

DEGREE PROGRAMS

FOUNDATION PROGRAM LEARNING OUTCOMES

Our Mission

The Foundation Program at Otis College is a rigorous first-year experience designed to empower a diverse community of makers as they build fundamental skills, critical thinking, problem-solving, research methodologies, social responsibility, and meaningful communication skills in Art and Design.

Degree Requirements

All programs' curricula are developed in response to Program Learning Outcomes, which signify what students learn within a degree program or emphasis area. All program learning outcomes respond to overarching Institutional Learning Outcomes. View the BFA in Animation program learning outcomes [here](#) or request information.

Foundation Fall Fall Semester

Course Title	Course Number	Credits
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Foundation Spring Spring Semester

Course Title	Course Number	Credits
Choose 2 repeatable choose 1 choose 1 of the following courses: Exp Studio:Drawing Exp Studio:Drawing Exp Studio:Drawing Exp Studio Dimensional Studies Expanded Studio Dimensional St Exp Studio Transmedia Expanded Studio Transmedia Visual Culture 2 Visual Culture 2--Advanced Activism, Change, and Justice Media:Environments &Experience Narrative: Story and Culture Technology: Innovation &Design	FNDT 103A FNDT 103B FNDT 103D FNDT 104A FNDT 104C FNDT 105A FNDT 105C AHCS 123 AHCS 123 LIBS 115 LIBS 115 LIBS 115 LIBS 115 LIBS 115	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Major Studio Elective	FNDT 150	3.00
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Course Descriptions

FNDT 100 - Form and Figure (3.00)

This course provides a comprehensive study in drawing from observation. Students begin by learning to draw a simple geometrical form, progressing to rendering objects within a compositional setting and drawing the entire human figure based on an investigation of its anatomical structures. Students will develop an awareness of the playful, rhythmic relationships between various components of a compositional setting and the human form, constructing

drawings which reflect their unique vision. Drawing techniques such as perspective and isometric projection facilitate successful form generation. Skills of relational measurement, compositional organization, and the accurate placement of form in space, will inform all drawing activities such as drawing objects, figures, and environments, which will enhance students' perceptual abilities.

FNDT 101 - Color and Design (3.00)

Students will create innovative and impactful designs by learning and applying essential elements including, line, shape, color, texture, space, balance, contrast, and rhythm. Utilizing digital and analog tools, students will engage in diverse design challenges, enhancing their problem-solving and critical thinking skills, as well as developing their visual literacy and communication abilities. Through this course, students will learn fundamental concepts relevant to today's creative industries, laying a solid foundation for further explorations.

CAIL 102 - Contemp Studio & Creative Actn (3.00)

Students explore the built environment, analyzing its physical, spatial, and temporal elements. This course introduces students to art and design fundamentals, including scale, material, measurement, context, and function. They will explore innovative and sustainable solutions using fabrication, technology, studio labs, and joint activities with other classes. This course includes the Creative Action & Integrated Learning (CAIL) component, which encourages engagement with the city of Los Angeles. Students will participate in site visits, lectures, and relevant readings that highlight cultural, social, political, ecological, or economic aspects of responsive design. Throughout the course, students will also develop professionalism and collaboration skills.

AHCS 122 - Visual Culture 1 (3.00)

"Visual Culture 1: Gateways to Art and Culture" will address the history of visual communication and the changes that visual culture has undergone up until the 18th century across geographical boundaries, while providing students with the tools to understand the visual culture of the present. The class will address formal analysis, the study and history of materials, techniques, and genres. Students will also learn the semiotic language of visual culture and the socio-cultural contexts framing the history of art, past and present. This course will help students understand how visual objects reflect the cultural context in which they were originally produced and consumed, and how the meaning assigned to them changes over time. This will create bridges for the students to connect to the present visual culture while understanding that images are fluid signs which help create and maintain cultural, social, and political discourse.

ENGL 108 - Writing as Discovery (3.00)

How does the world influence you, and how do you influence the world? In this class, you will discover narratives and other texts that reveal the complexity of your identity. You will apply that understanding to a broader exploration of the necessity of empathy in navigating difference in today's global society. You'll be invited to turn your awareness into advocacy by posing a research question about a topic that captures your interest and fuels your curiosity. By the end of the semester, you will have completed a personal narrative, learned how to critically analyze diverse texts, and developed research techniques that will be valuable during your academic career and beyond. You will continue to hone these skills in a specialized Thought Lab II course of your choosing during your second semester.

FNDT 103A - Exp Studio:Drawing (3.00)

In this course, students will explore color, composition, and various drawing materials through working from direct observation. Our unique and exciting compositional setups within the classroom will provide the students with the arena to investigate color relationships, compositional strategies and complexities of ideas. Students will acquire research skills and examine modern and contemporary approaches to cityscape and landscape by experimenting with a wide range of drawing media, and students will begin to shape their personal artistic vision.

FNDT 103B - Exp Studio:Drawing (3.00)

Structural drawing, perceptual and conceptual approaches, and figurative drawing skills are expanded through the study of the figure's relation to design, composition, environments, draping, and movement. Students discover personal approaches to drawing and mark-making by experimenting with a variety of traditional and contemporary methods, media, and techniques.

FNDT 103D - Exp Studio:Drawing (3.00)

Students will build on acquired drawing skills and learn to communicate concepts from ideation to object, using drawing as a language. Projects can include working from specific concepts to working from imagination or memory. Courses will be speculative, critical, and design focused. These projects can range from rendering a single object or a figure to building a whole environment and narrating a story. Note: The two rotating topics (Experimental Drawing & Drawing and Concept Visualization) will be offered bi-annually

FNDT 104A - Exp Studio Dimensional Studies (3.00)

This course explores art and design for and about the human and more-than-human body. By focusing on the scale and interaction, the coursework will investigate making objects in relation to the body. It will incorporate elements such as silhouette, scale, textiles, fibers, sculpture, wearables, time, while considering topics such as disability access, social and political dimension of body and identity, post-humanism, cyborg, anime. Research themes could deal with fashion, ergonomics, participatory/performance art. (open media, clay, or fiber)

FNDT 104C - Expanded Studio Dimensional St (3.00)

This material studies course will explore the principles and elements of 3D design while offering an introduction to basic 3D modeling software skills. Students will engage in exercises to learn about the political, eco-logical, and historical implication of materials while working from concept through iteration to a final product using the model shop and expanding on their existing hand building skills. Note: The two rotating topics (World-Building & Materials and Fab-lab) will be offered bi-annually.

FNDT 105A - Exp Studio Transmedia (3.00)

This course explores design principles in visual communication across cultural contexts and contemporary media. Students will engage in projects, critiques, and discussions that focus on the relationship between media, platforms, technology, and society. Emphasis is placed on collaborative problem-solving, innovative thinking, and the exploration of media.

FNDT 105C - Expanded Studio Transmedia (3.00)

This course explores intersections of photography, imaging, language, graphic design, print and digital media in service of sharpening the designer's liberatory voice. Students explore visual language and compositional strategies across image-text fields that lead to innovative design solutions with a focus on social justice and design/publishing's revolutionary potential. Note: The two rotating topics (Documentary Strategies & Design for Change) will be offered bi-annually.

FNDT 150 - Major Studio Elective (3.00)

The Foundation Major elective is the introductory course in each major. Courses are numbered as ANIM101, GAME101, etc. The Foundation major elective will introduce students to a range of foundational principles in the major's field. Students will develop a way of thinking and approaching work in the field and will have the opportunity to develop a self-reflective, creative practice. Social, cultural and/or environmental issues facing the field will also be addressed.

AHCS 123 - Visual Culture 2 (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-

year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

AHCS 123 - Visual Culture 2--Advanced (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

LIBS 115 - Activism, Change, and Justice (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

LIBS 115 - Media:Environments &Experience (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

LIBS 115 - Narrative: Story and Culture (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

LIBS 115 - Technology: Innovation &Design (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

Electives

Course Title	Course Number	Credits
Intro to 3D Graphics	ANIM 101	3.00
Intro to Digital Drawing	ANIM 101	3.00
Intro to Graphic Design	GDES 101	3.00
Intro to Illustration	ILUS 101	3.00
Digital Print Design for Fash	FSHD 101	3.00
Intro to Fashion Design	FSHD 101	3.00
Intro to Fine Arts	FINA 101	3.00
Intro to Fine Arts	FINA 101	3.00
Drawing to Digital for Games	GAME 101	3.00
Intro to Game & Ent Design	GAME 101	3.00
Intro to Storytelling for Games	GAME 101	3.00
Designing the World	PRDS 101	3.00
Introduction to Toy Design	TOYD 101	3.00

Elective Descriptions

ANIM 101 - Intro to 3D Graphics (3.00)

The purpose of the class is to introduce students to basic principles of working with 3D software in general (terms, interface, operations, operating in 3D space) and working specifically with Autodesk Maya. To this end, the class will consist of assignments and critiques to develop problem-solving, critical thinking and a basic understanding of the Maya interface.

ANIM 101 - Intro to Digital Drawing (3.00)

Students in this course will engage in a series of concepting exercises in traditional media and learn the process of those concepts into Adobe Photoshop. Students will develop concept ideas for characters, props, and environments in traditional media, and then develop essential skills to bring those concepts to life in Adobe Photoshop.

GDES 101 - Intro to Graphic Design (3.00)

Students will have an immersive experience by being introduced to the many facets of graphic design in a studio setting that will allow them to work independently and collaboratively. Using image, type, form, color, and employing the essential tools of design practically and comprehensively: including typesetting, bookbinding, web design tools, and self-guided research, students will have the opportunity to produce various experimental outcomes.

ILUS 101 - Intro to Illustration (3.00)

Illustrators explore visual language and narrative skills through drawing, sketching, sequencing, researching, and observation for applications in entertainment, animation, character development, concept art, publication (books, zines, comics) and editorial. In this course, we introduce a range of basic Illustration concepting skills and production strategies/ techniques to develop your own personal illustration practice. We study the origins of illustration as a professional practice and major historical departure points informing the industry today. We also explore the topics of branding, marketing, client interface and production deliverables. As we move through the course, you will begin to conceptualize/ develop your artistic style by relating the topics and theories and how they connect to your own life experiences.

FSHD 101 - Digital Print Design for Fash (3.00)

Step into the world of fashion textiles and bring your ideas to life! In this online course, you'll explore how to design bold, colorful print patterns using Adobe Photoshop and Illustrator. From mood boards to repeat patterns, you'll learn how to recolor, remix, and refine your designs, then see them come to life on real products like tote bags, zipper pouches, and phone cases. Perfect for freshman students curious about fashion design, this course offers a fun, creative space to experiment with color, shape, and storytelling through print.

FSHD 101 - Intro to Fashion Design (3.00)

This course introduces students to the fundamentals of designing and rendering a fashion collection. Students will learn how to develop a fashion pose, research and develop a direction for their design work, appropriately apply their inspiration to their designs, draw technical flats and render their design concepts onto a fashion figure.

FINA 101 - Intro to Fine Arts (3.00)

This course will introduce students to the fundamental skills and concepts of fine art photography and video. Students will learn about the technical aspects of photography and videography and the history and theory of these art forms. The course will also explore the role of photography and video in contemporary society, considering how these mediums are used to represent and shape our understanding of race, gender, sexuality, and other social issues. Technical Skills will include camera operation, exposure, lighting, composition, video capture, editing, and sound. By the end of this course, you will be able to create photographs and videos that are both technically proficient and conceptually engaging and have a deeper understanding of the power of these mediums to shape our world.

FINA 101 - Intro to Fine Arts (3.00)

This introductory course delves into the fundamental techniques and concepts in painting and sculpture, giving students a strong technical and conceptual foundation for artistic expression. Students learn core techniques in various painting mediums and explore a range of sculptural materials. The course will teach students how to analyze artworks and consider how artists use form, color, and materials to convey meaning. In addition to giving students studio time to develop their ideas and approaches to art making, class presentations, discussions, and critiques will consider the diverse practices in contemporary art and their cultural and social impact.

GAME 101 - Drawing to Digital for Games (3.00)

The objective of this course is to build the skills necessary to create effective concept designs. This will be done through developing strong fundamental drawing skills that communicate the student's intentions with confidence. Students will also learn the importance of research and how it helps to build strong concepts and provide visual references. Additionally, students will engage in a series of exercises and assignments to learn the process of developing and executing concepts into Adobe Photoshop. They will develop concept ideas for characters, props, and environments and learn the essential skills to bring those concepts to life in Adobe Photoshop.

GAME 101 - Intro to Game & Ent Design (3.00)

Introduction to Game and Entertainment Design is an introductory course that explores the fundamentals of Content Creation for Game and Entertainment. Students will be introduced to the principles, theories, and practices essential for designing engaging, interactive, and immersive games and entertainment experiences across various platforms. Through lectures, discussions, hands-on projects, and critiques, students will gain a foundational understanding of game design elements, storytelling techniques, user experience, and the overall creative process involved in developing interactive media.

GAME 101 - Intro to Storytelling for Games (3.00)

The objective of this course is to build the skills necessary to create effective concept designs. This will be done through developing strong fundamental drawing skills that communicate the student's intentions with confidence. Students will also learn the importance of research and how it helps to build strong concepts and provide visual references. Additionally, students will engage in a series of exercises and assignments to learn the process of developing and executing concepts into Adobe Photoshop. They will develop concept ideas for characters, props, and environments and learn the essential skills to bring those concepts to life in Adobe Photoshop.

PRDS 101 - Designing the World (3.00)

Co-taught by multiple Product Design guest faculty, this course allows students to explore the wide-ranging possibilities of Product Design, from everyday objects to unique experiences. Through guided exploration and hands-on projects, students experiment with design thinking, ideation, modelling, and concept development. Drawing and making skills are developed through work in a variety of materials, encouraging curiosity, creativity, and confidence in translating ideas into tangible form. By the end of the course, students gain a broad understanding of how Product Design connects imagination, function, and human experience across and within virtually every design field.

TOYD 101 - Introduction to Toy Design (3.00)

The role of a Toy Designer is to enhance the world in which we play. This introductory course covers the toy design process from concept to consumer and the social, cultural and/or environmental challenges facing an ever-evolving industry. Exploring multiple toy categories, students will develop original toy concepts and learn the benefits of play, age-appropriate play patterns, category expectations, research techniques, brainstorming and ideation, sketching and rendering, and pitching and presenting.