallery, International Dance Film Festival, Istanbul, Columbia College of Chicago, Highways Performance Space, The History Channel, Channel 5 in France, the SIGGRAPH and DV Expo conferences, and in theatres and public spaces internationally. She is currently co-directing a feature documentary that is an NEA grant award recipient.

Bill Kelley Jr.

Lecturer

MA Univ. of N.M. Ph.D Candidate UCSD
Bill Kelley, Jr. is an educator, independent curator and theorist based in Los Angeles. He graduated with a Master's in 19th Century Colonial Art Studies from the University of New Mexico, Albuquerque (UNM) in 2001. He is currently completing his Ph.D. in Contemporary Art, Theory and Criticism at the University of California at San Diego (UCSD) with a focus on collaborative and collective art practices in the Americas. He is the former Director and current Editorial Adviser of the online bilingual journal LatinArt.com.

Sandra de la Loza

MFA CSU Long Beach; BA UC Berkeley
Loza utilizes a variety of mediums such as photography, sound, printmaking, video and installation to navigate ideas and spaces. She has collaborated with other artists and activists to generate artist-led spaces for practice and critical dialogue. Such efforts have resulted in community centers, conferences, art events and discussion groups including "Transitorio Público" (2007), "From the Barrel" (2006-2008), "the October Surprise" (2004), and "Arts in Action" (2000-2004). She has received grants from the Center for Cultural Innovation, the California Community Foundation, the Durfee Foundation and the Department of Cultural Affairs. Recent exhibits include "Phantom Sightings: Art After the Chicano Movement," organized by the Los Angeles County Museum of Art, "Vexing: Female Voices from East LA Punk" at the Claremont Museum of Art, and Puerto Vallarta: Arte Contemporaneo 2008.

Karen Moss

Senior Lecturer

BA, MA. PhD, USC Doctoral dissertation on "Fluxus and Intermedia in California."
As an art historian, curator and educator, has worked in museum curatorial and education positions. Currently Curator of Collections and Director of Education and Public Programs with the Orange County Museum of Art. Other experience includes SFAI, Walker Art Center, Santa Monica Museum of Art, MOCA, and Santa Barbara Museum of Art.

Department Faculty

Graduate Public Practices

Department Faculty

Renee Petropoulos

Associate Professor

BA, MA UCLA. Concentrations include Islamic art, video, and photography. Exhibited widely in U.S. and abroad. Public site commissions and collaborations with Daniel Martinez, Leslie Dick, and Benjamin Weissman. Exhibitions include San Francisco Jewish Museum, Blaffer Museum, Houston; ICA, London; Museum of Modern Art (MARTE), El Salvador; and Berkeley Art Museum. Current projects in Berlin, L.A. and Oaxaca, Mexico. Grants from J. Paul Getty, Durfee Foundation, Art Matters, and COLA. Since 2003, part of Society for the Activation of Social Spaces through Art and Sound (SASSAS).

Consuelo Velasco Montoya

Lecturer

MA USC; BA UC Santa Cruz Velasco has an undergraduate degree art with an emphasis on mixed media, murals and small press publications. Master's degree in Public Art Studies focused on arts administration, digital media and art in rural contexts. Velasco was previously employed by the Los Angeles County Metropolitan Transportation Authority, Metro Art where she was extensively involved in the public art component of the Expo Light Rail line and is presently the coordinator of the MFA Public Practice program.

Claude Willey

Senior Lecturer

BA Columbia College, Chicago. MFA Studio Art UCI Co-coordinator of MOISTURE, a multi-year water research project in the Mojave Desert. Merged ecology, environmental history, renewable-energy technologies, and urban transportation/landscape history.



Graduate Writing

Department
Goals

The Graduate Writing Program guides the developing talents of advanced students in the complex practice of writing as a verbal art. Students in Graduate Writing will...

- Produce the most compelling work of fiction, poetry, or creative non-fiction at this stage of their career.
- Focus on practical critical issues within the student's work vital to his or her practice.
- Make their way in a profession that involves teaching or other institutional affiliations.
- Demystify their perception of the professional world of writing and literature.
- Locate their own writing and that of their contemporaries within an international arena of 20th century world literatures.

Graduate Writing

First Year		Fall	Spring	<u>Degree Requirements</u>
WRIT600/601	Prose/Poetry Workshop I/II	4.0	4.0	
WRIT750	Literary Seminar	3.0	6.0	
WRIT640	Translation Seminar	3.0	—	
WRIT789	Visiting Writers Lectures	2.0	2.0	
WRIT 760	Publishing Practices (optional year-long course)			
Total Credits per Semester		12.0	12.0	
Second Year		Fall	Spring	
WRIT700/701	Prose/Poetry Workshop III/IV	4.0	4.0	
WRIT750	Literary Seminar	6.0	6.0	
WRIT789	Visiting Writers Lectures	2.0	2.0	
WRIT 760	Publishing Practices (optional year-long course)			
Total Credits per Semester		12.0	12.0	
Third Year		Fall	Spring	
WRIT790	Thesis	4.0		
Total Credits per Semester		4.0		

*In addition to Independent Studies, electives may be taken from the offerings of Fine Arts, Liberal Arts and Sciences and other departments with departmental approval.

Graduate Writing

Course Descriptions

Prose/Poetry Workshop I/II/III/IV

WRIT600/601/700/701 4 credits / 4 credits
(first year) 4 credits/4 credits (second year)
A two-year workshop sequence in the student's area of emphasis, i.e. fiction, poetry, non-fiction. Also, as part of the course, the student may meet with the program director and other graduate faculty during the semester.

Translation Seminar

WRIT640 3 credits
This course is a study of literary translation and its radical impact on English-language poetry and fiction. Poetry or fiction translation is an option for the critical essay in this course. Students, in either case, acquire first-hand knowledge of literary traditions outside that of Anglo-American literature.

Literary Seminar I/II/III/IV

WRIT750 3 credits / 6 credits (first year)
6 credits/6 credits (second year)
These in-depth seminars focus on particular issues or currents in contemporary fiction and poetry, with topics selected from various international literary traditions (e.g., "Poetry's Public" or "The Ethics of Fiction") or monographic courses on such figures as Gertrude Stein, William Faulkner, Ezra Pound, James Joyce, or Eudora Welty.

Publishing Practices

WRIT760 3 credits
An optional year-long course directed toward the contemporary world of publishing, as well as working on our writing program's literary tabloid, OR, the Otis Books/Seismicity Editions imprint.

Visiting Writers Series

WRIT 789 2 credits / 2 credits
A bi-weekly lecture series featuring visiting poets, fiction writers and essayists from the U.S. and abroad who read and discuss their own work and aspects of contemporary literary culture. A question and answer period follows each talk.

Thesis

WRIT790 4 credits
A publishable, book-length work of fiction, poetry or creative non-fiction is supervised by the department chair or faculty. The completed work is submitted to a faculty committee of the student's choosing for final approval.

Graduate Writing

Paul Vangelisti

Chair

MA, ABD, USC; BA, Univ. of San Francisco. Author of more than twenty books of poetry. Translator, journalist, and former Cultural Affairs Director at KPFK Radio. NEA Translator Fellow and NEA Poetry Fellow.

Guy Bennett

Professor

PhD, BA (French) UCLA. Author of four books of poetry, most recently *Drive to Cluster* (2003). Noted translator from French.

Peter Gadol

Associate Professor

AB Harvard Coll. Author of five novels, most recently *Silver Lake* (2009), *The Long Rain* (1997) and *Light at Dusk* (2000). Work has been translated into several languages.

Lewis MacAdams

Senior Lecturer

MFA Univ. of Iowa; BA Princeton. Author of ten books of poetry, including *The River* (2005). Engaged in current Los Angeles scene through a strong interest in social and environmental issues.

Douglas Messerli

Senior Lecturer

MA, PhD Univ. of Maryland; BA Univ. of Wisc. Writer of fiction, poetry, and drama, as well as editor of Sun & Moon Press, now Green Integer Books, one of the country's foremost publishers of new writing.

Dennis Phillips

Senior Lecturer

BFA, Cal Arts. Former director of the Beyond Baroque Literary Center, Venice. Author of numerous books of poetry, including *Sand* (2002) and *Credence* (1996). His poetry forces the reevaluation of contemporary genres and aesthetics.

Martha Ronk

Senior Lecturer

PhD Yale Univ.; BA Wellesley Coll. Shakespeare scholar and author of numerous poetry collections, most recently *In a Landscape of Having to Repeat* (2004, PEN USA award in poetry), and *Why/Why Not* (2003).

Benjamin Weissman

Senior Lecturer

BFA Cal Arts. Writer and visual artist, author of two collections of short fiction, *Headless* and *Dear Dead Person*. Solo shows of his art in the U.S. and abroad. Hosts "New American Writing Series" at UCLA Hammer Museum.

Jen Hofer

Senior Lecturer

B.A. Brown University. MFA, Iowa University. Poet and translator Jen Hofer's recent publications include *sexoPUROsexoVELOZ* and *Septiembre*, a bilingual edition of books two and three of the lifelong project *Dolores Dorantes* by Dolores Dorantes, *lip wolf*, a translation of Laura Solórzano's *lobo de labio*, *Sin puertas visibles: An Anthology of Contemporary Poetry by Mexican Women*, *slide rule*, and the chapbooks *laws and lawless*. Forthcoming are *The Route*, an epistolary and poetic collaboration with Patrick Durgin, *Laws from Dusie Books*, and a book-length series of anti-war-manifesto poems from Palm Press titled *one*.

Ben Ehrenreich

Senior Lecturer

Studied religion at Brown University. His articles and essays have been published in *L.A. Weekly*, the *Village Voice*, *The Believer*, the *Los Angeles Times*, and the *New York Times*. His fiction has appeared in *Bomb*, *McSweeney's*, *Black Clock*, *Swink*, and elsewhere. His work has been reprinted in anthologies including *The Best American Nonrequired Reading 2004*, *The Believer Book of Writers Talking to Writers*, and *Notes from Underground: The Most Outrageous Stories from the Alternative Press*. *The Suitors*, was published in 2006 by Counterpoint Press.

Department Faculty

College Policies

**You are
Responsible**

Students have the responsibility to be aware of all of the regulations of the College. These regulations are listed in the Student Handbook, which is available to all students. The following section of the Catalogue features:

- Academic Policies
- Financial Policies
- General Campus Policies
- College History

Otis College of Art and Design has the right to apply and enforce any and all of the rules and regulations set forth in this catalog, as well as any other rules and regulations of the College not set forth herein. The catalog and its contents, however, in no way serve as a binding contract between the student and the College. The information in this publication is subject to change at any time, for any reason, at the unilateral discretion of the College without prior notice to or approval of the student.

Academic Policies

Attendance Policy

Consistent attendance is critical to learning, growth, and academic success; therefore students are expected to attend all class meetings. While the college recognizes there may be times when students cannot attend, there are no “excused” absences. If students wish to make up work in exceptional circumstances such as death in the family, serious medical conditions, hospitalization, or observance of religious holidays, the student must provide to the department appropriate documentation, complete all assigned work, and/or meet additional attendance requirements as determined by the instructor.

Should a student’s total absence in a class exceed two (one in the summer), or the equivalent to 15% of the semester course meeting hours the Department Chair should be informed immediately. Three tardies are equal to one absence. Though exceptional circumstances will be considered, absences of a longer duration, regardless of circumstances, may result in the student being unable to satisfactorily complete the requirements of a course, and necessitate course withdrawal or failure.

Instructors will notify students of their attendance requirements as part of the course syllabus which should be distributed on the first day of class. Students must be present for all regularly scheduled examinations and submit completed assignments when they are due unless accommodations are made in advance. If students fail to take examinations or to submit work on time without a legitimate excuse they should expect to receive reduced grades or lose credit for the work not completed. With the approval of the Provost, students may be assessed additional charges when significant additional faculty or staff time is required to assess make up assignments.

Academic Majors

Otis undergraduate students complete an academic major in one of the following departments:

- Architecture/Landscape/Interiors
- Communication Arts (Graphic Design, Illustration, or Advertising Design)
- Digital Media
- Fashion Design

- Fine Arts (Sculpture/New Genres, Photography, or Painting)
- Product Design
- Toy Design

Undergraduate students must declare their major during the second semester of their Foundation (first) year. To assist in this process, “Foundation Forward,” a two half-day symposium introduces students to each of the degree programs. Students may also visit studio departments to meet the chairperson, faculty members, and current students, and to see examples of their work.

Graduate Students earn the MFA degree in one of four majors:

- Graduate Fine Arts
- Graduate Graphic Design
- Graduate Public Practice
- Graduate Writing

Grading System

The grading system used for the BFA degree is:

A	4.0
A-	3.7
B+	3.3
B	3.0
B-	2.7
C+	2.3
C	2.0
C-	1.7
D	1.0
F	0
UW	0, Unofficial Withdrawal
I	Incomplete
W	Withdrawal without Penalty

The grading system for the MFA degree is:

HP	4.0, High Pass
P	3.0, Pass
F	Below 3.0, Fail
UW	Unofficial Withdrawal
I	Incomplete
IP	In Progress
W	Withdrawal without Penalty

Otis is on a semester system. Semester and cumulative GPAs are computed at the end of each

College Policies

Note: Admission to Foundation does not guarantee admission to a particular major; therefore, students should declare a first- and second-choice major.

Note: W grades have no effect on the GPA (grade point average). UW grades count as “F” and are factored into the GPA.

Academic Policies

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semester by multiplying the number of credits earned in each course by the numerical values associated with those grades. This figure is then divided by the total number of credits completed, including failed courses, if any. The semester and/or cumulative GPA is used in determining probationary status, requirements for graduation, qualification for the Dean's List, and all matters concerning academic status. Credits transferred from another college are not included in the cumulative GPA at Otis.

Each Otis faculty member has the authority to determine the grades that each student will receive for work done under his or her instruction.

Depending on the content of the class, grades may include the following elements: attendance, participation, concept, technical facility, execution, papers, examinations, and individual progress. Faculty members customarily discuss their grading practices with students during the first class session.

The Office of Registration and Records mails grade reports to students at the end of each semester. These grades are also made available by accessing Otis Self-Service. If there is an outstanding balance on a student's account, official transcripts will be held until the account is paid in full.

Grade Appeal Procedure

It is the instructor's prerogative to evaluate student work based on his or her academic and professional judgment, and then assign grades based on criteria clearly stated in the syllabus. It is the student's prerogative to know how his or her work was evaluated and the basis for calculating the grade. From time to time the grading criteria may be revised during the semester; if this occurs, it should be communicated in a clear and timely manner to all students. If a student has a concern about a final grade that was issued, as soon as possible and before the end of the following semester the student should:

Attempt to contact the instructor to resolve the dispute AND fill out an Appeal for Grade Change form available in the Registration Office. The student should fill in the reason and leave the form with the department assistant or chair who will forward it to the instructor. The instructor will then complete the form and forward that to the Registration Office who will process the results and forward a copy to the student. If the student cannot make contact with

the instructor within a reasonable amount of time, the student should fill out the form and have the department forward it to the instructor. Students have one semester from the time the original grade was issued to file an appeal. After the semester has lapsed, all grades become a permanent part of the student's academic record. No further appeals will be considered. The form should be filled out completely and as specifically as possible. Reasons to appeal a grade include but are not limited to:

- Clerical error or dispute about calculation of the final grade
- Unfair or unequal application of grading standards
- Unannounced deviation from syllabus
- Prejudicial, capricious, or arbitrary grading
- Failure for plagiarism that was not determined by the Academic Integrity Committee

(If the appeal is compounded or accompanied by unlawful discrimination or harassment, the Grade Appeal may be submitted directly to the Dean of Student Affairs who will process it through the department.)

If the appeal is not resolved to the student's satisfaction, the student may petition the grade by writing a letter to the department chair for reconsideration stating why she or he believes the response is inaccurate. A Xeroxed copy of the appeal should accompany the letter. The department chair will attempt to resolve the dispute with the instructor and student. If the determination is the grade should be changed, the department chair (or a representative) will complete an Appeal for Grade Change form with those results. If the outcome is no change, the department chair or representative will inform the student in writing (email is recommended) with a cc to the Dean of Student Affairs and Registrar.

If the student finds this response unsatisfactory, the student may make a final appeal in writing to the Provost. This appeal letter should include a statement outlining the appeal, the syllabus for the course and include copies of all past documents submitted i.e., Grade Change Form, appeal letter to the Chair, Chair's denial, etc. The Provost will consider the appeal, and when appropriate meet with the student, the instructor, and the department chair. Students will receive written notice (email is acceptable) of the Provost's decision with a cc or copy to the Registrar and Dean of Student Affairs. That decision is final.

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In considering and constructing a thoughtful appeal, the office of Student Affairs can be a valuable resource. A strong appeal will list the grading criteria for the course as found in the syllabus and will include the grades received. It will also include why the student feels the grade is in error.

Grades of Incomplete

The grade of “I” or “Incomplete” is issued to students only in cases of emergency such as serious illness or accident (which require a doctor’s note), or a death in the family. **The student must be in good standing at the time of the emergency, having completed all but the final project, paper, etc.** Any Incomplete posted without the proper paperwork will automatically revert to an UW”. Incompletes require the prior approval of the appropriate department chair.

If students meet these criteria, they should obtain an Incomplete Form from the Office of Registration and Records. The form must state the reason for the incomplete grade and the work that must be completed. Any required documentation must be attached. Once the student has obtained the necessary signatures, the form is to be returned to the instructor for submission. In cases where it is impossible for the student to obtain the necessary signatures, the Incomplete Form may be submitted by the faculty member in consultation with the student and the department chair.

If granted, the student will have four weeks from the end of the semester in which to complete the course-work, at which time the student must complete an Appeal for Grade Change form and submit the form to the department for instructor and department chair approval. The department then submits the form to the Office of Registration and Records to indicate the change of grade. All coursework and Appeal for Grade change forms must be completed prior to the beginning of the next semester.

Academic Standing

Dean’s List

Undergraduate students carrying a load of 12 credits or more and with a semester grade point average of 3.5 or above will be placed on the Dean’s List for that semester. This distinction is noted on students’ transcripts, and becomes a permanent part of the academic record. There is no Dean’s List for the Graduate program, as students are graded Pass/Fail.

Probation and Academic Dismissal

A BFA student is in good standing if he or she maintains a term and/or cumulative GPA of 2.0. If a student’s term and/or cumulative GPA falls below 2.0, he or she will be placed on academic probation. A student will be dismissed from the college if his/her cumulative GPA falls below 2.0 for two consecutive semester.

An MFA student is considered in good standing if he or she receives a grade of “P” (Pass) in all of his or her courses each term. If a graduate student receives a grade of “F” during a term, he or she will be placed on academic probation.

If placed on academic probation, the student will receive notification in writing regarding his or her academic standing from the Chair of the Academic Standing Committee. First semester foundation students may be offered Grade Replacement (please refer to the Grade Replacement Policy).

Additionally, any foundation student whose GPA earned in his/her first semester of attendance at Otis is below 1.5 will be dismissed with conditions to be satisfied for appeal, and if successful, will be offered grade replacement at that time.

The College recognizes that there may be cases of dismissal that require review and merit exception. If dismissed, a student may file a written appeal to the Academic Standing Committee in care of the Office of Registration and Records. Factors and supporting documentation that may be considered in an appeal may include but are not limited to:

- Poor academic performance that was the result of circumstances that have been demonstrably corrected or substantially addressed, and should no longer adversely influence the student’s academic performance.
- Written documentation from a department representative/advisor arguing convincingly that the student has a strong probability of completing the degree program to which the student would be reinstated.
- Evidence in the academic record of an ability to succeed academically and make timely progress toward completion of a degree program which may include past academic performance.
- A proposed schedule for completion of the degree and a plan to foster academic improvement.

Academic Policies

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- Evidence of support from other representatives of the college's support services in addition to, but not in lieu of, letters from departmental and college advisors. This may include evidence of a confidential nature that the student would prefer not be divulged to the committee as a whole.

Upon receiving a written appeal, the committee will invite eligible students to appear before the Committee, as necessary. Students may successfully appeal a dismissal only once, and exceptions to dismissal will be granted only rarely. If readmitted, the student will be placed on probationary status with special requirements. If the student does not meet all the requirements of such continued enrollment, he or she will be dismissed from the College with no recourse.

First Semester Foundation Grade Replacement Policy

Foundation students who receive a grade of D, F, or UW in a course taken in their first semester of full-time study, may, with the approval of the Department Chair and the Provost, request to retake the course, preferably in the following semester, or before completing 48 credit hours. Although both the initial grade and the repeated course grades will appear on the transcript, the second grade will replace the first when determining cumulative GPA, even if the second grade is lower.

Under this policy, students may repeat up to three courses, yet may only repeat, or attempt to repeat, any given course, once. Students, however, may continue to repeat a course in order to fulfill degree requirements, but the initial grade cannot be replaced after the first attempt to repeat the course. Repeated course credits do not count toward graduation, unless the initial grade received was an F or UW. Repeated grades are not included in Dean's List or honors calculations.

The policy does not apply to courses where the grade received was due to academic dishonesty. Students are expected to maintain full-time status in the semester the course(s) are repeated in order to receive federal financial aid as a full-time student. A student may not take a course at another institution for the purpose of replacing a grade for a course at Otis.

Enrollment Categories

Full-Time Enrollment

Undergraduate students register for between 12 and 18 credits to maintain full-time status. Exceptions require special approval. Graduate students register for between 9 and 18 credits to maintain full-time status. Exceptions require special approval.

Less Than Full-Time Enrollment

Students enrolled at Otis must understand that the College does not permit part-time schedules except in cases that are required by law (Americans with Disabilities Act) or in special circumstances (documented illness, death in the family, etc). Students who believe their situation is a special circumstance must complete the Approval to Attend Part-Time form. This form is available in the Office of Registration and Records.

International students must maintain full-time enrollment. An exception can be made during their final semester if the total credits that they need to complete their degree requirements is less than full-time enrollment. International students considering less than a full-time schedule must also complete the Approval to Attend Part-Time form. This form is available in the Office of Registration and Records.

Students on financial aid, including loans, seeking approval for a part-time schedule must also complete the Approval to Attend Part-Time form and receive advisement from a financial aid counselor to determine the effect of a less than full-time enrollment upon their aid packages. Many forms of financial aid require full-time attendance on the part of awarded students. Students who enroll in less than full-time enrollment will be charged the per credit tuition rate for each credit taken.

Taking More Than 18 Credits

Students who wish to register for more than 18 credits must submit a request form to their department chairs for approval prior to registering for the additional credits. The request form must also be approved by the Director of Student Accounts. This request form is available from the Office of Registration and Records. Students who take more than 18 credits will be charged the per credit tuition rate for each credit taken above 18.

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Limited Non-Degree Seeking Status

Through special approval of the Department Chair and the Senior Staff, students may petition for limited, non-degree seeking status at either the undergraduate or graduate levels. Interested parties fill out a Petition for Non-Degree Status, which is reviewed by the College. With the approval of the appropriate Department Chair(s) and Senior Staff, and having satisfied any prerequisites, a student may be admitted on a limited, non-degree seeking basis, on a space-available basis. Participation by the non-degree status student may be contingent upon review of any material or documents deemed necessary by the Institution.

Students attending Otis College under Non-Degree Status are not eligible to enroll in Independent Studies courses.

Enrollment with this status is limited to two semesters, for a total of nine credit hours at either the graduate or undergraduate level. Students are responsible for the same per-hour tuition rate and fees as matriculated students. Students enrolled with this status are not eligible for financial aid, tuition remission or any other form of tuition discount.

Class Level

Undergraduate class level for registration purposes is determined by the number of credits completed and is determined as follows:

Level	Min Credits	Max Credits
Seniors	96	130
Juniors	63	95
Sophomores	30	62
Foundation	0	29

Commencement

Commencement takes place once a year at the end of the spring semester. In order to participate in the Commencement ceremony, undergraduate students must have a minimum cumulative GPA of 2.0 at the end of the previous fall semester, as well as a minimum GPA of 2.0 in the major.

An undergraduate student whose cumulative grade point average is 3.5 or above is eligible for graduation with honors. This distinction is noted

in the Commencement program, on the official transcript and the diploma.

In addition, all students who wish to participate in Commencement must have all accounts current and in good standing with the college. Any account holds from any department will prevent a student from participating in Commencement.

Participation in Commencement

Bachelor of Fine Arts (BFA) Candidates

To participate in the Commencement ceremony, undergraduate students must meet all previously stated GPA requirements and complete all degree requirements by the end of spring term. Students missing up to a maximum of six credits toward their degree who wish to participate in Commencement must submit an Application for Inclusion in Commencement to the Registrar as follows:

- Students must demonstrate that the missing credits (maximum of 6) can and will be completed no later than December 31st of the Commencement year.
- Students must state specifically how and where the course work will be completed.
- The application will be treated as a contract and requires the signatures of the petitioning student, as well as the Registrar and the Chairs of Liberal Arts and Sciences and/or the major studio department. Only students with signed and approved plans will be allowed to participate in Commencement.

Master of Fine Arts (MFA) Candidates

To participate in the Commencement ceremony graduate students in Fine Arts, Graphic Design and Public Practice must successfully complete all degree requirements by the end of the spring term. Graduate students in Writing may participate in the Commencement ceremony if they have successfully completed all course work except the 4 credit thesis course.

Degree Requirements

Graduation Requirements

In order to graduate from Otis, a final degree audit must be done to determine that all course requirements for the major and the minimum grade point average requirements have been met. A BFA

Academic Policies

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student must have completed a minimum of 130 degree applicable credits, have a minimum overall cumulative grade point average of 2.0 and also have a minimum grade point average of 2.0 in the major. MFA students must successfully complete all required coursework for their program with a grade of "P." Students anticipating graduation must complete a Petition for Graduation available in the Office of Registration and Records.

All graduating students will have their accounts current with the Student Accounts Office. In addition, graduating students who have received grants, loans, or other aid must schedule an exit interview with the Financial Aid Office.

Official diplomas are mailed within six months to graduated students, after verification of successful completion of degree requirements, and after all accounts have been cleared. Students must keep the Office of Registration and Records informed of their current contact information to ensure that diplomas are mailed to the correct address. BFA program students must complete all degree requirements within a period of 10 years from their first date of registration. MFA students must complete all degree requirements within a period of 5 years from their first date of registration. Students who fail to complete all degree requirements by the stipulated deadlines will be required to complete the current curriculum requirements that are in place which may require additional coursework.

Credit Requirements

The BFA degree requires completion of 130 total credits for all departments. This number includes a total minimum of 45 Liberal Arts and Sciences units. Please check department listings for actual credit distribution requirements.

The MFA degree in Fine Arts, Graphic Design and Public Practice requires completion of 60 credits. The MFA degree in Writing requires completion of 52 credits. Please check department listings for actual credit distribution requirements.

Definition of Studio and Lecture Credit

One studio credit represents an average of three hours of work each week; the semester is 15 weeks. In lecture and seminar courses, one credit represents one hour each week in class and two hours of work outside class during a semester.

Award of Posthumous Degrees

The College wishes to extend sympathy to the families, peers and faculty of students who pass away near the completion of their degrees, recognize the academic achievement of students who would have fulfilled their degree requirements, and balance academic and institutional integrity

A posthumous degree may be awarded to a deceased undergraduate student who was within 18 credit hours of the completion of the requirements for graduation or to a deceased graduate student who was within 12 credit hours of the completion of the requirements for graduation. The student must have been enrolled during the two regular semesters previous to his or her death. The College's cumulative and semester academic good standing requirements must be met.

The appropriate degree may be awarded posthumously on the recommendation of the Department Chair with the approval of the Provost. If approved, the Provost Office will notify the immediate family of the awarding of the posthumous degree. A diploma will be issued and the degree will be posted on the transcript. The transcript will show a notation that the degree was awarded posthumously.

Transfer Credits

Transfer Credits Granted for Courses Taken Prior to Admission

In reviewing an application for admission to Otis, the Admissions Office will assess all previous college transcripts* for transferability of prior credit and will send a Transfer Evaluation to the applicant. Every applicant will have previous college credits assessed for applicability toward general Liberal Arts and Sciences requirements. In addition, students accepted at the sophomore level will receive up to 18 transfer credits applied to Foundation Studio requirements. Students accepted at the junior level may receive up to a combined total of 68 credits toward Studio and Liberal Arts and Sciences requirements.

In order to be eligible for transfer, courses taken at other institutions must be similar in contact hours, content, purpose and standards to Otis courses. The student must have received a grade of "C" or better for the transfer credit to be accepted at Otis. Transfer credit will be accepted from appropriately accredited institutions in the U. S. or from

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international colleges of comparable status. If the student believes that there are additional credits that should be considered for transfer, the student must complete a Request for Course Approval form for each course and have the form(s) approved by the Department Chair and the Registrar prior to the beginning of their junior year.

Junior transfer students have up to the fourth week of their first semester of classes to request consideration of transfer credits in addition to those accepted by the Admissions Office.

No additional credit will be accepted for coursework completed prior to matriculation to Otis after these deadlines have passed, except in the case of an approved change in major.

*Please note: failure to provide all transcripts of previous college coursework at the time of application is a Student Code of Conduct violation and may result in disciplinary action.

Transfer Credits Granted for Courses Taken After Matriculation to Otis

A current Otis student who wishes to take a class at another college must submit a Course Approval Form signed by appropriate department chair to the Registration Office. The Registrar will review the request and verify that the course is transferable. Courses taken at other institutions must be similar in contact hours, content, purpose and standards to Otis courses. The student must receive a grade of "C" or better for the transfer credit to be accepted. Transfer credit will be accepted only from regionally accredited institutions in the U. S. or from international colleges of comparable status.

Students must have the Request for Course Approval completed prior to enrolling in a course at another institution. Students who neglect to have courses approved prior to enrollment risk having the course denied for transfer credit.

Transfer Credit Assessment Upon Change of Major

Students who wish to change majors must obtain a Change of Major form from the Registration Office. Students must also request an inter-office transcript.

When the new department receives the inter-office transcripts, they will be assessed and appropriate course credits will be applied to the degree

requirements for the new major. The Chair of the new department will sign the Change of Major form and will forward it to the Liberal Arts and Sciences Office for review. Once approved by the Provost, the completed form will be returned to the Registration Office.

Change of Major forms must be completed and approved by the last day to add a class, as shown on the academic calendar.

Please note: Major changes may result in the loss of some credits taken for the previous major. Students may be asked to make up required classes that did not transfer. Students are responsible for completion of all degree requirements for the new major. The College is not responsible for any additional fees or delay in graduation resulting from changes in major.

Total Number of Transfer Credits and Residency Requirements

Otis has a minimum undergraduate residency requirement for graduation of 62 credits; therefore undergraduate students may transfer in a maximum of 68 credits from other institutions. Graduate programs in Fine Arts, Graphic Design and Public Practice have a minimum residency requirement for graduation of 45 credits; therefore students in these graduate majors may transfer in a maximum of 15 credits. The Graduate Writing program has a residency requirement for graduation of 40 credits; therefore students in this major have a maximum of 12 transfer credits.

Registration Policies

Adding, Dropping Or Withdrawing From Courses

Students may add, drop or withdraw from a course by:

- Consulting the academic calendar for add, drop and withdrawal deadlines.
- Completing an Add/Drop or Withdrawal Form.
- Having the department chair sign the form for studio courses. If the course is a studio elective in a different department, the form must be signed by both the student's major department and the department offering the course. For Liberal Arts and Sciences courses, students must have the form signed by an academic advisor in the Liberal Arts & Sciences Department.

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- Returning the form with all required signatures to the Office of Registration and Records.

Those attending school on an F-1 (student) visa may not be enrolled less than full-time. International students should consult the Designated School Official prior to dropping below full-time status. Students receiving financial aid may have their awards adjusted downward if they drop below full-time enrollment. Such students should seek advice from the Financial Aid Office before dropping below full-time status.

Students enrolled as less than full-time who wish to increase their total number of credits must see the Student Accounts Office prior to returning the Add/Drop Form to the Office of Registration and Records. Students who are adding a course that will make their total number of credits greater than 18 must see the Student Accounts Office prior to returning the form to the Office of Registration and Records.

Independent Study

An independent study is a special course designed by the student with a supervising instructor. Independent study courses are intended to provide instruction in special topics not covered in the regular curriculum. Students may not enroll in more than six credits of independent study per semester. To apply for an independent study course, students must complete the following procedure:

- Register for an independent study course
- Complete an Independent Study Course Proposal Form and have it signed by the appropriate chair (chair of your major department or the chair of Liberal Studies).
- Submit the completed Independent Study Course Proposal form to the Registration Office prior to the deadline (see the academic calendar).

Participation in Continuing Education Courses

Degree students who plan to enroll in a Continuing Education class and receive credit toward their degrees must take the course as an Independent Study course. Students must:

- Add the Independent Study class by the Last Day to Add a Class, as specified on the academic calendar.

- Obtain the department chair's signature of approval on the Add/Drop Form.
- Complete and submit an Independent Study Form approved by the department chair and the Dean of Continuing Education. The Independent Study Form will state which degree requirement is being replaced by the Continuing Education course and will specify any additional work to be performed or other conditions of approval.

Students who enroll in Continuing Education courses pay the regular day program rate of tuition, and must take the CE course for credit. Most CE courses carry one credit. CE courses may be included in the 12-18 credit full-time tuition rate as long as the combined number of credits taken in both the day and CE programs does not exceed 18.

Withdrawal from the College

To officially Withdraw from the College, a student must:

- Obtain a Request to Withdraw from the College form from the Office of Registration and Records.
- Obtain signatures from his/her Department Chair, the Director of Financial Aid, the Dean of Students, the Library, the Director of Student Accounts and the Registrar
- Return his/her student identification to the Office of Registration and Records.
- Satisfactorily meet all financial obligations.
- Return all materials to the Tool/AV Crib, Photo Lab, and Library.
- Schedule an exit interview with the Dean of Student Affairs.
- Return the Request to Withdraw from the College form to the Office of Registration and Records.

Administrative Withdrawal

At the discretion of the Dean of Student Affairs, a student may be eligible for an Administrative Withdrawal during the semester due to unexpected life changes. An Administrative Withdrawal will remove the student for every class he/she is enrolled and give the student a "W" grade in all classes. A student cannot use an Administrative Withdrawal to be removed from certain classes; the student must withdraw from all classes. Depending on the reason for the Administrative Withdrawal, a student will need to provide documentation as verification of the stated reason

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for withdrawal.

If a student “walks away” from the College without filing the Request to Withdraw from the College form, the Registrar will process an Administrative Withdrawal. In this circumstance, the grades assigned and any refund of tuition and fees will be based on the last date of attendance as verified by attendance records. For more information regarding the Administrative Withdrawal process please contact the Student Affairs Office.

Readmission to the College

Students who left the College and wish to re-enroll after a period of absence must apply for readmission. The readmission application should be submitted at least 3 months prior to the start of the semester in which the student wishes to enroll. An application fee of \$40 is required. Students must submit official transcripts for any courses attempted at another college during the period of absence.

Students who left the College in good academic standing, have no outstanding conduct issues and are requesting the same class level and major, can be readmitted to their previous department if space is available. If space is not available in the student’s previous major, the student may request readmission to another major. If a student is requesting a different class standing or major, a review of transcripts by the Liberal Arts and Sciences department and the studio department may be necessary to assess transferable credits. A portfolio review by the studio department may also be required to evaluate preparedness for advanced class standing or entrance to the new major.

Students who left the College while on academic probation (term or cumulative grade point average below 2.0) must have their readmission applications reviewed by the Academic Standing Committee. This process may include an in-person interview with the Committee members.

Students who have been academically dismissed from the College may sometimes reapply, based upon completion of any conditions outlined in their dismissal letters. Dismissed students must have their readmission applications reviewed by the Academic Standing Committee. This process may include an in-person interview with the Committee members.

In cases of academic probation or academic dismissal, readmission to the College is not guaranteed, there is also no guarantee of continuation in the major of choice. The Academic Standing Committee will make decisions regarding readmission of students who left while on academic probation or who were academically dismissed from the college.

Completion of Foundation Studio

Courses

Students must complete any missing Foundation studio courses before they may begin their junior level studio courses. The missing requirements may be taken during the fall, spring or summer semesters at Otis, or with the Foundation Chair’s approval, may be completed off campus at an accredited community college or university. In some cases, students may be permitted to substitute a different studio course for selected missing foundation work. The Foundation Chair must approve any such course substitution prior to enrollment in the course.

Graduation and Retention Rate

The current graduation rate for 2010 is 53.6%. This percentage is based on first time, full-time students who entered in Fall 2004 and completed their degree within the six years. The current retention rate for 2010 is 87%. This percentage is based on full-time, first-full time students who entered in Fall 2009 and were still enrolled as of Fall 2010.

Mobility (Exchange) Program

The Mobility Program allows students to spend one semester in their junior year at another participating art/design college. Students pay regular Otis tuition and fees to attend any AICAD College (see below) or another participating college, on a space-available basis. Credit for mobility study varies by department.

The program offers personal enrichment through study in a new context with different faculty. For more information or an application, see the Office of Registration and Records.

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AICAD (Association of Independent Colleges of Art and Design) Member Colleges
Alberta College of Art and Design • Calgary, Alberta, Canada
Art Academy of Cincinnati • Cincinnati, Ohio
Art Institute of Boston • Boston, Massachusetts
California College of the Arts • Oakland, California
Cleveland Institute of Art • Cleveland, Ohio
College for Creative Studies • Detroit, Michigan
Columbus College of Art and Design • Columbus, Ohio
Cooper Union School of Art • New York, New York
Corcoran School of Art • Washington, DC
Emily Carr Institute of Art and Design • Vancouver, British Columbia, Canada
Kansas City Art Institute • Kansas City, Missouri
Laguna College of Art and Design • Laguna Beach, California
Lyme Academy College of Fine Arts • Old Lyme, Connecticut
Maine College of Art • Portland, Maine
Maryland Institute College of Art • Baltimore, Maryland
Massachusetts College of Art • Boston, Massachusetts
Memphis College of Art • Memphis, Tennessee
Milwaukee Institute of Art and Design • Milwaukee, Wisconsin
Minneapolis College of Art and Design • Minneapolis, Minnesota
Montserrat College of Art • Beverly, Massachusetts
Moore College of Art and Design • Philadelphia, Pennsylvania
Nova Scotia College of Art and Design • Halifax, Nova Scotia, Canada
Ontario College of Art and Design • Toronto, Ontario, Canada
Oregon College of Art and Craft • Portland, Oregon
Pacific Northwest College of Art • Portland, Oregon
Parsons School of Design • New York, New York
Pennsylvania Academy of the Fine Arts • Philadelphia, Pennsylvania
Rhode Island School of Design • Providence, Rhode Island
Ringling School of Art and Design • Sarasota, Florida
San Francisco Art Institute • San Francisco, California
School of the Art Institute of Chicago • Chicago, Illinois

School of the Museum of Fine Arts • Boston, Massachusetts
University of the Arts • Philadelphia, Pennsylvania

Non-AICAD Participant Colleges

École Nationale Supérieure des Beaux Arts • Paris, France
Konstfack National College of Art • Stockholm, Sweden
Tyler School of Art • Philadelphia, Pennsylvania
Winchester School of Art • Winchester, Hampshire, United Kingdom
Willem de Kooning Academy • Rotterdam, Netherlands

Mobility Student Responsibilities

As an applicant for the Mobility Program, it is the student's responsibility:

- To prepare the application in accordance with the instructions on the Mobility Application Form including obtaining all required signatures.
- To pay all tuition and fees to Otis College and to clear the student account with the Student Accounts Office.
- To inform the Financial Aid Office of plans to participate in the mobility program.
- To contact the host college regarding housing. Otis College does not guarantee housing at the host campus. Housing is the responsibility of the student.
- To obtain catalog information from the host college for use in determining the courses the student should take there.
- To maintain contact with the host college mobility representative. Contact information is available from the Mobility Coordinator in the Registration Office.
- If going outside the United States, to obtain a student visa from the host country's embassy; to obtain a current U.S. passport; and to arrange for any necessary immunizations.
- After completing the mobility studies, to arrange for official transcripts to be sent to Otis College. In the case of colleges without traditional transcripts, the student must obtain descriptions of course work completed, including contact hours for each course, and must document work completed on mobility for future review by the department chair at Otis.

Academic Policies

Deadlines

Completed applications must be received by the host college by:

Fall term applications: April 10*
Spring term applications: November 1*

Therefore, completed applications must be received by the Registrar by:

Fall term applications: April 1
Spring term applications: October 15

* Participating Non-AICAD Colleges may have different deadlines. Please contact their mobility coordinators.

Veterans

As a recognized institution of higher learning, Otis welcomes veterans and the dependents of 100% service-connected disabled or deceased veterans who qualify under the provisions of the United States public laws pertaining to their education. A Certificate of Eligibility from the Veteran's Administration must be presented with the application for admission. Otis is a participant in the Yellow Ribbon Program. Veterans must be accepted into a degree program to be eligible for Veterans Administration benefits.

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Payment of Tuition and Fees

Payment of tuition and fees is now available through the Otis website. Outstanding balances must be paid in full before a student is cleared to register for the next semester. To determine the upcoming semester's balance, refer to the tuition and fees schedule in the Student Academic Planner, the Financial Aid award letter, and the on-line Registration Fee Assessment. The balance due will be the difference between total tuition and fees and the total net amount of any financial aid awarded. Tuition balances owed may be paid using any of the following methods:

- TuitionPay Payment Plan (available online) (Please note that this option is not available to International Students)
- Received or anticipated award of financial aid
- Credit card and electronic checks through the Otis website (Mastercard, Discover, American Express)
- Cash, personal check, cashier's check, or money order at the Otis Cashier's Window.
- Any combination of the above

Questions regarding payment of student account balances should be directed to the Student Accounts Office. Questions concerning Financial Aid should be directed to the Office of Financial Aid.

Tuition Refunds

The official date of withdrawal used in calculating refunds will be the student's last date of attendance as determined by the Registrar. Students dismissed from Otis for disciplinary reasons forfeit the right to claim refunds of tuition, deposits, and fees. Students who withdraw will have their tuition and fees reduced according to the following schedule. In addition, students will be charged a \$100 administrative fee.

If you withdraw in Fall, Spring or Summer by 5:00 pm

	Tuition Reduction
before classes begin	100%
Friday of the first week	90%
Friday of the second week	75%
Friday of the third week	50%
Friday of the fourth week	25%
after the fourth week	0%

Tuition Refund Schedule for Graduate Graphic Design Summer Semester Only

If you withdraw in Summer by 5:00 pm

	Tuition Reduction
before classes begin	100%
Friday of the first week	90%
Friday of the second week	70%
Friday of the third week	35%
after the third week	0%

Title IV Federal regulations require that a student who withdraws and is receiving Title IV financial aid will retain a portion of his/her federal aid based on the percentage of time he/she has attended classes during the semester. The remaining financial aid must be returned to the government.

Important Notes:

- Any and all Otis grants and scholarships are not earned until after the completion of the tuition adjustment period as published in the catalogue.
- Students who drop below full-time status or withdraw after the completion of the tuition adjustment period as published in the catalogue will retain Otis grants and scholarships.
- Students who drop below full-time status or withdraw before the completion of the tuition adjustment period as published in the catalogue forfeit all Otis grants and scholarships.

Tuition and fees are calculated using the following charges, as applicable. Fees are subject to change without notice. Please note that the amounts of tuition and fees listed on the following page are per semester.

Financial Policies

Tuition and Fees for 2011 - 2012

College Policies

Undergraduate Tuition per semester	\$17,227.
Per Credit Tuition (<i>under 12 or over 18 credits</i>)	\$1,149.

Graduate Tuition per semester	\$17,762.
Per Credit Tuition (<i>under 9 or over 18 credits</i>)	\$1,269.

Registration Fee per semester	\$200.
Technology Fee per semester	\$125.
Student Activity Fee per semester	\$125

**International Student Health Insurance Fees	
Fall (<i>estimated costs - subject to change</i>)	\$342
Spring/Summer (<i>estimated costs - subject to change</i>)	\$480

**All incoming and readmitted international students (F-1, J-1 or M-1 visa only) are required to be insured under the International Student Health Insurance Plan provided by the College and will be automatically enrolled at the time of Registration.

Course-Based Fees

General College Material Fee per semester	\$25.
ESL English Class Fee per semester	\$1000.
Studio Course Materials Fees per semester	Varies - see schedule

Miscellaneous Fees

Unofficial Academic Transcript	no charge
Official Academic Transcript (<i>5-day service</i>)	\$5.
Rush Official Academic Transcript (<i>24 hour service</i>)	\$25.
Returned Check Charge	\$50.
Parking Fee (<i>Goldsmith Campus</i>)	no charge
Parking Sticker Fee	\$20.
Parking Violation	\$35.
Late Registration Fee	\$275.

General Campus Policies

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Due Process Procedure

In the event a student has an issue or concern that is not otherwise addressed or provided for in the Student Academic Planner or Otis' other rules, regulations or procedures, the student may inform the Dean of Student Affairs of the issue or concern. Otis' subsequent determination and resolution of the issue or concern shall be final.

FERPA

The Family and Education Rights and Privacy Act (FERPA) affords students certain rights with respect to their education records. They are:

- The right of the student to inspect and review his/her education records within 45 days of the day the College receives a request for access. Students should submit to the Registrar, Dean of Student Affairs, Department Chair or other appropriate official, written requests that identify the record(s) they wish to inspect. The college official will make arrangements for access and notify the student of the time and place where the records may be viewed. If the requested records are not maintained by the college official to whom the request was submitted, that official shall advise the student of the correct official to whom the request should be addressed.
- The right to request the amendment of education records that the Student believes are inaccurate or misleading. Students may ask the College to amend a record that they believe is inaccurate or misleading. They should write the college official responsible for the record, clearly identify the part of the record they want changed, and specify why it is inaccurate or misleading. If the College decides not to amend the record as requested by the student, the College will notify the student of the decision and advise the student of his or her right to a hearing regarding the request for amendment. Additional information regarding the hearing procedures will be provided to the student when notified of the right to a hearing.

- The right of consent to disclosures of identifiable information contained in the student's education records, except to the extent that FERPA authorizes disclosure without consent. One exception that permits disclosure without consent is disclosure to college officials with legitimate educational interests. A college official is a person employed by the College in an administrative, supervisory, academic, research, or support staff position, including law enforcement unit personnel and health staff; a person serving on the Board of Trustees; or a student serving on an official committee, or assisting another school official in performing his or her tasks.

A college official has legitimate educational interests if the official needs to review an education record in order to fulfill his or her professional responsibility. The College may disclose certain information, known as directory information, at its discretion without consent. Students may refuse to let the College release any or all of this information.

If a student does not want this information released, the student must send written notice annually to the Office of Registration and Records. Forms are available from that Office. The College has established the following student information as public or directory information: student name, address, telephone number, birth date, major field of study, dates of attendance, degrees and awards received, and the most recent previous educational agency or institution attended. Upon request, the College discloses education records without consent to officials of another school, in which a student seeks or intends to enroll.

- The right to file a complaint with the U.S. Department of Education concerning alleged failures by the College to comply with the requirements of FERPA. The Office that administers FERPA is:

Family Policy Compliance Office, U.S.
Department of Education, 400 Maryland
Avenue, SW, Washington, DC 20202-4605

General Campus Policies

Non-Discrimination

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Otis does not discriminate on the basis of race, religion, color, national origin, gender, sexual orientation, handicap, or age. Otis seeks compliance with Title VI of the Civil Rights Act of 1964, Title IX of the Education Amendments of 1972, and Section 504 of the Rehabilitation Act of 1973, as amended, which respectively prohibit such forms of discrimination. Otis policy prohibits students, faculty, staff and Otis agents from discrimination against, and abuse or harassment of any person because of his or her race, color, or national origin. This prohibition against discrimination includes engaging in behavior that may:

- a) Threaten the physical safety of any member of the community;
- b) Create an educational environment hostile to any member;
- c) Discriminate against another person or persons;
- d) Inflict physical, emotional or mental injury to, or provoke a violent response from, a reasonable person.

This policy applies to all members of the College including students, faculty, and staff, as well as guests, visitors and those functioning in relationship to or as agents of Otis. Otis is committed to providing and promoting an environment free of racially discriminatory conduct, and each member of the College community shares in the responsibility of this commitment and the promotion of these values.

College History

About Otis

History

In 1918, General Harrison Gray Otis, the founder and publisher of the Los Angeles Times bequeathed his home to the city for “the advancement of the arts.” For almost eighty years, Otis remained at this Wilshire Boulevard address until 1997, when the College moved to the Westside campus.

From Spanish-Moorish mansion to seven-story cube, Otis continues to evolve. Designed by architect Eliot Noyes for IBM, the 115,000 square-foot building was renovated by Bobrow Thomas, using the concept of an artist’s loft, or a working studio, rather than that of a traditional classroom. Ahmanson Hall’s open plan encourages communication among the departments, as well as between students and faculty. The 40,000 square-foot horizontal Galef Fine Arts Center, designed by Frederick Fisher Architects, opened in 2000. Its complex geometry and corrugated metal forms contrast with the “punchcard” vocabulary of Ahmanson Hall. Together, these buildings comprise the Elaine and Bram Goldsmith Campus.

Timeline

- 1979: After six decades as a public institution, Otis goes private by allying with New York’s Parsons School of Design. The fine arts curriculum is supplemented with three new design departments.
- 1992: Otis splits from Parsons, becoming the autonomous Otis College of Art and Design.
- 1997: Otis relocates from its historic Westlake home to new campuses—one downtown in the heart of the fashion district, and the other on L.A.’s Westside, a few miles from the beach. Graduate Fine Arts relocates to its own studios in nearby El Segundo.
- 2007: Graduate Public Practice opens its studio at the 18th St Art Center, Santa Monica. Graduate Graphic Design begins in summer 2008 at the El Segundo studios.



This catalogue is set in

**Univers, a type face designed by
Adrian Frutiger in 1957**

and

**Times New Roman, designed by
Stanley Morison and Victor Lardent in 1932**

FPO
FSC logo
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