This is an official addendum to the 2022-23 Course Catalog. This replaces the degree requirements for the following undergraduate majors:

Animation
Fashion Design
Fine Arts
Game and Entertainment Design
Graphic Design
Illustration
Product Design
Toy Design

Important: the Digital Media major has been replaced with the Animation major and the Game and Entertainment Design major

ANIMATION

Animation students bring characters and stories to life through the magic of computer animation. Using a wide variety of techniques, from traditional 2D animation to 3D computer-generated imagery (CGI), students learn to develop narratives that evoke emotion and create the illusion of movement. Special emphasis is placed on critical thinking and problem solving, technical and creative skills, as well as acting and business acumen.

<u>PROGRAM LEARNING OUTCOMES</u>
Animation graduates will be able to:

- Collect, identify and analyze information to create elegant and creative solutions for the creation of animation content.
- Apply mastery of skills such as, story structure, animation principles and cinematography and filmmaking techniques to create, conceptualize, plan and organize for pre-production, production and post-production.
- Be self-directed, motivated, and adaptive in learning the latest techniques and tools to collect, identify and analyze information to create elegant and creative solutions for the creation of digital media.
- Assume responsibility for collaboration production work with diverse teams across multiple media disciplines and value the individual contributions made by each team member.
- Create social awareness and show compassion in using their content to give back to the community by understanding the impact of media and how it relates to and influences behaviors across cultures and global boundaries.
- Be able to communicate effectively to articulate their work and ideas while working with others in pursuit of a common goal.

Animation

2022-23 Course Catalog

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
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Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Storytelling Fundamentals	ANIM210	3
Design and Drawing for Animation I	ANIM220	3
Animation Basics	ANIM230	3
Art History of Animation	AHCS228	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
Courses		CR
3D Fundamentals	ANIM211	3
Storyboarding and Pre-viz	ANIM215	3
Animation Studio Project I	ANIM250	3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
Courses		CR
Design and Drawing for Animation II	ANIM320	3
Acting for Animation	ANIM340	3
Studio Elective*		3
Social Science*	SSCI210	3
Math*	MATH136	3
		15

Spring - Junior		
Courses		CR
Advanced Animation	ANIM332	3
Animation Studio Project II	ANIM350	3
Creative Action Studio**	CAIL301	3
Natural Science*	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Design and Drawing for Animation III	ANIM420	3
Animation Senior Project I or Animation Internship**	ANIM450 ANIM470	3
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Animation Explorations	ANIM445	3
Animation Senior Project II or Animation Internship**	ANIM451 ANIM470	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

*Must be completed in either fall or spring semester.

**Animation Internship may be taken once in place of either Senior Project I or II.

STORYTELLING FUNDAMENTALS
ANIM210 — 3 credits
The basic principles of story structure are applicable to any medium: film, TV, novels, comic books, theatre, video games, even works of sculpture and dance. A foundational understanding of basic storytelling structure will deepen audience engagement and help to create emotional resonance. This course will utilize multimedia presentations, group work, reading and viewing assignments, response papers, and creative writing to foster a deeper understanding of the nature of story structure, its role in various mediums, and techniques to enhance its effectiveness.

DESIGN AND DRAWING FOR ANIMATION I
ANIM220 — 3 credits
In this course students will learn how to apply research, critical analysis, brainstorming, and improvisational techniques to enhance a students' drawing capabilities with a focus on space and objects in space. Emphasis is on developing a basic understanding of, and familiarity with, perspective as a means of organizing space and defining a point of view.

This course combines the exploration of how our minds work with hands-on, immersive, fun exercises utilizing our perceptions, observations, and senses to discover how each of us best create new work.

ANIMATION BASICS
ANIM230 — 3 credits
In this course, students will learn industry standard principles and techniques for creating professional animation t. Students will gain an introductory level understanding of the "12 animation principles" using Digital 2D and 3D animation tools and techniques. In each class, students will concentrate on a series of exercises related to the many topics of study in Traditional Animation techniques.
Course Fee of $135

3D FUNDAMENTALS
ANIM211 — 3 credits
This course provides an overview of the tools and techniques used to produce digital art for animation. This includes 2D and 3D art assets, animation, sound and video. Upon completion of this module, students will gain a working knowledge of the common tools, techniques and terminologies used in the Digital Media industry.
Prerequisite: ANIM230 Animation Basics

STORYBOARDING AND PRE-VIZ
ANIM215 — 3 credits
In this class students will learn how to illustrate a story through the use of storyboarding and Previsualization (Pre-viz). Students will learn how to break down a script and translate it onto a presentable, self-explanatory, traditional and digital format. Pre-viz will be used to expand on storyboards, testing different shot angles, timing and transitions with different camera placements and movements.
Prerequisite: ANIM220 Design and Drawing for Animation I

ANIMATION STUDIO PROJECT I
ANIM250 — 3 credits
Students will work in teams to create a digital animation project, synergizing skills learned in all Previous courses. Students will be exposed to the dynamics of teamwork and the importance of project management using shotgrid.

DESIGN AND DRAWING FOR ANIMATION II
ANIM320 — 3 credits
This focuses on advance design concepts with an emphasis on creating memorable characters with interesting personalities & shapes to tell a story. The goal is to get students used to the idea of research and sketching from life or reference. Then apply the process of revisions to refine their designs in better serving the story. Students will practice draftsmanship to demonstrates the interplay of structure, anatomy, design, and expression in effective figures.
Prerequisite: ANIM220 Design and Drawing for Animation I;
Course Fee of $135

ACTING FOR ANIMATION
ANIM340 — 3 credits
This class will introduce acting techniques to enhance animation principles. Students will work on selected monologue and scene work, to utilize the different concepts learned. Scenes are extensively rehearsed and performed and students will receive critiques and adjustments from the lecturers and fellow students.
Prerequisite: ANIM220 Design and Drawing for Animation I

ADVANCED ANIMATION
ANIM332 — 3 credits
In this course, students will expand their understanding of character animation and motion graphics using Maya 3d software as well as using traditional animation media. In addition to basic animation theory, the students will draw from and incorporate 2d elements into their projects using various techniques. Traditional design studies will be translated into 3d environments. Modeling, texturing and lighting techniques will also be explored.
Students will complete a complex and unique final project that will be built upon the skills learned in class each week for their portfolio.
Prerequisite: ANIM230 Animation Basics

ANIMATION STUDIO PROJECT II
ANIM350 — 3 credits
Students will work in teams to create a digital animation project, synergizing skills learned in all Previous courses. Students will be exposed to the dynamics of teamwork and the importance of project management. This is a advancement of Animation Studio project I. Student will be expected to use advance techniques.
Prerequisite: ANIM250 Animation Studio Project I

DESIGN AND DRAWING FOR ANIMATION III
ANIM420 — 3 credits
Students will explore concepts through research, critical analysis, and brainstorming to create elements needed for conveying story. Design and Drawing Fundamentals III is a class that combines artistic exploration, perceptions, observations, personal narratives, and intuition to create new work. A series of stories and situations will provide both context and a point of departure for our projects.
Prerequisite: ANIM320 Design and Drawing Fundamentals II;
Course Fee of $150

ANIMATION SENIOR PROJECT I
ANIM450 — 3 credits
This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a final project. Class and professional critiques help students develop their work, while learning from the creative processes of their classmates. Students collect their work from drawing classes, their storyboards, and other parts of the creative process, to be used as windows into their personal working styles
Prerequisite: ANIM350 Animation Studio Project II

ANIMATION INTERNSHIP
ANIM470 — 3 credits
This course engages students to work with established companies that are related to their academic and career interests.
The purpose of this course is to expose students to live workplace environments and expand networking resources. Students are expected to do well and represent Otis and the BFA animation program. At the end of the Internship, students will report on their experience through a sharing session.
Students who wish to participate in the internship program need to submit updated resume, portfolios and websites.
***Students need to apply for internship opportunities on their own or through career services.*
Prerequisite: Approval of the Chair

ANIMATION EXPLORATIONS
ANIM445 — 3 credits
In this course, students will focus on creating several animated pieces experimenting with multiple techniques with the dual purpose of telling stories and embracing the idea of play. In addition to completing assignments, students are expected to participate in group discussions and be present during in-class work sessions.
Prerequisite: ANIM330 3D Animation I

ANIMATION SENIOR PROJECT II
ANIM451 — 3 credits
Animation Senior Project II is a production class which takes students through the process of conceptualizing, proposing, planning and executing an original project. Students will learn how to deliver professional level work and deliver presentations to represent their work. Goal setting, scheduling, research, and expanding knowledge will be skills developed through the class. For the final project, each student will complete an original work or project and present it to members of the professional community. Goal: To create an original work and demo reel in a production environment.
Prerequisite: ANIM450 Animation Senior Project I

ELECTIVES: (This is a selection of electives available to students in the past.)

DIGITAL PAINTING I
DGMD240 — 3 credits
This course will train you in the fundamentals of digital painting/design. Students will learn to use the tools and techniques of digital painting to produce artwork with applications to the fields of game design and animation such as animation backgrounds, textures for 3D animation, concept art, and illustration.

ADVANCED GAME CREATIVE W/ USC
DGMD310 — 3 credits
Otis artists and USC Engineering and Cinema students are collaborating to develop the next greatest gaming experience. Each USC undergrad game team provides information about their game development and students can choose which ones to join. They are looking for several artists for each game including an art director, character, prop and environment artists.
Otis students will be critical to the development of the visual look and feel of the game. You will work as part of the team, shifting priorities, changing designs, iterating options, with engineers and coders.
The exciting collaboration of creative minds culminates in the Annual Online Games Expo, where the games will be showcased and played by major industry leaders, influencers, and the community!

COMPOSITING FOR DIGITAL MEDIA
DGMD310 — 3 credits
Learn how to break down simple values into storytelling elements through lighting and color. Focus mainly on environment paintings. Class will cover fundamentals about composition, value, and color.

GESTURE DRAWING
DGMD310 — 3 credits
Gesture Drawing emphasizes observational drawing from live models to develop strong posing skills for artists In animation, storyboard, illustration and fine arts tracks. In class lectures and demos will reinforce principles of animation.

This course is designed to introduce and develop an understanding of life drawing that will serve as foundation for further studies in animation and entertainment arts. The class will focus on aspects of drawing that are used in the field of entertainment arts including but not limited to:
• Constructive Drawing based on gesture and form.
• Narrative or "storytelling" drawing and creating strong poses with emotion and impact.
• Observational drawing.
• Review of anatomical features.
• Thumbnail and quick sketch for quick concept sharing.
• Students will become familiar with successful artists relating to this field.

COMICS & WEBCOMICS
DGMD310 — 3 credits
In Comics and Webcomics we learn about the design and writing conventions for comics in genres like slice-of-life, memoir, and superhero comics, and in visual styles ranging from traditional to experimental, in color and black and white. We will also compare comics to their film and TV adaptations - how is the same story told in different mediums?
Students will learn to tell their own stories in the comic medium. We will develop skills for writing, lettering, and illustrating comics for web and print using Photoshop and InDesign.

LIGHTING: CG AND IRL
DGMD310 — 3 credits
This course exists to further expand and develop your understanding of Lighting both physically and digitally. The course is designed through the use of a few specific tools but not limited to, in order to broaden your creative understanding of lighting and it shapes your visual storytelling experiences. The goal is for you to walk away from this course with a firm knowledge in Lighting and understanding how specific tools can be used to help you communicate your creative ideas. You will be utilizing Maya as our main 3D application in the course, with expectation that you will have a firm grasp of this tool to further your ideas by the end of the semester. This is not a Basic Maya Class. This comprehensive course covers the foundations of lighting both in CG and in live action settings.

DIGITAL SCULPTING AND Z-BRUSH
DGMD310 — 3 credits
This course will teach you how to start sculpting digitally in Zbrush. We will begin with intuitive techniques used to deform digital clay into shapes and forms. Navigating Zbrush's interface will be fully explained at the start of this course. Important features will be covered like, DynaMesh, ZRemesher, and TPoseMesh. For anyone already familiar with Zbrush, you will learn the critical steps for prepping a complex character and posing it. Hard surfaces and multiple techniques for hair will be covered. I will teach you the same workflows that I used for many of the online lectures I conducted over the past several years.
Prerequisite: ANIM/MOTN/GAME 330 or GAME 260

BASICS OF VIDEO EDITING
DGMD310 — 3 credits
This course is designed to introduce students to the fundamentals of video editing. Students will learn about the basic principles and techniques of video editing, including shot selection, sequencing, pacing, and storytelling. The course will also cover the tools and software commonly used in the video editing process, such as Adobe Premiere Pro and After Effects.
Throughout the course, students will work on a series of projects that will allow them to practice and develop their video editing skills. These projects will cover a range of topics, including documentary storytelling, music video production, and commercial editing.
By the end of the course, students will have a solid understanding of the video editing process, including the importance of pre-production planning, post-production workflow, and audio mixing. They will also be able to create professional-quality video content using industry-standard tools and software.

INTRO TO HOUDINI
DGMD318 — 3 credits
Houdini FX combines superior performance and dramatic, ease-of-use to deliver a powerful and accessible 3D experience to VFX artists creating feature films, commercials or video games. With its procedural node-based workflow, Houdini lets you create more content faster to reduce timelines and enjoy enhanced flexibility in all your creative tasks. Houdini is perfect for Visual Effects artists and technical directors with its particle and dynamics environment. Houdini FX includes a complete toolset for studios that want to use it for other tasks such as lighting, animation or procedural modeling. Basic 3D required.
Prerequisite: ANIM/MOTN/GAME 330

UNREAL PROJECTS FOR GAME AND ANIMATION
DGMD318 — 3 credits
Cyberpunk, Film Noir and Manga.
In the spirit of William Gibson, Frank Miller, Geof Darrow, Studio Ghibli, and Satoshi Kon.

Using the above as reference points, each student will pitch a concept, design, and build a stylized world using Unreal 5, Speed Tree, Photogrammetry / Capturing Reality as well as investigate stylistic materials, atmospherics, and lighting in Unreal Engine 5. They will then create a series of real-time cinematic sequences using the Unreal 5 toolset. The course will also cover real-time digital cinematography, cameras, lensing, lighting, atmospheric effects as well as creating a compelling edit.

Cinematic (adj) cin·e·mat·ic / ˌsinəˈmadik/
possessing the quality that comes from effectively using the tools of cinema to tell a story or express an idea in a way that would not be possible in any other medium.

Tools: Unreal Engine 5, Speed Tree, Photogrammetry using Capturing Reality, the material editor in Unreal Engine 5.
Prerequisite: ANIM/MOTN/GAME 330

ADVANCED STORYBOARDING
DGMD490 — 3 credits
This course will cover the concepts of storyboarding for 2D television animation, visual storytelling, and basic filmmaking/cinematography. Lecture topics will begin with reverse engineering thumbnails and move through assignments that simulate a variety of visual storytelling projects which commonly are
seen in the industry. Basic professional practices for today's working storyboard artists will also be included.
Prerequisite: DGMD334 Storyboarding Basics

ADVANCED 3D FOR PRODUCTION
DGMD490 — 3 credits
Advanced 3D for production is an advanced topics class focused on CG, Compositing, and Live Action. Class will explore these topics individually and collaboratively. The class is designed for those who wish to take their current knowledge and push it further in a fast-paced aggressive approach. Software used in class will be Maya, Aftereffects, Photoshop, and Nuke.
Prerequisite: DGMD304 Storytelling for Digital Artists II

PRODUCING AND PRODUCTION MANAGEMENT
DGMD490 — 3 credits
An in-depth exploration on how a TV series, Feature Film, Web Series are produced. We will walk through each part of how a TV show or Feature film gets made, including a break-down of each part and talk about each job on the team. How to set up a production from the ground up.

RIGGING AND ANIMATION FOR DIGITAL MEDIA
DGMD490 — 3 credits
This course is designed for anyone wishing to deepen and expand their skills in the areas of animation and rigging for Digital Media. Through hands-on exercises and projects, students will learn current industry standards and best practices for designing and rigging characters, machines, devices, and even particle systems. Upon successful completion of this course, students will be able to choose and utilize the appropriate rigging tools for a given project or challenge, design and prepare assets to be animated, and animate the rigs they have built. This course is divided into roughly two halves, with the first part of the semester devoted to various rigging and animation approaches in After Effects, and the second half focused on Cinema 4D. However, many of the techniques covered can be applied to a broad range of projects, regardless of the software used.
Prerequisite: ANIM331 3D Animation II

3D FUNDAMENTALS
ANIM211 — 3 credits
This course provides an overview of the tools and techniques used to produce digital art for animation. This includes 2D and 3D art assets, animation, sound and video. Upon completion of this module, students will gain a working knowledge of the common tools, techniques and terminologies used in the Digital Media industry.
Prerequisite: ANIM230 Animation Basics

2D CHARACTER ANIMATION
ANIM310 — 3 credits
In this course, students will develop skills and techniques for creating 2D character animation. Students will learn in-depth character design, development, rigging, and animation techniques, used to create facial expressions and lip syncing.
Prerequisite: ANIM230 Animation Basics

MOTION CAPTURE FOR ANIMATION
ANIM310— 3 credits
This course is designed to teach students the principles and techniques of motion capture for animation. Motion capture, also known as mocap, is a technology that allows animators to capture and record the movements of real-world objects and people and translate them into digital animations.

In this course, students will learn how to use motion capture equipment and software to create realistic and expressive animations. They will also learn about the different types of motion capture systems and techniques, such as optical, magnetic, and inertial, and how to choose the best system for a particular animation project.

Throughout the course, students will work on a series of animation projects that will allow them to practice and develop their motion capture skills. These projects will cover a range of topics, including character animation, creature animation, and facial animation.
By the end of the course, students will have a solid understanding of the motion capture process, including the importance of motion planning, data cleaning, and motion editing. They will also be able to create high-quality animation content using motion capture technology.
Prerequisite: ANIM3313D Animation II

3D FOR MOTION GRAPHICS CINEMA 4D
MOTN 490 — 3 credits
Students will use Cinema 4-D to create elements and 3-D animation for motion graphics, ranging from 3- D treatments and backgrounds to looping elements. Includes an introduction to C4D's procedural animation system. Modeling, materials, and shader development, lighting, and multi pass rendering for compositing with After Effects will be addressed.
Prerequisite: MOTN 331 Motion Graphics II

MOTION DESIGN: EDITING AND FINISHING
MOTN 490 — 3 credits
The purpose of this class is to work through real-world scenarios that you will find in the world of motion graphics and broadcast design, relating to editing, finishing and delivery. Each 1assignment will focus on a different type of job, each one requiring you to think and plan differently. You will be designing, animating, editing, compositing, color correcting and even recording voice-over for your assignments. Even if you are only interested in one of these things, it is important for you to see how they are all required to finish a job. While there is value in knowing how to do one thing very well, there is greater value in having a working knowledge of the other aspects and skills required to bring a project to a truly finished state.
Prerequisite: MOTN 331 Motion Graphics II

ADVANCED DIGITAL PAINTING
GAME 490 — 3 credits
This course is designed for artists who have already mastered the basics of digital painting and are looking to take their skills to the next level. Throughout this course, students will explore advanced techniques in digital painting such as color theory, composition, lighting, and texture creation. Students will learn to incorporate these techniques into their artwork to create professional-grade digital paintings. In this course, students will have the opportunity to work with a variety of digital painting software and tools, including Photoshop, Procreate, and Clip Studio Paint. Through lectures, demonstrations, and hands-on exercises, students will learn to create realistic and stylized digital paintings, as well as develop their own unique style. By the end of this course, students will have created a portfolio of advanced digital paintings that showcase their skills and creativity.
Prerequisite: Design and Drawing for Game I

CHARACTER DESIGN FOR GAMES
GAME 490 — 3 credits
This course will teach the principles and techniques of designing characters for games. Students will learn about anatomy, proportion, gesture, and expression, as well as the importance of storytelling, personality, and gameplay mechanics in creating compelling and memorable characters. The course will cover the role of technology in character design, including 3D modeling, rigging, animation, and optimization for real-time rendering.

In addition, students will think critically about the relationship between character design and narrative, gameplay, and player experience. They will examine the cultural and social implications of character design, including issues of representation, diversity, and inclusivity. By the end of the course, students will have the ability to create memorable and effective characters for a variety of game genres and develop a portfolio showcasing their technical skills and creative vision. Prerequisites include foundational knowledge of drawing and design principles and experience with digital art tools. Prior experience with 3D modeling and animation tools is preferred.
Prerequisite: Drawing and Design for Game I

ANIMAL AND CREATURE DRAWING
GAME 490 — 3 credits
This course teaches fundamental skills and techniques for creating realistic and imaginative animal and creature drawings. You will learn anatomy, structure, proportions, perspective, texture, and detail, which are essential for creating convincing and dynamic drawings. You will also develop your creativity and design skills by inventing your own unique creatures.

Throughout the course, you will practice through a series of exercises and projects and receive feedback to refine your skills. By the end of the course, you will have a solid foundation in animal and creature drawing and the ability to create your own unique artwork.
Prerequisite: Drawing and Design for Game I

ART OF COSTUME IN GAME
GAME 490 — 3 credits
In this course, we will explore the unique art of designing costumes for video game characters. You will learn the skills necessary to create compelling and memorable designs that capture the essence of a character while still being practical for gameplay. We will delve into the history and theory of costume design, studying the techniques and concepts used by professional game artists. We will also cover the tools and software commonly used in the industry.

Throughout the course, you will have the opportunity to create your own original character designs, utilizing the knowledge and techniques learned in each lesson. You will receive feedback and guidance from experienced instructors and fellow students, allowing you to grow and improve your skills as a concept artist.

UI/UX FOR GAMES
GAME 490 — 3 credits
This course is designed to introduce you to the principles and best practices of designing user interfaces and user experiences for video games. Whether you are a game developer, designer, or just someone interested in creating great game experiences, this course will provide you with the tools and knowledge you need to make your games stand out.

Throughout the course, we will cover topics such as UI design, UX design, game accessibility, and the latest trends and innovations in UI/UX for games. By the end of the course, you will have a foundation in UI/UX design principles and best practices for games and will be able to apply these skills to create engaging and immersive game experiences.
Prerequisite: Game Design I

ADVANCED TEXTURE PAINTING
GAME 490 — 3 credits
This course is designed to provide students with advanced techniques and tools for texture painting in digital art. Students will learn to create and apply high-quality textures to their 3D models and digital paintings. They will start with a brief review of the basics of texture painting and proceed to explore the most advanced and current techniques and tools available in the industry.
Students will gain hands-on experience with industry-standard software such as Substance Painter, Substance Designer, and Photoshop, and will be introduced to various workflows used in film, game, and animation studios. They will learn about various techniques such as projection painting, photo-realistic texture creation, and using different channels and maps to create complex and believable textures. Additionally, students will also learn to create textures for specific types of surfaces such as skin, metal, wood, and stone.

Throughout the course, students will focus on using Substance Designer to create complex procedural textures that can be seamlessly applied to their 3D models. By the end of the course, students will have a strong understanding of texture painting techniques and will be able to create visually appealing and realistic textures for their digital artwork using industry-standard software.
Prerequisite: 3d for Game and Entertainment I

ROBOTS, VEHICLES, AND SPACESHIPS
GAME 490 — 3 credits
Concept Design: Robots, Vehicles + Spaceships is a course that explores the exciting world of designing futuristic technology. In this course, students will learn about the principles of concept design and how to apply them to create visually stunning and functional designs. The course will cover the design process from initial concept sketches to final renderings, and students will have the opportunity to explore a range of design styles and techniques.

Throughout the course, students will focus on designing robots, vehicles, and spaceships, and will learn about the unique design considerations that come with each of these types of technology. Students will learn how to create designs that are both aesthetically pleasing and functional, taking into account factors such as ergonomics, materials, and engineering constraints. By the end of the course, students will have a portfolio of impressive designs that showcase their skills in concept design and their ability to think creatively and critically about the future of technology.

Prerequisite: Design and Drawing for Game I
Note: each semester we will have new electives not listed here that deal with changes and opportunities in our industries, or help to extend our abilities as outstanding artists, designers, and storytellers.

Check with the department for the most current offerings.

FASHION DESIGN

Innovation in fashion design results from a rigorous process of developing and editing ideas that address specific design challenges. Students in our program work alongside expert, professional faculty and guest mentors, who are current and visible designers, to become educated and practiced in all aspects of the design process. Throughout their experience, students produce original designs and develop collections for their portfolio. In their Junior and Senior years, students have the opportunity to work in teams to create unique designs under the guidance of mentors, emulating professional designers and following the industry's seasonal schedule. Recent mentors for the Junior and Senior class have included NIKE, Patagonia, Rhude, Adidas, AG Jeans, ALC, Bally, Jason Wu, Jonathan Simkhai, Ralph Lauren, Universal Studios, Urban Outfitters, and Vince. Junior and Senior designs are featured at the annual Fashion Show.

The Fashion program will periodically team up with industry partners like award-winning Costume Designers akin to Ruth Carter, Trish Summerville and celebrity stylists such as B.Akerlund, to produce original designs and dynamic collections. Whenever possible, depending on mentors' availability, Juniors and Seniors will have a chance to work on targeted projects inspired by historical and cultural influences.

PROGRAM LEARNING OUTCOMES

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

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

Fashion Design

Fall - Foundation		CR
Courses		CR
Principles of Design	FNDT115	2
Drawing and Building Form	FNDT160	3
Life Drawing I or Creative Practices I	FNDT180 FNDT172	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring – Foundation		CR
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
FNDT elective	FNDT 145	2
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		16

Fall - Sophomore		CR
Courses		CR
Sophomore Studio I	FSHD202	4
Fashion Illustration	FSHD210	3
Digital Design I	FSHD226	2
Textile Science I	NSCI311	2
History of Costume	AHCS372	3
Creative Action Lecture*	CAIL200	3
		17

Spring - Sophomores		CR
Courses		CR
Sophomore Studio II	FSHD203	4
Fashion Illustr/Intro to Dsgn	FSHD212	3
Digital Design II	FSHD323	2
Textile Science II	NSCI312	2
Theories and Trends in Contemporary Art, Media and Culture	AHCS224	3
LAS Sophomore Elective	LIBS214	3
		17

Fall - Junior		CR
Courses		CR
Junior Studio I	FSHD300	5
Digital Design III	FSHD325	1
Fshn Design & Illustration I	FSHD353	5
Creative Action Studio*	CAIL301	3
Math Elective*	MATH136	3
		17

Spring - Junior		CR
Courses		CR
Junior Studio II	FSHD301	5
Digital Design IV	FSHD425	1
Fshn Design & Illustration II	FSHD363	3
Studio Elective*		2
Social Science	SSCI210	3
		14

Fall - Senior		CR
Courses		CR
Senior Studio I	FSHD400	6
Fshn Design & Illustr III	FSHD462	4
Business of Fashion	LIBS405	2
Capstone	LIBS440	3
		15

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

SOPHOMORE STUDIO I

FSHD202 — 4 credits

Your journey into the fashion studio starts here! This on campus course introduces you to processes used in garment construction including draping, patternmaking and sewing. Beginning with these basic principles you will learn industry techniques to construct muslin garments, sewing samples, and paper patterns using industrial equipment.By the end of this course, you will have created several garment samples, patterns, and a sewing notebook to use for future courses. *Lab fee: $100*

SOPHOMORE STUDIO II

FSHD203 – 4 credits

Diving deeper into techniques used for garment construction, this on-campus course builds on the foundational knowledge of draping, pattern making and sewing acquired in Sophomore Studio I. You will construct and pattern increasingly complex garments using industry procedures and equipment. You will be challenged to interpret 3-dimensional design ideas through the creation of garments using fabrics that accurately reflect your sketches. During this course, you will create two garments of your own design, several mini and full-size sample garments, patterns, and complete a sewing notebook to use as a reference for your career as a designer. *Prerequisite: FSHD202 Sophomore Studio I; Co-requisite: FSHD212 Fashion Illustration/Introduction to Design Lab Fee: $100*

FASHION ILLUSTRATION

FSHD210 — 3 credits

Fashion Illustration is the language with which designers can quickly express their ideas in a 2-dimensional format. This on-campus course introduces you to illustration techniques fashion designers use to show their thought process. You will learn to sketch diverse fashion figures, draw clothes on the figure, as well as rendering techniques to communicate a variety of textiles. You will be challenged to explore illustration styles and media to convey your unique design perspective. You will develop an understanding of garment construction through flat technical drawings. Throughout the course you will have completed multiple illustration projects that highlight specific fabrications and markets. Your semester will culminate in a resort-wear collection that will demonstrate your knowledge of fashion figures, rendering techniques, composition/layout, and technical flats.

FASHION ILLUSTRATION/INTRODUCTION TO DESIGN

FSHD212 — 3 credits

Fashion illustration is the mode by which design ideas are accurately communicated in a 2-dimensional format, a critical skill for professional fashion designers. This on-campus course introduces you to the design process, and what it means to follow a design direction. You will implement your drawing skills obtained in previous coursework to create fashion croquis (quick sketches) that express your design concepts. You will continue to explore illustration techniques with emphasis on more advanced renderings and flats, while integrating your experience from Sophomore Studio I by creating sewing samples to support your 2-dimensional designs. During this course, you will complete two projects that will expand your understanding of fabric/color stories, research, and proficient execution of your designs in a 2-dimensional format. Your semester will culminate with an athletic inspired collection that will prepare you for your first Mentor Projects at junior level.

Prerequisite: FSHD210 Fashion Illustration, FSHD202 Sophomore Studio I.

DIGITAL DESIGN I

FSHD226 — 2 credits

Take your fashion illustrations to the next level using Adobe Photoshop and a drawing tablet. In this online course you will learn how to render, make quick and easy color changes, and digitally drape fabric prints onto your fashion illustrations. Using tools like brushes and filters you will develop fashion graphics and basic textile print designs to use in your work while learning digital terminology and professional practices. Mastering these tools will help you generate engaging mood-boards and professional fashion design presentations.

JUNIOR STUDIO I

FSHD300 — 5 credits

The knowledge of construction is crucial for becoming a successful fashion designer. This in-class course focuses on everything related to the moderately priced market. You will construct different types of garments through instructional videos and step by step pictorial manuals. Along the process, you will also learn how to create treatment samples for your Mentor Projects. Woven pants, a Bomber jacket and bike short made of stretch Lycra fabric are a few projects you will develop. Ultimately, you will complete a bustier in cotton twill by draping, pattern making, fitting and sewing, using intermediate-level industry methods. This project parallels the production process used in the fashion industry.

Prerequisite: FSHD203 Sophomore Studio II; Co-requisite: FSHD353 Fashion Design Illustration I. Lab Fee: $110

JUNIOR STUDIO II
FSHD301 – 5 credits
Transform your own designs from 2-Dimensional drawing to real life garment. This in-class course allows you to apply the skills and knowledge you've acquired while continuing to explore more advanced draping and pattern-making techniques. You will approach your Mentor Project by following the same methods used in the fashion industry, developing a work calendar, incorporating your treatment samples made in Junior Studio I towards your selected design. With the Mentor Project as the main focus of this course, there are opportunities for advanced draping exercises as well as exploring sustainable practices within the fashion industry.
Prerequisite: FSHD300 Junior Studio I, FSHD353 Fashion Design and Illustration I, Lab Fee: $110

DIGITAL DESIGN II
FSHD323 — 2 credits
Proficiency in using Adobe Illustrator to draw flats/CADs is a requirement for anyone working in the fashion industry. In this online course, beginners will learn the tools and techniques needed to draw industry standard flats quickly and efficiently including digital terminology, professional workflow and presentations. Throughout this course you will develop a "Start File" filled with custom brushes, symbols, templates, and graphic styles, while learning to illustrate a range of different garment types including shirts, blazers, jackets, skirts, and pants, that you can build on in your professional career.
Prerequisite: FSHD226 Digital Design I or equivalent

DIGITAL DESIGN III
FSDH325 — 1 credit
Improve your Illustrator and Photoshop skills even further in this online course. Learn advanced skills and techniques for quickly illustrating and editing projects necessary for an exciting fast-paced fashion industry. Working in conjunction with Design you will focus on specific skills required to create your first Mentor Project including techniques for developing, applying, and recoloring original textile print designs and custom graphics. You will also learn to add sophisticated details and flourish to your flats using advanced illustrator techniques and along the way you will be polishing your layout and presentation skills.
Prerequisite: FSHD323 Digital Design I & II

FASHION DESIGN AND ILLUSTRATION I
FSHD353 - 5 credits
Clothing centered around streetwear, athletic or performance categories is accessible to every consumer of that division thanks to their moderate price-level. This on-campus course, taught both on-campus and remotely, introduces you to your first Mentor project with focus on the Junior market. Using fashion forecast resources, this course enables you to create innovative fabric stories, croquis sketches, efficient garment construction and fashion illustrations. You will have the opportunity to work with renowned industry designers, with possibility for a sustainability project. By the end of the course, you will produce a collection of 12 illustrations, fabric stories with surface treatments and industry level flat sketches to present to your Mentor during sketch selection. You will produce your top design selected by the Mentor in Junior Studio II class.
Prerequisite: FSHD212 Fashion Illustration/Introduction to Design

FASHION DESIGN AND ILLUSTRATION II
FSHD363 - 3 credits
Self-expression and a focus on your individual design aesthetic is a key element to becoming a good fashion designer. Through this on-campus course you will develop your own design concepts for a series of design competitions focused on the contemporary market. This opportunity allows you to compete in the world with other designers and enables you to gain both exposure and scholarship funds. There will be an opportunity for a sustainable project if you so desire. By the end of this course, you will have designed two collections for a contemporary market, a sketch book, fabric stories with treatments and designer level flat sketches aimed at preparing you for an internship in the fashion industry.
Prerequisite: FSHD353 Fashion Design and Illustration I

SENIOR STUDIO I
FSHD400 — 6 credits
The global Luxury Fashion Market is growing at an unprecedented rate. This in-class course introduces you to construction techniques used by high-end fashion houses. You will learn about bespoke tailoring techniques needed to construct a classic tailored jacket. In preparation for your Senior Mentor Project, your instructors will guide you to drape, draft a pattern and sew a finished garment. Through these projects you will come to understand the handling and constructing of couture fabrics and be challenged to experiment with sophisticated hand-sewing techniques. By the end of the course, you will create a classic tailored jacket and a Mentor-guided higher priced designer garment of your own design.
Prerequisite: FSHD301 Junior Studio II; Co-requisite: FSHD462 Fashion Design and Illustration III, Lab Fee: $150

SENIOR STUDIO II
FSHD401 – 6 credits
Turning your 2-Dimensional design into a high-end luxury garment entails sophisticated and precise construction methods. This in-class course further engages you in the 3-D interpretation and completion of your original designs developed for Mentor Projects. You will perform advanced

applications of draping, pattern drafting, classic tailoring, and couture sewing techniques for a luxury label that could include an eveningwear project. You will develop and abide by strict timelines, be proactive and offer suggestions during professional fittings. By the end of the course, you will complete an original designer-level creation, encouraged to work independently and innovatively within the context of a professional working environment.
Prerequisite: FSHD400 Senior Studio I, FSHD462 Fashion Design and Illustration III. Lab Fee: $150

DIGITAL DESIGN IV
FSHD425 — 1 credit
A Technical Pack is a blueprint used in the fashion industry to communicate creative ideas to a factory or clothing "maker". This skill set is required by clothing manufacturers when young designers enter the workforce. In this online course, you will walk through the process of developing an industry standard tech pack for two different garments. You will draw technical flats with all the construction details, develop spec sheets, pattern cards, bill of materials, and branding. Upon completion of the class, you will have generated 2 Tech Packs for your Senior Portfolio.
Prerequisite: FSHD325 Digital Design III

FASHION DESIGN AND ILLUSTRATION III
FSHD462 — 4 credits
Senior students design apparel alongside professional designers representing the designer/contemporary market. Working within Mentors following the fashion industry's seasonal schedule, students design contemporary clothes and a potential costume project in finer/couture fabrics and finishing techniques. Illustration emphasizes complex sketches to capture a look appropriate to the project. Students will develop technical flats using traditional and digital methods. This on-campuscourse will culminate in a high-end menswear, or womenswear collection of 12 designs, including technical flats and fabric boards with complex fabric treatments.
Prerequisite: FSHD363 Fashion Design and Illustration II, Co-requisite: FSHD400 Senior Studio I

PORTFOLIO DEVELOPMENT
FSHD476 — 3 credits
The Fashion Portfolio is the apparatus used to showcase the skills you've acquired as a designer to prospective employers. Students develop professional Portfolios, targeting a specific market in the fashion industry, and produce four collections to that end, each including a concept board, color story, fabric and treatment developments, illustrations, and technical flats. A Tech Pack developed in Digital Design IV is included. This blended course concludes with a Senior Exhibit Portfolio Review where industry representatives and recruiters provide insightful critique of the portfolios and potential job offers. Optional Costume Portfolio. *Prerequisites: FSHD462 Fashion Design and Illustration III or FSHD463 Fashion Design and Illustration III, Digital DesignIV*

BUSINESS OF FASHION
LIBS405 — 2 credits
Assuming a position in the Fashion industry requires business knowledge necessary for merchandising, product development, marketing, creative presentations and sales. Through lectures by industry professionals, this online class provides an overview of the apparel manufacturing process outside the realm of the design room, and the marketing partnership of wholesale manufacturers and retailers. The semester begins with professional practice protocols and job search strategies in preparation for a successful entry into the workplace.

BUSINESS OF COSTUME
LIBS407 – 2 credits
From Script to Screen, The Business of Costume introduces the process that will bring your costume designs/concepts and characters to life. This asynchronous course introduces you to the current protocols and practices that support the costume designer, costume supervisor and costume crew focusing on Film/Television industries. Guest lecturers enhance this course by introducing you to production software, costume houses, costuming technologies, workroom practices, and specialty crafts. By the end of this course, you will know the business practices behind the camera and how your costume designs are taken from the page to the screen.

INDEPENDENT STUDY
FSHD999 — 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.

Course Descriptions for Electives: Please note that studio elective offerings may change.

DIGITAL PORTFOLIO
FSHD426 - 1 credit
Digitla Porfolio will Digital Portfolio will help you pull your portfolio together is a clean, professional, dynamic, and efficient manner. In this class you will follow the lead from the course "Portfolio Development". Design goals and direction will be laid out by "PD". However, in "Digital Portfolio" we take that direction, and we digitize it. All your work will be moved into the computer where we will create beautifully laid-out and designed presentations. Your instructor will work one on one with you to help you make a Book that reflects your taste and understanding of your desire to be a Fashion Designer. In addition to making a Portfolio, we will also take your work and make a Portfolio Website that will allow professionals in the industry to view your work anywhere in the world. When this course is complete, not only will you have an amazing Portfolio, but you will also have expanded your knowledge of working within a digital environment.
Prerequisite: FSHD425 Digital Design IV; Co-requisite: FSHD476 Portfolio Development

Special Topics (ST) in Fashion:
FSHD390 - 2 CREDITS
These studio-based courses will explore cross-disciplinary special topics or broader topics in fashion. Course titles and descriptions will vary based upon topic to be determined on the basis of faculty and student interest. The department will provide a listing of course offerings each semester.
Prerequisite: Students must have completed their sophomore year courses;

ST: DEVELOPING A BRAND
Whether you're a business leader, marketing professional, or entrepreneur, branding is woven throughout every aspect of our lives. In today's global market, a brand's look, story, and positioning are essential to its success. This course will introduce you to the power of branding. Through coursework and lectures from the initial concept brainstorm to competitive research, to buyer personas, you will learn to refine and shape your concept. By the end of this course, you will create a brand book that outlines your brand identity, including your mission, brand story, brand logo, typography, and brand voice—a roadmap to a viable and profitable brand.

ST: FASHION X DIGITAL ELECTIVE - FASHIONING THE FANTASTIC
As the intersection of technology and fashion continues to evolve, the opportunity for collaboration between Fashion and Digital designers is more apparent than ever. In order to explore this intersection, students will develop digital-only fashion runway collections inspired by a game franchise, or brand. The on-campus collaboration will showcase the most amazing environments that will serve as the backdrop for fantastical collections. Students will integrate a fashion/digital perspective to widen the demographic of the gaming community in a fashion fantasy world.
Prerequisite: Students must have completed their sophomore year courses.

ST: FASHION X PRODUCT ELECTIVE
An advanced concept research and development (R&D) studio collaboration between Fashion and Product Design to create meaningful, inspiring new forms and materials that deliver visionary hybrid outcomes. This unique course has been designed to integrate Fashion and Product Design in a collaborative studio environment driving creativity, innovation and design. Students wil be introduced to a fusion of 2D, 3D and fabrication skills using various materials, technologies, and processes as a means to articulate and express ideas.

ST: CLO 3D
Watch your designs come to life in a virtual 3D environment before ever cutting the fabric. Using industry standard software CLO3D, students will learn to take their designs from 2D to 3D allowing them to instantly modify and view colors, patterns, fit, and fabrication. Throughout this course students will learn the techniques and tools needed to confidently navigate the CLO workspace. Using basic knowledge of pattern-makingpatternmaking you will create digital patterns that can be printed for physical samples or virtually stitched together in a 3D environment. This will open a whole new world of opportunities for designers to explore fabrication, drape, and fit in a virtual environment. *Required CLO software subscription: $25/month, Prerequisites: Sophomore Studio I & II, Fashion Illustration I, Fashion Illustration/Intro to Design, Digital Design I & II*

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

FINE ARTS

AREAS OF EMPHASIS
- PAINTING
- PHOTOGRAPHY
- SCULPTURE/NEW GENRES

Contemporary artists use their talent, imagination, and skill to create works of art that add beauty and richness to the world. They produce work for a vast global network of museums, commercial art galleries, publicly funded arts organizations, and artist-run spaces. Taught by a faculty of active professional artists, students in Fine Arts delve into each of the core disciplines—Painting, Sculpture/New Genres, and Photography—before selecting an area of emphasis.

PROGRAM LEARNING OUTCOMES
Students in the Fine Arts Department will:
- Formulate questions and ideas clearly and precisely based on relevant information and research and to come to well-reasoned conclusions and solutions. Students will develop the ability to think open-mindedly with the ability to consider alternative systems of thought that challenge received notions and social cultural bias.
- Effectively express abstract concepts in concrete form.
- Skillfully create artistic form using techniques and methods appropriate to the intended result.
- Consider the role of art making in the larger social context.
- Understand that the meaning of a work of art is conditioned by the manner in which it is exhibited or otherwise presented and distributed. They will have the ability to consider methods of presentation and distribution in innovative ways that respond to, and potentially influence, existing conditions in the field.
- Have an awareness of current professional standards in their chosen media and in the larger field of contemporary art as well as the ability to effectively meet those standards.

Notes for Degree Requirements on the Next Pages

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

Fine Arts: Painting
2022-23 Course Catalog

Fall - Foundation		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		CR
Painting I	PNTG204	3
Photo Studio I or Sculpture/New Genres I	PHOT204 SCNG204	3
Digital Media	FINA217	3
Sophomore Seminar I: DEI in Global Art and Culture	AHCS237	3
Contemporary Art Survey	AHCS226	3
		15

Spring - Sophomore		CR
Painting II	PNTG214	3
Studio Elective		3
Studio Elective		3
Sophomore Seminar II: DEI in Global Art and Culture	LIBS238	3
CAIL Lecture	CAIL200	3
		15

Fall - Junior		CR
Studio III: Painting, Photography, Sculpture/New Genres	FINA374	3
Studio Elective		3
Studio Elective*		3
Social Science*	SSCI210	3
Math*	MATH136	3
		15

Spring - Junior		CR
Studio IV: Painting, Photograph, Sculpture/New Genres	FINA375	3
Studio Elective		3
Creative Action Studio*	CAIL301	3
Natural Science*	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		CR
Senior Studio I	FINA474	6
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		CR
Senior Studio II	FINA475	6
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

*Must be completed during this academic year, semester may be assigned for CAIL course

Fine Arts: Photography
2022-23 Course Catalog

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Photography I	PHOT204	3
Painting I or Sculpture/New Genres I	PNTG204 SCNG204	3
Digital Media	FINA217	3
Sophomore Seminar I: DEI in Global Art and Culture	AHCS237	3
Contemporary Art Survey	AHCS226	3
		15

Spring - Sophomore		
Courses		CR
Photography II	PHOT214	3
Lighting Studio	PHOT230	3
Studio Elective		3
Sophomore Seminar II: DEI in Global Art and Culture	LIBS238	3
CAIL Lecture	CAIL200	3
		15

Fall - Junior		
Courses		CR
Studio III: Painting, Photography, Sculpture/New Genres	FINA374	3
Studio Elective		3
Studio Elective*		3
Social Science*	SSCI210	3
Math*	MATH136	3
		15

Spring - Junior		
Courses		CR
Studio IV: Painting, Photograph, Sculpture/New Genres	FINA375	3
Studio Elective		3
Creative Action Studio*	CAIL301	3
Natural Science*	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Senior Studio I	FINA474	6
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Senior Studio II	FINA475	6
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

Must be completed during this academic year, semester may be assigned for CAIL course

Fine Arts: Sculpture/New Genres

2022-23 Course Catalog

Fall - Foundation		
Courses		**CR**
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		**CR**
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		**CR**
Sculpture/New Genres I	SCNG204	3
Painting I or Photography I	PNTG204 PHOT204	3
Digital Media	FINA217	3
Sophomore Seminar I: DEI in Global Art and Culture	AHCS237	3
Contemporary Art Survey	AHCS226	3
		15

Spring - Sophomore		
Courses		**CR**
Sculpture/New Genres II	SCNG214	3
Studio Elective		3
Studio Elective		3
Sophomore Seminar II: DEI in Global Art and Culture	LIBS238	3
CAIL Lecture	CAIL200	3
		15

Fall - Junior		
Courses		**CR**
Studio III: Painting, Photography, Sculpture/New Genres	FINA374	3
Studio Elective		3
Studio Elective*		3
Social Science*	SSCI210	3
Math*	MATH136	3
		15

Spring - Junior		
Courses		**CR**
Studio IV: Painting, Photograph, Sculpture/New Genres	FINA375	3
Studio Elective		3
Creative Action Studio*	CAIL301	3
Natural Science*	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		**CR**
Senior Studio I	FINA474	6
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		**CR**
Senior Studio II	FINA475	6
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

Must be completed during this academic year, semester may be assigned for CAIL course

The elective courses that are included in the list below are a sample of the courses that may be offered. For courses offered in a particular semester and descriptions, please consult the Nest.

INTRODUCTION TO EXPERIMENTAL DRAWING
DRWG204 — 3 credits
How do we define the act of drawing to reflect an on-going body of work or ideas? This course teaches students how to expand their drawing skills through both traditional and unconventional drawing exercises. Students learn the signs of meaning produced from the specific forms, erasures, and drawing marks they put on paper. They experiment with new materials, techniques, and skills. *Offered in the Spring only.*

EXPERIMENTAL DRAWING PROJECTS
DRWG320 — 3 credits
Provides an opportunity for students to explore advanced techniques and ideas in drawing. It helps students develop their vision and awareness of the drawing media through independent projects and building a body of work. *This course may be repeated for credit. Offered in the Fall only.*

DIGITAL MEDIA
FINA216 — 3 credits
Digital Media 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, 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. The core software is Adobe Premiere, InDesign and Photoshop.

CRITIC IN RESIDENCE/ADVANCED CRITIC IN RESIDENCE
FINA327/328 — 3 credits/3 credits
Exposes students to the complexity and diversity of activities in the fine arts by inviting prominent artists 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 description.*

STUDIO IV: PAINTING, PHOTOGRAPH, AND SCULPTURE/NEW GENRES
FINA353 — 3 credits
This production-oriented advanced studio course emphasizes concepts, processes, and visual strategies toward developing an individual studio practice across the three main disciplines. Critiques, seminars, and individual meetings provide insight into contemporary discourses and practices while helping students find the working methods that best suit them. Attending the Visiting Artist Lecture Series is required. *Offered spring semester only.*

FINE ART PRAXIS
FINA370 — 3 credits
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 the subject's artistic application, 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*

STUDIO III: PAINTING, PHOTOGRAPHY, AND SCULPTURE/NEW GENRES
FINA374 — 3 credits
This advanced studio course allows students to learn advanced methods, materials, and techniques in painting, photography, and sculpture/new genres and accomplish advanced projects with the guidance of faculty. The course is also a welcoming place for students and faculty to exchange artistic and cultural attitudes, beliefs, and assumptions to develop together a more open-minded and generative approach to our artmaking and the evaluation of the works of other artists. Attending the Visiting Artist Lecture Series is required. *Offered fall semester only*.

STUDIO IV: PAINTING, PHOTOGRAPH, AND SCULPTURE/NEW GENRES
FINA375 — 3 credits
This production-oriented advanced studio course emphasizes concepts, processes, and visual strategies toward developing an individual studio practice across the three main disciplines. Critiques, seminars, and individual meetings provide insight into contemporary discourses and practices while helping students find the working methods that best suit them. Attending the Visiting Artist Lecture Series is required. *Offered spring semester only.*

CRITIQUE UNLIMITED
FINA383 - 3 credits
Through sustained critical dialogue, this course gives students a unique opportunity to assess how their work and that of their peers is (or is not) relevant to current conditions in contemporary art and culture. Unlike beginning and intermediate or advanced course work, the sustained critiques in this course are not focused on how works conform to faculty designed assignments but rather on how the student's self- directed approach has the potential to find an audience.

ADVANCED CRITIQUE
FINA384 - 3 credits
Through sustained critical dialogue, this course gives students advanced tools to assess how their work and that of their peers is (or is not) relevant to current conditions in contemporary art and culture. Unlike beginning and intermediate or advanced course work, the sustained critiques in this course are not focused on how works conform to faculty designed assignments but rather on how the student's self- directed approach has the potential to find an audience.

ADVANCED TOPICS
FINA415 — 3 credits
The course allows students access to a cohesive body of information connected with simultaneous components of subject and object making. A three- or six-hour seminar and studio explores the historical and contemporary models and contexts of artistic practice. *See Fine Arts Department for additional course descriptions.*

PROFESSIONAL PRACTICES
FINA455 — 3 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 presentation spaces, installing and lighting art, documenting artwork, graduate school applications, grant writing, business practices, gallery representation, alternative spaces, practices, professional development beyond art school, artist residencies, and various career opportunities for artists. *Offered spring semester only*

SENIOR STUDIO I
FINA474 — 6 credits
Each student is given their own studio and works with a group of faculty mentors to develop a body of work. Critiques, individual meetings with mentors, visiting artists and critics, and group exhibitions expand students' knowledge base while focusing their practice. Attending the Visiting Artist Lecture Series is required. *Offered fall semester only*

SENIOR STUDIO II
FINA475 — 6 credits
This course is devoted to completing a cohesive body of work culminating in the building and mounting of the senior exhibition. Students continue independent studio practices, discussions, and critiques with mentors, peers, visiting artists, and critics. This course addresses issues that prepare students for a life in art. Attending the Visiting Artist Lecture Series is required. *Offered spring semester only*

INTRODUCTION TO TIME-BASED MEDIA I
MEDA211 — 3 credits
This course offers an introduction to working with moving images and sound as an art form. While receiving training in basic digital production and editing techniques using Adobe premier and other professional applications, students will complete several short projects of their own. Techniques covered will include color keying (green screen), lighting, camera work, editing, sampling, chopping looping, mixing, mastering, exporting and file conversion for sound and digital video media. Furthermore, we will be analyzing historical and contemporary film to help contextualize your video practice.

SOUND ART
MEDA307 — 3 credits
Sound is discussed in terms of its role in sculpture, installation, and other artwork; music, popular culture, subculture; technological innovations and historical precedents; tuning systems, 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*

EXPERIMENTAL FILMMAKING
MEDA316 — 3 credits
Both a production class and seminar offering students an introduction to experiments in film. Using Super-8 materials (an analog film-based medium popular with amateurs before video was available) will make their films in reaction to a history of experimental film that is surprising and varied. *Offered spring semester only*

TIME-BASED MEDIA PROJECTS
MEDA320/1 — 3/3 credits
This is an advanced course in the technical and aesthetic aspects of video as an art form. It will emphasize the creative issues involved in a time- based, expressive medium through the discussion of examples. Students will become familiar with current discourses in video art and receive instruction in digital post-production procedures and advanced technology.

PHOTOGRAPHY I
PHOT204 — 3 credits
This course introduces students to the technical, aesthetic, and conceptual aspects of the medium of photography. Basic skills, including digital and analog (film) camera operation, the fundamentals of image exposure, black-and-white film processing, black-and-white and digital color printing, and basic presentation techniques, are covered in regular lab sessions. Group critiques, slide lectures, and field trips help students to develop a critical vocabulary. *Offered fall semester only*
Lab Fee: $30

PHOTOGRAPHY II
PHOT214 — 3 credits
This course is an intermediate course within the Photography program that aims to build upon technical knowledge and conceptual structuring acquired in Photo 1. Students will spend time working with image capture and output processes, refining technical and communication methods, and making decisions to achieve their desired aesthetic and conceptual frameworks. Experimentation with new processes is expected, as is the development of artistic and critical reasoning. *Offered spring semester only.*
Lab Fee: $30

EXTENDED TECHNIQUES IN PHOTOGRAPHY
PHOT218 — 3 credits
Supports Photography majors with more in-depth instruction in particular techniques. See department for course descriptions.
Lab Fee: $30

LIGHTING STUDIO I
PHOT230 — 3 credits
This course introduces students to basic studio skills and lighting applications as well as digital and film formats, on-camera flash, LED, tungsten and strobe lighting, lighting modifiers such as soft-boxes, umbrellas, reflectors, and flags, as well as an in-depth exploration of genres such as portraiture, still life, and location shooting. Students will learn to develop their own lighting design and develop a critical understanding of lighting and its functions within a commercial and a fine art context. Required for Photography Emphasis. *Offered spring semester only*
Lab Fee: $30

PHOTO GENRES
PHOT335 — 3 credits
Genres courses provide students with the opportunity to explore a variety of topics within the context of photography, targeting specific conceptual, aesthetic, and material approaches in-depth, offering theoretical and vernacular driven investigation. Recent topics offered include Text and Image, Photography and Space, and Our Private Selves. *Offered on a rotating basis*
Lab Fee: $30

TOPICS IN EDITORIAL PHOTOGRAPHY
PHOTO336 – 3 credits
Editorial photography refers to images that help tell a story or educate readers, often appearing in publications alongside the text but often independently. The various types of editorial photography include; fashion photography, photojournalism, and forms of documentary work. Each semester this course focuses on a different type or topic in editorial photography (fashion, photojournalism, or documentary), introducing students to various approaches and preparing students with both the practical and the theoretical aspects of providing vivid images for print and online publications.

ADVANCED LIGHTING STUDIO
PHOT430 — 3 credits
Hands-on studio class with emphasis on advanced techniques. Major focus areas 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.
Assignments for both studio and location work will build skills and develop a portfolio.
Lab Fee: $30

PAINTING I
PNTG204 — 3 credits
This is a hands-on investigation of technical and formal issues in painting (oil, acrylic, and mixed media), focusing on developing technical abilities in collaboration with concepts and exploration of different methods of achieving visual "dexterity." *Offered fall semester only*

EXTENDED TECHNIQUES FOR PAINTING
PNTG205 — 3 CREDITS
Practical workshop directed to the understanding of painting as a 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.

PAINTING II
PNTG214 — 3 credits
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 — 3 credits
Genres courses allow students 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: Oil and Water, Materials and Methods, and Maximalism. *Offered on a rotating basis.*

MATERIALS AND METHODS
PNTG307— 3 credits
An intermediate and advanced studio course that covers traditional and contemporary painting techniques and concepts, emphasizing materials. Students will complete a body of work consisting of five self-directed projects during the semester. Combining painting, sculpture, and photography are welcome, and experimentation is highly encouraged. Advanced techniques and materials may include, but are not limited to: encaustic, oil paint, resin, dry pigments, mixed-media methods with acrylic, egg tempera, and drawing media applied to non-traditional surfaces (glass, metal, ceramic, photographs, fabric, found objects, etc.). Emphasis is on developing personal processes, the application and skillful use of materials, and strengthening the conceptual framework of each student's work.

SCULPTURE I
SCNG204 — 3 credits
Introduction to the history and practice of sculpture and new genres (new art forms that use time and space). In addition to basic aesthetic, structural, and conceptual practices, technical instruction covers the use of wood and metal shops, adhesives, joinery, mold making, casting, and the new genres forms of Performance and installation art. Offered in fall semester only

SCULPTURE II
SCNG214 — 3 credits
Building on practices developed earlier, SCNG 2 guides students in the development and realization of advanced projects. Skills include refined fabrication techniques and an 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. *Offered spring semester only*

EXTENDED TECHNIQUES FOR SCULPTURE
SCNG215 — 3 credits
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

CERAMICS
SCNG236 — 3 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.

PERFORMANCE
SCNG304 - 3 Credits
Performance art was one of the ground-breaking innovations of the 1960s that prompted the NEA to create the category of New Genres in their granting system to accommodate practices that defied conventional labels. This studio course delves into the practice of Performance and the history that has shaped the field. Through projects students develop their interest in performance and gain the experience of performing in both group and individual works.

SCNG: GENRES
SCNG306 — 3 credits
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 theoretical and vernacular driven investigation. Recent Topics offered: Metalcasting, Experiments in Technology, and Major Mold Making. S*ome sections include a fee of up to $250. Offered in alternating semesters/years*

ADVANCED SCULPTURE WORKSHOP: FROM THE VIRTUAL TO THE MATERIAL
SCNG309 — 3 credits
Advanced Sculpture Workshop supports Sculpture majors with more in-depth instruction in particular techniques and technologies in use in contemporary art. In addition to more traditional technologies like woodworking, metal working, bronze casting, glass blowing, and fiber arts; contemporary practices also include digital technologies like Virtual Reality, computer-aided 3-D prototyping and C-N-C milling. *Some sections include a fee of up to $250. See Fine Arts Department for additional course descriptions*

ART IN CONTEXT
FINA407 - 3 credits
This travel-based class introduces students to art within the context of a given city, region, or economy. Past versions have included New York City; Biennials, which offered students insight into art produced for The Venice Biennale, Documenta in Kassel, and the Skulptur Projekt Muenster; and Wilderness, which takes students on a tour of Land Art in the southwest. After several orienting meetings, students travel to the associated site(s) where they are presented with a program that would be largely absent from the Los Angeles art scene. They are encouraged to contemplate how context produces different ideas, methodologies, and aesthetics in art. *See Fine Arts Department for course number*

GAME and ENTERTAINMENT DESIGN
The Game and Entertainment Design curriculum combines both technical and artistic coursework that covers the visual development, analytical, and technical skills necessary to work within the Game and Real-time Development industry pipeline.

GAME AND ENTERTAINMENT DESIGN PROGRAM LEARNING OUTCOMES:
- **Creative thinking and Problem solving:** Game and Entertainment Design graduates will be able to engage in applied research, demonstrate proficiency with current tools and techniques, identify, analyze, and synthesize information to produce elegant and innovative solutions in the creation of real-time experiences.
- **Professional Skill Proficiency:** Game and Entertainment Design graduates will create work in the area of concept art, computer graphics content creation, Engine integration and comprehension, and Game oriented narrative. The skills developed will reflect the current industry standards.
- **Collaboration:** Game and Entertainment Design graduates will be able to assume responsibility for collaborative production with diverse teams across multiple media disciplines and value the individual contributions made by each team member.
- **Social Responsibility**: Game and Entertainment Design students will be able to create social awareness and show compassion in using their content to give back to the community by understanding the impact of media and how it relates and influences behaviors across cultures and global boundaries.
- **Communication & Presentation**: Game and Entertainment Design graduates will be able to communicate effectively to articulate their work and ideas while working with others in pursuit of a common goal.
- **Information Literacy**: Game and Entertainment Design graduates will be able to demonstrate applied research that is focused and ethical in practice to achieve designed goals.

Game and Entertainment Design

2022-23 Course Catalog

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Game Design I	GAME200	3
Design and Drawing for Game I	GAME220	3
3d for Game and Entertainment I	GAME260	3
Art History of Games	AHCS229	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
Courses		CR
Game Engine Fundamentals	GAME210	3
Color and Lighting for Games	GAME215	3
Game Studio Project I	GAME250	3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
Courses		CR
Game Design II	GAME300	3
Cultural and Social Design for Games	GAME331	3
VFX for Games*	GAME332	3
Cultural and Social Design for Games	SSCI213	3
Programming/Scripting for Games	MATH247	3
		15

Spring - Junior		
Courses		CR
3d for Game and Entertainment II	GAME360	3
Game Studio Project II	GAME350	3
Creative Action Studio**	CAIL301	3
Natural Science	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
3d for Game and Entertainment III	GAME460	3
Game Senior Project I or Game Internship**	GAME450 GAME470	3
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Technical Game Arts	GAME445	3
Game Senior Project II or Game Internship**	GAME451 GAME470	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

*Must be completed during this academic year, semester may be assigned for CAIL course

**Game Internship may be taken once in place of Game Senior Project I or II

GAME DESIGN I
GAME200 — 3 credits
A foundational understanding of the basics of game designing for various platforms like PCs, laptops, mobiles, TVs, and tablets as well. The course teaches students the technical skills required for creating games, including industry pipelines to make real-time development projects, team positions, and tools
Course Fee of $135

GAME ENGINE FUNDAMENTALS
GAME210 — 3 credits
The Game Engine Fundamentals course is a 15-week program that is divided into five main areas of study. The first part of the course introduces students to game engines, their history, types, and architecture, which includes scene management and rendering pipelines. The second part delves into asset management, importing assets, resource management, and guides students in creating a simple game. The third part covers physics, collision detection and response, as well as input methods such as keyboard, mouse, and touch input. The fourth part focuses on cross-platform development, API abstraction, platform-specific optimizations, and advanced rendering techniques, such as lighting, shading, and post-processing effects.

The fifth and final part explores advanced physics, audio implementation, and optimization techniques such as profiling, debugging, and performance tuning, culminating in a final project where students apply their knowledge in creating their own game using the game engine.

COLOR AND LIGHTING FOR GAMES
GAME215 – 3 credits
This course on Color and Lighting for Games covers the fundamentals of color theory and lighting techniques as they relate to game development. The course is broken down into five topics: Fundamentals of Color Theory, Lighting Techniques, Color and Mood, Dynamic Lighting Effects, and Case Studies and Best Practices.

Throughout the course, students will learn how to use color and lighting effectively in game design, through assignments and projects that reinforce their learning and allow them to apply the techniques and concepts discussed in class. By the end of the course, students will have a comprehensive understanding of color and lighting for games, and a portfolio of work showcasing their skills in this area.

DESIGN AND DRAWING FOR GAME I
GAME220 – 3 credits
This 15-week Design and Drawing for Games course covers the fundamentals of game art and design, Props and Assets, character and environment design, storytelling, worldbuilding, animation, and portfolio development. Students will learn to create 2D and 3D game assets, design game characters and environments, translate game scripts, and develop a personal brand for their game design portfolio. The course includes a mid-term project, where students will create a concept art package for a game character or environment, and a final project where students will design a game level or world that includes a narrative, environment design, character design, and animation, and present it in the form of a pitch package with a playable demo or video walkthrough. By the end of the course, students will have the skills and knowledge to prepare for a career in game art and design.

GAME STUDIO PROJECT I
GAME250 – 3 credits
Students will work solo to create a real-time development project, synergizing skills learned in all previous courses. Students will be exposed to the self management and importance of project management in a controlled environment.

3D FOR GAME AND ENTERTAINMENT I
GAME260 – 3 credits
In 3D for Games and Entertainment, students will learn the basics of game art design. Using software such as Maya, Blender, Substance Painter, and Photoshop. The course includes topics such as creating and manipulating 3D models, applying textures and materials, designing game environments, and basic principles of lighting and shading. The course also covers intermediate 3D game art modeling, Unreal Engine, advanced texturing and surfacing, set dressing and lighting, and a final project that involves developing a small area of a game or game experience using Unreal Engine.

Students will gain a solid foundation in game art design and CG content creation and will have the opportunity to apply their skills in creating a game art environment or game experience.

GAME DESIGN II
GAME300 – 3 credits
In this course, students continue their journey into real-time development. Students are introduced to other applications for the Unreal Game engine outside of games. Students will be introduced to basic blueprints, character and animation implementation, and tools and plugins to help create experiences that will bring their projects to life.

Students will complete a complex and unique final project that will be built upon the skills learned in class each week for their portfolio.
Prerequisite: GAME200 Game Design I
Course Fee of $135

CULTURAL AND SOCIAL DESIGN FOR GAMES
GAME331 – 3 credits
This course will focus on the cultural and social aspects of game through the history of games. Students will explore the impact of games on social demographics and cultural events. Students will take this information and learn to create their own characters and worlds based on their research and analysis. *This class is a co-requisite of the SSCI LAS requirement: Cultural and Social Design for Games*
Prerequisite: GAME200 Game Design I, GAME215 Color and Lighting for Games; Co-requisite: SSCI213 Cultural and Social Design for Games

VFX FOR GAMES
GAME332 – 3 credits
This 15-week VFX course for games using Unreal Engine and Houdini is divided into five topics. In the first three weeks, students will learn the fundamentals of VFX creation in Unreal Engine, including an introduction to Niagara, Unreal's VFX system, and basic workflows in Houdini. In weeks four to six, they will explore advanced techniques for controlling particle behavior and creating complex VFX using both Unreal Engine and Houdini. Weeks seven to nine focus on lighting and post-processing effects, while weeks ten to twelve cover creating VFX for different types of games. The final three weeks are dedicated to a hands-on project, where students will apply the concepts and techniques covered in the course to create a custom VFX sequence using Unreal Engine, Houdini, and Niagara. The course will provide students with a comprehensive understanding of VFX workflows and techniques for games, as well as practical experience creating VFX sequences for different genres of games.

GAME STUDIO PROJECT II
GAME350 – 3 credits
For Game Studio Project II, students will work in teams to develop a game experience using the principles and techniques learned in all prior courses. The project will be developed in Unreal Engine and will be a more complex and ambitious experience than the solo project in Game Studio Course I. Students will be required to work collaboratively and use best practices in project management, version control, and QA. The group project will be presented during the last week of the course, where each team will showcase their game to the class.

Additionally, throughout the course, students will be encouraged to build a portfolio of their work and incorporate it into their résumé. By the end of the course, students will have a solid understanding of advanced game design principles, programming and game mechanics, game art and sound design, project management and collaboration, and portfolio creation for game development.
Prerequisite: GAME 250 Game Studio Project I

3D FOR GAME AND ENTERTAINMENT II
GAME360 – 3 credits
The 3D for Game and Entertainment II course is a 15-week program that focuses on character modeling, hero piece asset creation, advanced material/PBR creation, texturing and UV mapping, character prop creation, lighting, rendering, and portfolio presentation. Students will learn the fundamentals of character modeling, including anatomy, topology, and sculpting techniques, and create a simple character model based on provided concept art. They will also create hero piece assets, learn advanced material and physically based rendering techniques, texture the models using industry-standard software, and create character props such as weapons, tools, or accessories. The course will culminate in a portfolio review and presentation.
Prerequisite: GAME 260 3D for Game and Entertainment I

TECHNICAL GAME ARTS
GAME445 – 3 credits
The Technical Game Art class is a 15-week course divided into five topics that introduce Real-time Development experiences, including In Camera VFX (ICVFX), AR/VR, Virtual Production, and project integration tools. The course begins with an overview of the industry, followed by deep dives into ICVFX, AR/VR, and Virtual Production, covering their principles, technical aspects, and software tools. The final topic brings everything together by applying the learned knowledge to a project, exploring project management techniques and collaboration tools to ensure a successful outcome. By the end of the course, students will have gained a strong foundation in Real-time Development experiences and experience using industry-standard tools, which will benefit their future careers in the gaming or film industry.
Prerequisite: GAME 360 3D for Game and Entertainment Design II

GAME SENIOR PROJECT I
GAME450 – 3 credits
Game Senior Project I is a 15-week course that focuses on creating a real-time development project that meets the criteria for a Senior show and creating work for a high-level portfolio. The course is divided into five sections, with the first section focusing on project planning and proposal, the second section focusing on project design and development, the third section focusing on project testing and refinement, the fourth section focusing on portfolio creation, and the fifth section focusing on networking and final presentations. Throughout the course, students will be encouraged to establish mentors and maintain a professional network to accomplish their goals. By the end of the course, students will have developed a real-time project, refined it based on user feedback, and created work for a high-level portfolio while establishing a professional network.
Prerequisite: GAME 350 GAME Studio Project II
Course Fee of $150

GAME SENIOR PROJECT II
GAME451 – 3 credits
Game Senior Project II is a 15-week course that builds upon the skills learned in Game Senior Project I. The course is divided into five sections, with the first section focusing on advanced project development, the second section focusing on project testing and iteration, the third section focusing on multiplayer and online game development, the fourth section focusing on game business and marketing, and the fifth section focusing on final project presentation and industry networking. Throughout the course, students will be encouraged to establish mentors and maintain a professional network to accomplish their goals. By the end of the course, students will have developed a more advanced real-time project, refined it based on user feedback, learned about advanced game development techniques such as multiplayer and online gameplay, and established relationships with industry professionals.
Prerequisite: GAME 450 GAME Senior Project I

3D FOR GAME AND ENTERTAINMENT III
GAME460 – 3 credits
3D for Game Entertainment III is a 15-week course focused on teaching students about pipelines for level assembly, optimization, and workflows to take their game projects to a final status. The course will be divided into 5 topics: Introduction to Game Entertainment III, Level Assembly, Optimization, Workflows, and Finalizing and Presenting. Throughout the course, students will learn about game development processes, level design, optimization techniques, workflow management, and adding finishing touches to their games. The course aims to equip students with the necessary skills to present their projects in a professional manner and succeed in the gaming industry.
Prerequisite: GAME 360 3D for GAME II

GAME INTERNSHIP
GAME470 – 3 credits
The 15-week Game Internship course is divided into two parts. The first part, spanning weeks 1-7, focuses on establishing networks within the internship. Students will learn about professionalism, networking, communication skills, goal setting, time management, and professional development. In the second part, spanning weeks 8-15, students will focus on creating a portfolio that includes work and experience from the internship. They will learn about portfolio basics, content, presentation, and review. The course will culminate in a final sharing session where students will present their portfolios and share their experiences and lessons learned during the internship, receiving feedback and support from their peers and faculty.

ELECTIVES: (This is a selection of electives available to students in the past.)

DIGITAL PAINTING I
DGMD240 — 3 credits
This course will train you in the fundamentals of digital painting/design. Students will learn to use the tools and techniques of digital painting to produce artwork with applications to the fields of game design and animation such as animation backgrounds, textures for 3D animation, concept art, and illustration.

ADVANCED GAME CREATIVE W/ USC
DGMD310 — 3 credits
Otis artists and USC Engineering and Cinema students are collaborating to develop the next greatest gaming experience. Each USC undergrad game team provides information about their game development and students can choose which ones to join. They are looking for several artists for each game including an art director, character, prop and environment artists.
Otis students will be critical to the development of the visual look and feel of the game. You will work as part of the team, shifting priorities, changing designs, iterating options, with engineers and coders.
The exciting collaboration of creative minds culminates in the Annual Online Games Expo, where the games will be showcased and played by major industry leaders, influencers, and the community!

COMPOSITING FOR DIGITAL MEDIA
DGMD310 — 3 credits
This hands-on course focuses on communication design for motion. Students will conceptualize, design and produce visual communication solutions using motion. Motion Graphics is a form of communication with a range of applications: film, television, communication design, branding, advertising and web. Projects will cover best practices for animation and visual effects in broadcast design, film titles, and video production by combining narrative storytelling, graphics and typography.

GESTURE DRAWING
DGMD310 — 3 credits
Gesture Drawing emphasizes observational drawing from live models to develop strong posing skills for artists In animation, storyboard, illustration and fine arts tracks. In class lectures and demos will reinforce principles of animation.
This course is designed to introduce and develop an understanding of life drawing that will serve as foundation for further studies in animation and entertainment arts. The class will focus on aspects of drawing that are used in the field of entertainment arts including but not limited to:
• Constructive Drawing based on gesture and form.
• Narrative or "storytelling" drawing and creating strong poses with emotion and impact.
• Observational drawing.
• Review of anatomical features.
• Thumbnail and quick sketch for quick concept sharing.
• Students will become familiar with successful artists relating to this field.

COMICS & WEBCOMICS
DGMD310 — 3 credits
In Comics and Webcomics we learn about the design and writing conventions for comics in genres like slice-of-life, memoir, and superhero comics, and in visual styles ranging from traditional to experimental, in color and black and white. We will also compare comics to their film and TV adaptations - how is the same story told in different mediums?
Students will learn to tell their own stories in the comic medium. We will develop skills for writing, lettering, and illustrating comics for web and print using Photoshop and InDesign.

LIGHTING: CG AND IRL
DGMD310 — 3 credits
This course exists to further expand and develop your understanding of Lighting both physically and digitally. The course is designed through the use of a few specific tools but not limited to, in order to broaden your creative understanding of lighting and it shapes your visual storytelling experiences. The goal is for you to walk away from this course with a firm knowledge in Lighting and understanding how specific tools can be used to help you communicate your creative ideas. You will be utilizing Maya as our main 3D application in the course, with expectation that you will have a firm grasp of this tool to further your ideas by the end of the semester. This is not a Basic Maya Class. This comprehensive course covers the foundations of lighting both in CG and in live action settings.

DIGITAL SCULPTING AND Z-BRUSH
DGMD310 — 3 credits
This course will teach you how to start sculpting digitally in Zbrush. We will begin with intuitive techniques used to deform digital clay into shapes and forms. Navigating Zbrush's interface will be fully explained at the start of this course. Important features will be covered like, DynaMesh, ZRemesher, and TPoseMesh. For anyone already familiar with Zbrush, you will learn the critical steps for prepping a complex character and posing it. Hard surfaces and multiple techniques for hair will be covered. I will teach you the same workflows that I used for many of the online lectures I conducted over the past several years.
Prerequisite: ANIM/MOTN/GAME 330 or GAME 260

BASICS OF VIDEO EDITING
DGMD310 — 3 credits
This course is designed to introduce students to the fundamentals of video editing. Students will learn about the basic principles and techniques of video editing, including shot selection, sequencing, pacing, and storytelling. The course will also cover the tools and software commonly used in the video editing process, such as Adobe Premiere Pro and After Effects.
Throughout the course, students will work on a series of projects that will allow them to practice and develop their video editing skills. These projects will cover a range of topics, including documentary storytelling, music video production, and commercial editing.
By the end of the course, students will have a solid understanding of the video editing process, including the importance of pre-production planning, post-production workflow, and audio mixing. They will also be able to create professional-quality video content using industry-standard tools and software.

INTRO TO HOUDINI
DGMD318 — 3 credits
Houdini FX combines superior performance and dramatic, ease-of-use to deliver a powerful and accessible 3D experience to VFX artists creating feature films, commercials or video games. With its procedural node-based workflow, Houdini lets you create more content faster to reduce timelines and enjoy enhanced flexibility in all your creative tasks. Houdini is perfect for Visual Effects artists and technical directors with its particle and dynamics environment. Houdini FX includes a complete toolset for studios that want to use it for other tasks such as lighting, animation or procedural modeling. Basic 3D required.
Prerequisite: ANIM/MOTN/GAME 330

UNREAL PROJECTS FOR GAME AND ANIMATION
DGMD318 — 3 credits
Cyberpunk, Film Noir and Manga.
In the spirit of William Gibson, Frank Miller, Geof Darrow, Studio Ghibli, and Satoshi Kon.
Using the above as reference points, each student will pitch a concept, design, and build a stylized world using Unreal 5, Speed Tree, Photogrammetry / Capturing Reality as well as investigate stylistic materials, atmospherics, and lighting in Unreal Engine 5. They will then create a series of real-time cinematic sequences using the Unreal 5 toolset. The course will also cover real-time digital cinematography, cameras, lensing, lighting, atmospheric effects as well as creating a compelling edit.

Cinematic (adj) cin·e·mat·ic /ˌsinəˈmadik/
possessing the quality that comes from effectively using the tools of cinema to tell a story or express an idea in a way that would not be possible in any other medium.
Tools: Unreal Engine 5, Speed Tree, Photogrammetry using Capturing Reality, the material editor in Unreal Engine 5.
Prerequisite: ANIM/MOTN/GAME 330

ADVANCED STORYBOARDING
DGMD490 — 3 credits
This course will cover the concepts of storyboarding for 2D television animation, visual storytelling, and basic filmmaking/cinematography. Lecture topics will begin with reverse engineering thumbnails and move through assignments that simulate a variety of visual storytelling projects which commonly are seen in the industry. Basic professional practices for today's working storyboard artists will also be included.
Prerequisite: DGMD334 Storyboarding Basics

ADVANCED 3D FOR PRODUCTION
DGMD490 — 3 credits
Advanced 3D for production is an advanced topics class focused on CG, Compositing, and Live Action. Class will explore these topics individually and collaboratively. The class is designed for those who wish to take their current knowledge and push it further in a fast-paced aggressive approach. Software used in class will be Maya, Aftereffects, Photoshop, and Nuke.
Prerequisite: DGMD304 Storytelling for Digital Artists II

PRODUCING AND PRODUCTION MANAGEMENT
DGMD490 — 3 credits
An in-depth exploration on how a TV series, Feature Film, Web Series are produced. We will walk through each part of how a TV show or Feature film gets made, including a break-down of each part and talk about each job on the team. How to set up a production from the ground up.

RIGGING AND ANIMATION FOR DIGITAL MEDIA
DGMD490 — 3 credits
This course is designed for anyone wishing to deepen and expand their skills in the areas of animation and rigging for Digital Media. Through hands-on exercises and projects, students will learn current industry standards and best practices for designing and rigging characters, machines, devices, and even particle systems. Upon successful completion of this course, students will be able to choose and utilize the appropriate rigging tools for a given project or challenge, design and prepare assets to be animated, and animate the rigs they have built. This course is divided into roughly two halves, with the first part of the semester devoted to various rigging and animation approaches in After Effects, and the second half focused on Cinema 4D. However, many of the techniques covered can be applied to a broad range of projects, regardless of the software used.
Prerequisite: ANIM331 3D Animation II

ADVANCED DIGITAL PAINTING
GAME 490 — 3 credits
This course is designed for artists who have already mastered the basics of digital painting and are looking to take their skills to the next level. Throughout this course, students will explore advanced techniques in digital painting such as color theory, composition, lighting, and texture creation. Students will learn to incorporate these techniques into their artwork to create professional-grade digital paintings. In this course, students will have the opportunity to work with a variety of digital painting software and tools, including Photoshop, Procreate, and Clip Studio Paint. Through lectures, demonstrations, and hands-on exercises, students will learn to create realistic and stylized digital paintings, as well as develop their own unique style. By the end of this course, students will have created a portfolio of advanced digital paintings that showcase their skills and creativity.
Prerequisite: Design and Drawing for Game I

CHARACTER DESIGN FOR GAMES
GAME 490 — 3 credits
This course will teach the principles and techniques of designing characters for games. Students will learn about anatomy, proportion, gesture, and expression, as well as the importance of storytelling, personality, and gameplay mechanics in creating compelling and memorable characters. The course will cover the role of technology in character design, including 3D modeling, rigging, animation, and optimization for real-time rendering.
In addition, students will think critically about the relationship between character design and narrative, gameplay, and player experience. They will examine the cultural and social implications of character design, including issues of representation, diversity, and inclusivity. By the end of the course, students will have the ability to create memorable and effective characters for a variety of game genres and develop a portfolio showcasing their technical skills and creative vision. Prerequisites include foundational knowledge of drawing and design principles and experience with digital art tools. Prior experience with 3D modeling and animation tools is preferred.
Prerequisite: Drawing and Design for Game I

ANIMAL AND CREATURE DRAWING
GAME 490 — 3 credits
This course teaches fundamental skills and techniques for creating realistic and imaginative animal and creature drawings. You will learn anatomy, structure, proportions, perspective, texture, and detail, which are essential for creating convincing and dynamic drawings. You will also develop your creativity and design skills by inventing your own unique creatures.
Throughout the course, you will practice through a series of exercises and projects and receive feedback to refine your skills. By the end of the course, you will have a solid foundation in animal and creature drawing and the ability to create your own unique artwork.
Prerequisite: Drawing and Design for Game I

ART OF COSTUME IN GAME
GAME 490 — 3 credits
In this course, we will explore the unique art of designing costumes for video game characters. You will learn the skills necessary to create compelling and memorable designs that capture the essence of a character while still being practical for gameplay. We will delve into the history and theory of costume design, studying the techniques and concepts used by professional game artists. We will also cover the tools and software commonly used in the industry.
Throughout the course, you will have the opportunity to create your own original character designs, utilizing the knowledge and techniques learned in each lesson. You will receive feedback and guidance from experienced instructors and fellow students, allowing you to grow and improve your skills as a concept artist.

UI/UX FOR GAMES
GAME 490 — 3 credits
This course is designed to introduce you to the principles and best practices of designing user interfaces and user experiences for video games. Whether you are a game developer, designer, or just someone interested in creating great game experiences, this course will provide you with the tools and knowledge you need to make your games stand out.
Throughout the course, we will cover topics such as UI design, UX design, game accessibility, and the latest trends and innovations in UI/UX for games. By the end of the course, you will have a foundation in UI/UX design principles and best practices for games and will be able to apply these skills to create engaging and immersive game experiences.
Prerequisite: Game Design I

ADVANCED TEXTURE PAINTING
GAME 490 — 3 credits
This course is designed to provide students with advanced techniques and tools for texture painting in digital art. Students will learn to create and apply high-quality textures to their 3D models and digital paintings. They will start with a brief review of the basics of texture painting and proceed to explore the most advanced and current techniques and tools available in the industry.
Students will gain hands-on experience with industry-standard software such as Substance Painter, Substance Designer, and Photoshop, and will be introduced to various workflows used in film, game, and animation studios. They will learn about various techniques such as projection painting, photo-realistic texture creation, and using different channels and maps to create complex and believable textures. Additionally, students will also learn to create textures for specific types of surfaces such as skin, metal, wood, and stone.

Throughout the course, students will focus on using Substance Designer to create complex procedural textures that can be seamlessly applied to their 3D models. By the end of the course, students will have a strong understanding of texture painting techniques and will be able to create visually appealing and realistic textures for their digital artwork using industry-standard software.
Prerequisite: 3d for Game and Entertainment I

ROBOTS, VEHICLES, AND SPACESHIPS
GAME 490 — 3 credits
Concept Design: Robots, Vehicles + Spaceships is a course that explores the exciting world of designing futuristic technology. In this course, students will learn about the principles of concept design and how to apply them to create visually stunning and functional designs. The course will cover the design process from initial concept sketches to final renderings, and students will have the opportunity to explore a range of design styles and techniques.
Throughout the course, students will focus on designing robots, vehicles, and spaceships, and will learn about the unique design considerations that come with each of these types of technology. Students will learn how to create designs that are both aesthetically pleasing and functional, taking into account factors such as ergonomics, materials, and engineering constraints. By the end of the course, students will have a portfolio of impressive designs that showcase their skills in concept design and their ability to think creatively and critically about the future of technology.
Prerequisite: Design and Drawing for Game I

3D FUNDAMENTALS
ANIM211 — 3 credits
This course provides an overview of the tools and techniques used to produce digital art for animation. This includes 2D and 3D art assets, animation, sound and video. Upon completion of this module, students will gain a working knowledge of the common tools, techniques and terminologies used in the Digital Media industry.
Prerequisite: ANIM230 Animation Basics

2D CHARACTER ANIMATION
ANIM310 — 3 credits
In this course, students will develop skills and techniques for creating 2D character animation. Students will learn in-depth character design, development, rigging, and animation techniques, used to create facial expressions and lip syncing.
Prerequisite: ANIM230 Animation Basics

MOTION CAPTURE FOR ANIMATION
ANIM310— 3 credits
This course is designed to teach students the principles and techniques of motion capture for animation. Motion capture, also known as mocap, is a technology that allows animators to capture and record the movements of real-world objects and people and translate them into digital animations.
In this course, students will learn how to use motion capture equipment and software to create realistic and expressive animations. They will also learn about the different types of motion capture systems and techniques, such as optical, magnetic, and inertial, and how to choose the best system for a particular animation project.
Throughout the course, students will work on a series of animation projects that will allow them to practice and develop their motion capture skills. These projects will cover a range of topics, including character animation, creature animation, and facial animation.
By the end of the course, students will have a solid understanding of the motion capture process, including the importance of motion planning, data cleaning, and motion editing. They will also be able to create high-quality animation content using motion capture technology.
Prerequisite: ANIM3313D Animation II

3D FOR MOTION GRAPHICS CINEMA 4D
MOTN 490 — 3 credits
Students will use Cinema 4-D to create elements and 3-D animation for motion graphics, ranging from 3- D treatments and backgrounds to looping elements. Includes an introduction to C4D's procedural animation system. Modeling, materials, and shader development, lighting, and multi pass rendering for compositing with After Effects will be addressed.
Prerequisite: MOTN 331 Motion Graphics II

MOTION DESIGN: EDITING AND FINISHING
MOTN 490 — 3 credits
The purpose of this class is to work through real-world scenarios that you will find in the world of motion graphics and broadcast design, relating to editing, finishing and delivery. Each assignment will focus on a different type of job, each one requiring you to think and plan differently. You will be designing, animating, editing, compositing, color correcting and even recording voice-over for your assignments. Even if you are only interested in one of these things, it is important for you to see how they are all required to finish a job. While there is value in knowing how to do one thing very well, there is greater value in having a working knowledge of the other aspects and skills required to bring a project to a truly finished state.
Prerequisite: MOTN 331 Motion Graphics II
Note: each semester we will have new electives not listed here that deal with changes and opportunities in our industries, or help to extend our abilities as outstanding artists, designers, and storytellers. *Check with the department for the most current offerings.*

GRAPHIC DESIGN
The Major in Graphic Design offers a broad, cross-disciplinary learning experience for students that focuses on effective and arresting visual communication across a wide range of digital and analog media. Graphic Designers are challenged to research, develop, and refine projects that create meaning with image-making and typographic form. Graphic Design majors learn to understand and create visual and structural systems, tell complex stories, and develop functional and compelling user experiences and interfaces, developing skills and fluency with a wide variety of digital, analog, and conceptual tools that embrace and evolve with technology.

GRAPHIC DESIGN LEARNING OUTCOMES
Students majoring in Graphic Design will:
- Engage and utilize past and present theories and histories while evidencing professional mastery of relevant methodologies, skills, and tools applied to a broad range of media.
- Cultivate, model, and continuously improve confidence in one's communication skills, including listening, writing, empathizing, negotiating, presenting, critiquing, and reflecting
- Define, iterate, and evaluate solutions for problems using a forward-thinking and reflective studio practice.
- Apply purposeful risk taking designed to produce content, concepts, and formal outcomes that feed personal passions and professional growth with the aim of positively impacting the future of humanity.
- Demonstrate best professional practices, including editing and presentation of work, networking, time management, project planning, budgeting, and collaboration.
- Actively seek out and utilize cross-disciplinary studies and extracurricular activities so as to grow as a well-rounded artist and engaged citizen of the world.

Review Structure
All reviews are required. A student who does not participate receives an absence in each studio for that semester. The department does not hold courses in the fifteenth week of the semester to accommodate the review process.

Junior Year:
Spring: A 20-minute Pass/Fail closed review with a panel of two faculty Spring: Mandatory 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:
Spring: One 20-minute open review

Course Descriptions for Electives: Please note that studio elective offerings may change. See The Nest for course descriptions.

Graphic Design

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT 115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Graphic Design I	GDES200	3
Typography I	GDES220	3
Studio Elective		3
History of Graphic Design and Illustration	AHCS222	3
Creative Action Lecture	CAIL200	3
		15

Spring - Sophomore		
Courses		CR
Graphic Design II	GDES201	3
Typography II	GDES221	3
Studio Elective		3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
LAS Sophomore Elective	LIBS214	3
		15

Fall - Junior		
Courses		CR
Graphic Design III	GDES300	3
Typography III	GDES320	3
Professional Practice**	GDIL354	3
Social Science	SSCI210	3
Math	MATH136	3
		15

Spring - Junior		
Courses		CR
Graphic Design IV	GDES301	3
Typography IV	GDES321	3
Creative Action Studio**	CAIL301	3
Natural Science	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Systems and Identity	GDES453	3
Visual Language	GDES459	3
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Senior Project	GDES440	3
Entrepreneur 101	GDIL410	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

** Must be completed in the junior year.

*Juniors with last names beginning with letters A-L will take CAIL301 in the Fall and Professional Practice in the Spring. Juniors with last names beginning with letters M-Z will take Professional Practice in the Fall and CAIL301 in the Spring.

*** Seniors with last names beginning with letters A-L will take Entrepreneur 101 in the fall, Seniors with last names beginning with letters M-Z will take Entrepreneur 101 in the Spring.

Graphic Design Major REQUIRED COURSES:

GRAPHIC DESIGN I (fall)
GDES200 — 3 credits
Graphic Design I is an introduction to the mechanics (technique), histories, culture and methodologies (practice and process) used by graphic designers in visual communication. Through exercises and projects, you will develop a process of articulating ideas, research, concept generation, experimentation, form-making, and craft skills. The coursework will oscillate between technique and culture throughout the semester, working incrementally from basic form-making to complex meaning and composition.

GRAPHIC DESIGN II (spring)
GDES201 — 3 credits
Graphic Design II is a continuation of Graphic Design I, exploring visual communication histories, theories, and methodologies commonly used by contemporary graphic design practitioners. Through exercises and projects emphasizing type + image integration and visual + cultural literacy, you will further develop a process that involves visual research, concept generating, form-making, and craft skills. The coursework will expand and extend the knowledge base of Graphic Design 1, focusing on semiotics, multi-page publications, digital media and motion-based applications.
Prerequisite: GRDS200 Graphic Design I preferred

GRAPHIC DESIGN III (fall)
GDES300— 3 credits
Graphic Design III is an increasingly sophisticated examination of design and its applications. Students broaden their understanding of effective design as a visual language in print and screen-based media. Assignments focus on form-making and problem-solving for specific audiences, using research, prototyping, testing, iteration, and developing proposals. The course builds on the skills learned in Graphic Design 1 and 2, preparing students to practice professionally in the 21 century.
Prerequisite: GRDS201 Graphic Design II or approval of Chair

GRAPHIC DESIGN IV (spring)
GDES301— 3 credits
Graphic Design IV expands and builds upon the previous course by focusing on experimentation with form and media and building increasingly complex visual systems and narratives. Students cultivate their interests via research and begin developing their working methods, emphasizing presentation skills, iteration, articulation, and refinement. Throughout the course, students develop visual narratives and apply them to print and screen-based media, including 2d, 3d, 4d, using analog and digital methods.
Prerequisite: GRDS300 Graphic Design III

TYPOGRAPHY I
GDES220 — 3 credits
Typography I introduces the mechanics (technique) and concepts (culture) of typographic applications. Throughout the semester's coursework, the class will oscillate between learning basic typesetting techniques and reading about and discussing the cultural conversations that typography can be part of. The coursework evolves incrementally: beginning with single letterforms and sentences to paragraphs and complex typographic applications.

TYPOGRAPHY II
GDES221 — 3 credits
Typography II is a continuation of Typography 1, extending the typographic palette beyond form and composition to focus on the detail in typography—letter-spacing, typesetting, typographic history, type systems, typeface familiarity, complex layout, grid structures, and multi-page applications. You will work on assignments with rigorous parameters, increasing in complexity throughout the semester. You will develop and refine your typographic sensibility and design process. *Prerequisite: GDES220 Typography I preferred*

TYPOGRAPHY III
GDES320 — 3 credits
Publication focuses on building content-driven typographic systems and structures, and under-standing their relationship to content, concept, and narrative. Students will curate, design, and produce a typographic book. Heavy emphasis will be placed on typographic detailing and refinement (typographic craft), in addition to the advanced, systematic application of the modular grid. Students will also be expected expand their visual literacy with respect to both contemporary and historical publication typography through continued visual research.
Prerequisite: GDES221 Typography II or approval by Chair

TYPOGRAPHY IV
GDES321 — 3 credits
Type on screen and beyond. This course is an expansion of typographic fundamentals from Type 1–3 (hierarchy, composition, system, structure, sequence/pacing) to new contexts and mediums. Although projects are more self-directed and outcomes are more open-ended, assessment of work is still based on functionality, legibility in context, visual interest, and typographic craft regardless of medium, scale, or format. The projects emphasize a dialogue between classroom work and the larger cultural and historical context. There is no programming requirement for this class. Even if students know how to program or write code, they should not plan to program any of their projects. The focus of this class is the design of project(s). They will be expected to present their screen-based work in an organized way that clearly demonstrates the hierarchies, formal palette, and functionality of their project. This can take the form of an interactive PDF, a video, a slideshow, or any other appropriate format.
Prerequisite: GRDS320 Typography III

SYSTEMS AND IDENTITY
GDES453— 3 credits
In this course, students explore the past, present, and future of visual identity, branding, and systems design. The course asks whether a static mark can truly represent an organization in our hyper-connected global world. The work produced in the course focuses on identity as a system (typography, voice, color, application, etc…) of interrelated parts derived from a research-driven, conceptual premise. In seeking more nuanced approaches, students will create a distinctive visual identity system through a structured, yet experimental process. They will work through iterations and build an expansive visual language that moves beyond traditional branding applications. While developing these applied skills, students will begin to think about these practices critically from socio-political contexts as well as potentially through speculative investigations and world-building. *Class Level Eligibility: Must be at Senior Level Standing*

VISUAL LANGUAGE
GDES459 —3 credits
This course allows students to investigate and deconstruct visual languages in history and culture while also creating their own visual language through a semester-long project based on their own personal interest. The studio class is self-directed, providing a vehicle for rigorous design research, the development of an individual process, and refinement of their craft and formal skills across a variety of media.
Prerequisite: GRDS300 Graphic Design IV

PROFESSIONAL PRACTICE
GDIL354—3 credits
This course prepares students to enter the expansive and ever-changing world of professional Illustration. Students leave the class knowing how to create their persoanl narrative, visual identity, competitive portfolio, interview and set career goals. Students will have completed a professional website, resume, business card, letterhead, cover letter, invoice, promotional leave-behind, and a product available for sale in a real-world marketplace. Students develop and improve interview and networking techniques vital to engaging in the professional world. At the end of this class students will be able to locate, research, and secure internships and employment that aligns with their interests, ambitions, and professional goals. *Prerequisite: GDES201 Graphic Design II or approval of the Chair*

SENIOR PROJECT/SEMINAR (spring)
GDES440— 3 credits In Senior Project/Seminar, students explore conceptual, theoretical, and experimental communications problems in graphic design, offering them the opportunity to integrate their personal vision with professional goals into a semester-long project. The course schedule is self-driven—each student is expected to define the goals, milestones, and schedule of their project. Weekly lectures, demonstrations, and workshops supplement the coursework and expand/expose students to a variety of technical and critical approaches defining a well-rounded contemporary practice. The result is a well-researched, thoroughly executed project representative of the culmination of education up to this point.
Prerequisite: GRDS301 Graphic Design IV
Course Fee: $100

ENTREPRENEUR 101
GDIL410 —3 credits
An intensive introduction to all facets of running a business—marketing, promotion, developing a client base, pricing, legal, ethical, financial aspects, mindset, networking, interviewing. Students will learn best practices from: creative agencies, creative directors, Otis Alumna, clients, an accountant, an attorney, business coach and recruiters. This course teaches students how to plan, establish, and sustain a meaningful studio, office, and/or agency. It also provides tools and insights for sustaining winning strategies and securing FT work within an organization - integrating with career services, job fairs and recruitment opportunities. Eligibility: senior level standing. *Must be at senior level standing.*

GRAPHIC DESIGN ELECTIVES

ENVIRONMENTAL GRAPHICS
GDES381 — 3 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: GDES301 Graphic Design IV

EXPERIMENTAL TYPOGRAPHY
GDES312 — 3 credits
With a focus on how typography can be activated through motion, and over time, students use a variety of time-based tools(video, aftereffects, code) to explore the denotative, connotative and conceptual potential of typography, by experimenting with letters, words and language in motion. Students test the limits of typographic expression and expand the variety of creative strategies working in 2-, 3-, and 4-D. They curate and edit their own content, experiment with the unfamiliar, and embrace ambiguity.
Prerequisite: GDES320 Typography III

EXPERIMENTAL TYPE IN MOTION
GDES312 – 3 credits
In this course, you will arrive with a genuine desire to explore, experiment with, and question the way we experience language, type, and communication in the world. The course is focused, primarily, on developing an inquisitive practice which leads to experimental approaches in developing new typographic expression.
From a technical perspective, the focus of this course will not singularly focus on learning motion- graphics, after effects, processing, or other motion-based software—though these softwares may be a part of your projects. Instead, you will expand your practice in experimental methods of typographic image- making and meaning-making with an emphasis on time-and-space-based explorations. The semester is broken down into three main sections: Experimentation, Type, and Motion.
Most importantly, you will take your time. Experimentation is a non-linear process that requires energy, perseverance, and enthusiastically exploring the unknown. You must begin by releasing any preconceived notions of what you hope to make and do—of what is right and wrong, legible or illegible, possible or impossible. As the definition states: we're here to "discover what effect [it] has."

EXPERIMENTAL TYPOGRAPHY FOR THE WEB
GDES315 - 3 credits
Students investigate the denotative, connotative and conceptual potential of typography, by experimenting with letters, words and language. Students test the limits of typographic expression and expand the variety of creative strategies working specifically for the web. Using tools that may include HTML, CSS, Javascript, and others, students will learn about variable type, and how to use web-based tools to create dynamic and adaptive interactive typographic structures.

TYPE DESIGN I
GDES313 — 2 credits
This course is an introduction to typography through a close look at the letterform and its construction. Through the presentation of historical references and the process of drawing and synthesizing signs, students develop an understanding of the relationship between calligraphy and typography, tool and structure, concept and craft.

TYPE DESIGN II
GDES314 — 3 credits
This course offers a more detailed analysis and study of typographic design. Students are supported and encouraged as they seek to find their individual voice through personal history, everyday surroundings, or off-handed conceptualism.
Prerequisite: GDES313 Type Design I

INFORMATION DESIGN
GDES430 — 3 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: GDES221 Typography II

UX/UI: INTRODUCTION TO USER EXPERIENCE AND USER INTERFACE DESIGN
GDES472 — 3 credits
An introduction to the principles of user experience and user interface design for digital screen-based media. This course covers the steps necessary for planning interactive experiences with an emphasis on strategy, research, information architecture and designing visual mockups. Through lectures, workshops, visiting designers, and critiques, students will examine the relationship between the on-screen experience and the end-user, and will conceive, pitch, and begin to develop a minimum viable product of their idea.

INTERACTION DESIGN: VISIBLE AND INVISIBLE INTERFACES
GDES473 — 3 credits
Visible and Invisible Interfaces is a course about the history and methodology of user interface and infographics design. From the work of W. E. B. Du Bois and Edward Tufte, to the UIs from Neon Genesis Evangelion, we will explore the history and evolution of information graphics to user interface design. We will talk about the consequences of a world in which everything is becoming an app and begin to consider alternatives.

WEB CODING FUNDAMENTALS
GDES491 - 3 credits
This course is a practical introduction to interactive development for the web. In this class, we will cover the planning, design, and production of websites using modern web technologies such as HTML5, CSS3, and JavaScript / jquery. Through lectures and workshops, students will work with the current technologies and best practices of building websites. Students will develop the skills and vocabulary that will allow them to communicate with developers and pursue their independent projects. No prior experience with web coding required.

INTERMEDIATE WEB CODING
GDES492 — 3 credits
This class centered on gaining a deeper understanding of the technical concepts behind web design and development through lectures, workshops, and personal web-based projects. Students will build on fundamental web coding skills and explore strategies for enhanced interactivity, as well as various back- end web technologies and content management strategies.
Prerequisite: Web Coding Fundamentals or basic familiarity with html, css, and javascript

ADVANCED IMAGE MAKING PROJECTS
GDES458 — 3 credits
Students explore formal methodologies that foreground inspiration, motivation, intention, interpretation, decision-making, analogy, coincidence, predictability, message-making, abstraction, typography, manipulation, materiality, subjectivity and media in the process of image-making. Students learn to take risks, self-reflect and connect making with meaning through their own and other's processes.
Prerequisite: GDES300 Graphic Design III

COMBINED (GDIL) ELECTIVES

EDITORIAL ILLUSTRATION / VISUAL TRANSLATORS
GDIL357 — 3 credits
This intermediate course develops conceptual strategies available to contemporary illustrators, focusing on work appropriate for editorial situations and collaborations with art directors in a professional context. This course enables students to create works establishing a relationship between text, idea, and image. Creative approaches in terms of content, execution, chance-taking, personal voice, and future marketplaces are stressed. Portfolio-level projects are assigned, focusing on idea creation, strengthening concepts, experimentation, and appropriate execution strategies.

SURFACE DESIGN AND MURALS
GDIL333 — 3 credits
The world is covered in surfaces. This course explores the creation of images for various 2- and 3-dimensional surfaces at a wide range of scales: wraps, murals, packaging, patterns are all explored, in a wide range of analog and digital mediums.

CREATIVE PLACEMAKING
GDIL337 — 3 credits
This course examines how can we use the tools of graphic design and illustration to create and transform the spaces and places we want to see and inhabit. Exploring interiors, exteriors, and the ways that structures, surfaces, colors, images, and text can be combined to shape and improve the world.

EXHIBITION DESIGN / SENIOR SHOW
GDIL442 - 3 credits
Exhibition Design / CommArts Senior Show is a course in which students work collaboratively to conceptualize, design, and produce the Senior Exhibition showcasing the work of Seniors in the Graphic Design and Illustration Departments at Otis College of Art & Design. This is a hands-on experience that will allow ambitious students to gain valuable collaboration, leadership, design, and fabrication skills they can apply in their professional work after graduation. The objective of the course is to work in teams within the course and with other Senior Level courses to execute a publicly accessible, well-considered exhibition—which includes establishing a title and theme, collecting and curating artwork, creating a strategy for the display of various artworks and visitor experiences, design and production of exhibition materials, installation and deinstallation, and promoting the Senior Show online and in-person. Faculty and student teams will also build custom exhibition furniture and display systems as needed.
Approximately 25% of the required hours for this course will occur before the Senior Show, with students completing the remaining 75% of course hours during the week leading up to and including the days of the exhibition. Open to juniors and seniors. *Prerequisite: GDES301 or ILUS301*

EXPERIMENTAL BROADCASTING AND CREATIVE PUBLISHING (CO-LISTED WITH MFA)
GDIL352 - 3 credits
Screens—smartphones, computers, tablets, public displays—are now the dominant mode of interaction in our culture and society. With access to individual channels for advertising and broadcasting—Facebook Live, YouTube, Instagram, Twitch, Vimeo, online radio—artists and designers can activate these platforms as alternative ways to disseminate/publish information and work. With the advent of desktop/home studio tools, on-demand printing, and self-promotional web tools and channels, publishing has never been more accessible and widespread—resulting in DIY book fairs, comics fairs, and independent publishers worldwide. In the first part of this course, focused on Broadcasting as Artistic Practice students will research, conceptualize, and execute a self-produced broadcast in any public medium, engaging with creative experimentation of easily accessible broadcasting tools such as OBS, DAWs, Quicktime, web-browsers, and radio. In the second part of the course, focused on Publishing as Artistic Practice, students will research, conceptualize, and execute a work to be self-published and self- promoted in any public medium, engaging with creative experimentation of tools such as Risograph, web stores, Instagram, and on-demand services.

SPECIAL TOPICS, GRADUATE ELECTIVE
GDIL499 - 2-3 credits
With permission of the instructor, Senior BFA students may enroll in this class in order to receive credit for approved Graduate-level Electives, when offered.

INDEPENDENT STUDY
GDIL999 — 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. One credit equals three hours of work per week throughout the semester. Applications for independent study projects are reviewed and approved by the Department Chair based on proposals submitted by interested students.

ADVERTISING DESIGN ELECTIVES

ADVERTISING WORKSHOP
ADVT240 — 3 credits
Introduces students to the world of advertising with real-world assignments. They analyze various historical and contemporary campaigns to learn why they were successful and how they affected American culture. Advertising guest speakers along with field trips to award- winning L.A. agencies are scheduled.

ADVERTISING AND ART DIRECTION I
ADVT304 — 3 credits
An exploration of advertising and art direction 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: COMD208Communication Studio II

ADVERTISING AND ART DIRECTION II
ADVT305 — 3 credits
Students will improve their concepting skills while also learning how to create and communicate smart art direction. Strong ideas and the importance of smart art direction/design will be the backbone of all that they discuss. Through breaking down iconic advertising from the past and present, as well as understanding how and to whom brands communicate, students will learn to approach art direction with purpose. *Prerequisite: ADVT304 Advertising and Art Direction I*

COPYWRITING
ADVT351 — 3 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.

IDEATION BOOT CAMP
ADVT353 — 3 credits
Capturing the magic of ideas is integral to a creative practice. How do you develop great concepts? When faced with creative blocks, what can you do to overcome them? In this blended course, you will be introduced to new and unexpected ways to approach the process of generating ideas. By the end of this boot camp, you will have hands-on experience of utilizing these techniques in structured projects and also a custom arsenal of secret weapons to support your creative process.

TYPE & IMAGE FOR ADVERTISING
ADVT355 – 3 credits
This class focuses on creating synergy between photography and typography. Through a series of hands- on formal and conceptual exercises, using photography and other forms of image-making, students will develop art-direction skills through the creation of dynamic solutions for strategic communications that combine typography and image in powerful, dynamic, and communicative ways. In the final assignment, students will develop a multi-platform advertising campaign. *Prerequisite: Junior or Senior status*

INTERACTIVE ADVERTISING
|ADVT 470 — 3 credits
This course introduces students to the various opportunities for advertising in the online arena. They will be applying fundamental advertising concepts to emerging media such as online banners and web campaigns. This class will challenge students to be nimble and fluid with their campaigns.

SOCIAL MEDIA PLATFORMS |
ADVT 472 — 3 credits
In this workshop structured course, the landscape of social media and its content will be studied and dissected. Students will be learning everything from trends to technical aspects and requirements for different platforms to the methodology of communicating different types of information (products, events, apparel, etc). Everything from regular posts to carousels, stories, highlights, thumbnails and reels will be made. This class is designed to prepare illustrators and graphic designers on a technical front whilst also encouraging exploration in the expansive possibilities of working with social media. Programs we will be using: Photoshop, Illustrator.

ON SCREEN PRODUCTION + CONCEPTS
ADVT473 — 3 credits
This class takes an intense look at the psychology of Advertising in our post pandemic world. Students are asked to research and dissect everything presented "on screen" and what current advertising trends are realized and the effects are on their own demographic. The class creates micro-Ad campaigns and commercials using video and audio editing tools. Students meet in a live online AR, VR, interactive studio hosted by the Event Farm Echo. Students work alone and collaborate to embrace a commitment of professionalism in their practice. Students use fundamentals of advertising strategies—storyboarding design, sound design, art direction, and video.

SPECIAL TOPICS: INTERACTIVE BRANDING
ADVT403 — 3 credits
Students delve deeply into all aspects of advertising process, from research, to strategy, campaign and development, to implementation. The course focuses on Ideation and Interactive Branding encouraging innovation and user-centered approaches. Students cultivate a broad understanding of their audience in order to create campaigns and experiences using both traditional methods and experimentation. A campaign may combine a range of Interventions and strategies such as user-generated content, large- scale Installations, social events, as well as print, video, web, and mobile applications.

INTRODUCTION TO LETTERPRESS
GDIL362 — 3 credits
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. Intro to Letterpress offers students a hands-on experience with the roots and history of typography and printing. Through printing projects, students will gain an understanding of the nature and interaction of printing types with inks and papers, learn terminology and gain familiarity with the equipment.

BOOK STRUCTURES
GDIL365 — 3 credits
This course introduces the skills, craft, materials and techniques used in making book structures by hand. Course assignments have the potential to evolve into creative and personal objects that hold visual work and text. Students learn book binding methods involving paper folding, cutting, sewing, gluing, and ways of assembling individual sheets, signatures and text blocks with or without covers. Students produce a sample collection of book structure options and explore structures that can hold content and expression of meaning.

ADVANCED LETTERPRESS
GDIL373 — 3 credits
For students that have taken Introduction 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 subtleties of handset type and the inking process including careful attention to make-ready, packing the press and adjusting roller height. Students learn how to print on dampened paper; how to make detailed, high- quality 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. Students will be using the broadside format, exploring different themes and processes with each project–from advanced techniques to experimental processes.
Prerequisite: GDIL362 Introduction to Letterpress

BOOKMAKING PROJECTS
GDIL456 — 3 credits
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 model making and testing, students combine conceptual skills and printing technique 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: GDIL362 Introduction to Letterpress and GDIL365 Bookstructures

PRINTMAKING ELECTIVES

PRINTMAKING SURVEY
PRNT263—3 credits
This class offers an expansive investigation of both traditional and contemporary methods in printmaking. Emphasis is placed on individualized projects, exploring technical and conceptual applications while creating editionable prints. *Lab Fee: $35*

PRINTMAKING INTEGRATED MEDIA
PRNT273 — 3 credits
This class covers both traditional and contemporary methods in printmaking, highlighting fewer, but more intricate processes in print. Concentration allows for more integration of these techniques to support diverse conceptual projects, emphasizing research and synthesis in creative outcomes.
Lab Fee: $35

PRINT MEDIA WORKSHOP
PRNT373 — 3 credits
Students refine their vision in advanced projects based on their conceptual practice and critical dialogue. Emphasis is on development of personal imagery and exploration of the media through one or two projects that form a body of work related to their practice. In depth consultations and reviews are held.
Students draw upon Los Angeles' wide range of print publishers and shops, learning professional methods. *Prerequisite: PRNT263 Printmaking Survey, PRNT273 Printmaking: Integrated Media, PRNT356 Experimental Printmaking, or instructor permission.*
Lab Fee: $35

EXPERIMENTAL PRINTMAKING
PRNT356 — 3 credits
An opportunity for formal application and experimentation through alternative printmaking processes. Emphasis is placed on problem-solving through process, substance, and style. Students consider content, subject, and formal attributes of independently proposed projects. Readings, discussions, and lectures will address relevant topics such as multiplicity, historical predecessors, and critique.
Lab Fee: $35

PROPAGANDA
PRNT355 — 3 credits
Students research a topic of choice and create a body of work on cultural, social and political issues. Students learn to understand alternatives to illustration and design as corporate service. Assignments include research and presentation on a relevant topic of choice; realization of visuals on chosen topic; and collaboration with community organizations when possible/applicable.
Print Lab / Lab Fee: $35

ILLUSTRATION
The Major in Illustration offers a broad, cross-disciplinary learning experience for students that focuses on effective and arresting visual communication across a wide range of digital and analog media. Illustrators develop a strong personal style in their images and use their image-making skills to support the communication needs of a variety of clients in multiple contexts — including but not limited to: digital animations; editorial illustration; comics; children's books; murals; and advertisements.

ILLUSTRATION LEARNING OUTCOMES
Students majoring in Illustration will:
- Engage and utilize past and present theories and histories while evidencing professional mastery of relevant methodologies, skills, and tools applied to a broad range of media.
- Cultivate, model, and continuously improve confidence in one's communication skills, including listening, writing, empathizing, negotiating, presenting, critiquing, and reflecting
- Define, iterate, and evaluate solutions for problems using a forward-thinking and reflective studio practice.
- Apply purposeful risk taking designed to produce content, concepts, and formal outcomes that feed personal passions and professional growth with the aim of positively impacting the future of humanity.
- Demonstrate best professional practices, including editing and presentation of work, networking, time management, project planning, budgeting, and collaboration.
- Actively seek out and utilize cross-disciplinary studies and extracurricular activities so as to grow as a well-rounded artist and engaged citizen of the world.

Notes for Degree Requirements on the Next Pages

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

Review Structure
All reviews are required. A student who does not participate receives an absence in each studio for that semester. The department does not hold courses in the fifteenth week of the semester to accommodate the review process.

Junior Year:
Spring: A 20-minute Pass/Fail closed review with a panel of two faculty Spring: Mandatory 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:
Spring: One 20-minute open review

Course Descriptions for Electives: Please note that studio elective offerings may change. See The Nest for course descriptions.

Illustration

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT 115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Illustration I	ILUS200	3
Drawing and Painting I	ILUS212	3
Type for Illustrators	ILUS220	3
History of Graphic Design and Illustration	AHCS222	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
Courses		CR
Illustration II	ILUS201	3
Drawing and Painting II	ILUS213	3
Studio Elective		3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
Courses		CR
Illustration III	ILUS300	3
Drawing and Painting III	ILUS312	3
Professional Practice**	ILUS364	3
Social Science	SSCI210	3
Math	MATH136	3
		15

Spring - Junior		
Courses		CR
Illustration IV	ILUS301	3
Drawing and Painting IV	ILUS313	3
Creative Action Studio**	CAIL301	3
Natural Science	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Alternative Materials	ILUS363	3
Studio Elective		3
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Senior Project	ILUS440	3
Entrepreneur 101	GDIL410	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

** Must be completed in the junior year.

**Juniors with last names beginning with letters A-L will take CAIL301 in the Fall and Professional Practice in the Spring. Juniors with last names beginning with letters M-Z will take Professional Practice in the Fall and CAIL 301 in the Spring.*

**** Seniors with last names beginning with letters A-L will take Entrepreneur 101 in the fall, Seniors with last names beginning with letters M-Z will take Entrepreneur 101 in the Spring.*

Course Descriptions

Illustration Major REQUIRED COURSES:

ILLUSTRATION I
ILUS200 — 3 credits
Professional illustrators capture your attention and compel you to look further. Illustration I is an introduction to the visual communication methodologies that illustrators use to craft that skill. You will explore exercises and projects in diverse media to begin to develop a work process that involves visual research, observational drawing, concept generation, and journalistic storytelling. Projects are designed to encourage expression of your individual voice. The coursework includes historical and contemporary perspectives that have shaped history and culture, and examines the range of markets available to illustrators.

ILLUSTRATION II
ILUS201 — 3 credits
Effective illustration can inform, provoke, and delight while shaping ideas and culture. Illustration II is a continued exploration of the visual communication theories and methodologies used by professional illustrators. Through exercises and projects emphasizing concept development, cultural literacy, type and metaphor, this course will further develop personal image-making, visual problem solving, editorial and narrative methods. Projects will focus on strategies and skills from print to motion through the conditions of real-world illustration projects. *Prerequisite: ILUS200 Illustration I preferred*

ILLUSTRATION III/IV
ILUS300/301 — 3 credits/3 credits
An increasingly sophisticated examination of illustration concepts and their applications; students broaden their understanding of illustration as visual language in projects that involve research and analysis, focusing on image making, aesthetics, message clarity, audience, and intent with refined use of media and technique.
Prerequisite: ILUS201 Illustration II or approval of Chair

TYPOGRAPHY FOR ILLUSTRATORS
ILUS220 — 3 credits
This course is designed for Sophomore Illustrators to introduce and expand upon the fundamentals of typography and the study of letterforms, with the emphasis placed on exploring type as a tool integral to contemporary Illustrative practices.

DRAWING AND PAINTING I/II
ILUS212/213— 3 credits/3 credits
Drawing and Painting I is one of two consecutive courses for sophomore illustrators that introduces students to a variety of drawing and painting materials and methods used by professional working artists and illustrators to communicate narratives. To develop these necessary skills, special emphasis is given to representational drawing as a fundamental means for thinking, looking, and authorship. Drawing and Painting I will guide students through the stages of completing a project from concept sketches to finished drawings using value, line, observation, appropriate materials, dry and wet techniques, composition, narrative and development of a unique style using traditional media.

Drawing and Painting II provides students with an opportunity to explore and develop an intimate sense of color within the design world. Students are introduced to a variety of color painting media including oil, acrylic, watercolor, gouache, etc. Curriculum is focused on color theory, color mixing/matching, handling of media, proficiency of application, uses of media based on context, experimentation with pigments, and pigment chemistry. Additionally, students will implement the conceptual design strategies learned from Drawing and Painting I including maintaining a sketchbook, intentional research, design development via rough thumbnail sketches, studies, and comprehensive sketches.

DRAWING AND PAINTING III
ILUS312 — 3 credits
Students refine their expressive and observational drawing, painting and composition skills as they relate to illustration as a means of visual communication. Emphasis is placed on contemporary illustrative applications and strategies, including the use of both analog and digital techniques particular to contemporary illustration methodologies. Studio sessions encourage experimentation and personal development. Conceptual and practical skills pertinent to contemporary illustrative practice are discussed and demonstrated throughout the semester.
Prerequisite: ILUS213 Drawing and Painting II or approval of Chair

DRAWING AND PAINTING IV
ILUS313 — 3 credits
This course further develops students' use and understanding of advanced tools and applications defining the most forward thinking sectors of contemporary illustration. Students improve technical skills in traditional, digital and experimental media with regard to line, form, design and space. Focus is placed on the critical and conceptual issues framing the future of illustration. Students create ambitious projects designed to engage expansive and diverse clients and audiences. Intensive real world assignments prepare students for professional experience in both established and exploratory venues.
Prerequisite: ILUS312 Drawing and Painting III

ALTERNATIVE MATERIALS AND PROCESSES FOR ILLUSTRATORS
ILUS363 — 3 credits
Course focuses on the use of mixed media and alternative materials for image construction. The class explores the "use values" of different mediums and how they affect communication. Some materials explored are graphite, paint, paper collage, cloth, digital collage, transfers, oil bars, duct tape, resin, inks, wax, and more. Exploring and experimenting with different combinations of materials is required. Class instruction will include lectures, assigned projects, media demonstrations, readings, slide presentations, and group feedback.
Prerequisite: ILUS301 Illustration IV

SENIOR PROJECT/SEMINAR
ILUS440 — 3 credits
The purpose of this course is to develop complete and professional work derived from research collected during the previous semester in Senior Project Research. In this course, each student will define their own goals, methodologies and schedule of deadlines. We will address appropriate target audiences for each project and the media to best reach those audiences, as well as the specific direction each student wishes to pursue as a professional artist. Emphasis is placed on physical realization of each project's content.

Students explore conceptual, theoretical, experimental communications problems offering them the opportunity to integrate personal vision with professional goals. In cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline research and production methodologies. *Prerequisite: ILUS301 Illustration IV Course Fee: $100*

PROFESSIONAL PRACTICE
GDIL354—3 credits
This course prepares students to enter the expansive and ever-changing world of professional Illustration. Students leave the class knowing how to create their personal narrative, visual identity, competitive portfolio, interview and set career goals. Students will have completed a professional website, resume, business card, letterhead, cover letter, invoice, promotional leave-behind, and a product available for sale in a real-world marketplace. Students develop and improve interview and networking techniques vital to engaging in the professional world. At the end of this class students will be able to locate, research, and secure internships and employment that aligns with their interests, ambitions, and professional goals.
Prerequisite: ILUS201 Illustration II or approval of the Chair

ENTREPRENEUR 101
GDIL410 —3 credits
An intensive introduction to all facets of running a business—marketing, promotion, developing a client base, pricing, legal, ethical, financial aspects, mindset, networking, interviewing. Students will learn best

practices from: creative agencies, creative directors, Otis Alumna, clients, an accountant, an attorney, business coach and recruiters. This course teaches students how to plan, establish, and sustain a meaningful studio, office, and/or agency. It also provides tools and insights for sustaining winning strategies and securing FT work within an organization – integrating with career services, job fairs and recruitment opportunities. Eligibility: senior level standing. Must be at senior level standing.

ILLUSTRATION ELECTIVES

AI GENERATORS: METHODS AND ETHICS IN CREATIVE PRACTICE
GDIL336– 3 credits
This class uses established methods for idea and image-generation while employing new tools. Students work with faculty to generate and test guidelines for the use of AI art generators in projects and portfolios. Constrained projects pave the way for open-ended prompts. Guests include artists/designers who use AI in their process, as well as those that have been part of AI training sets without their permission. Students will present their work thus far to establish a baseline for their output. We will hold each other accountable, seek transparency, and test the boundaries of the tools and the value of their use in our creative practices.

SPECIAL TOPICS: DIGITAL PATHS
ILUS358— 3 credits
Digital paths is a basic introduction to computer graphics and video editing software, such as Adobe Photoshop/Illustrator/After Effects/ Media Encoder and Procreate in iPad. Students do not need relevant experience to enroll in this course, but the final assignments are presented in digital media. Through classroom demonstration and video watching, students will be able to make one motion graphic animation, and one experimental film.

SPECIAL TOPICS: OIL PAINTING
ILUS358 — 3 credits
Students are introduced to traditional and contemporary painting approaches and concepts, with emphasis on its formal language and the fundamentals of artistic expression. It helps prepare students for the field of illustration. Painting from observation and from imagination in conjunction with reference materials and various other painting methods along with an historical context are introduced.

SPECIAL TOPICS: WATERCOLOR
ILUS358 — 3 credits
Students are introduced to traditional and contemporary watercolor approaches and concepts, with emphasis on its formal language and the fundamentals of artistic expression using this medium. It helps prepare students for the field of illustration. Using watercolors to paint from observation as well as from imagination in conjunction with reference materials and various other painting methods, with an expanded awareness of historical context are emphasized.

SPECIAL TOPICS: INTRO TO NATURAL SCIENCE ILLUSTRATION
ILUS358 — 3 credits
The Illustrated image is an indispensable part of any Inquiry Into the natural world, from children's nature books, to didactic museum signage, to professional science journals. This course provides students with an introduction to techniques, imagery, and production methodologies within the expansive field of Natural Science Illustration. Students will utilize a variety of media, including graphite, pen and ink, acrylic, watercolor, and gouache to produce lifelike renderings of observable subjects, including select animal and plant life. Final projects will convey specific and understandable information to targeted audiences. Emphasis is on close, extended viewing and dedicated image creation. Students will attend field trips to local botanical gardens and The Natural History Museum.

IMAGE DEVELOPMENT AND CREATION
ILUS359 — 3 credits
This intermediate course develops conceptual strategies available to visual artists, establishing a professional relationship among text, idea, and image. Creative approaches in terms of content, execution, chance-taking, personal voice, and future market-places are stressed. Portfolio level projects are assigned focusing on idea creation, strengthening concepts, experimentation, and appropriate execution strategies.

VISUAL STORYTELLING
ILUS330 — 3 credits
This course instructs students on how narrative is conveyed through visual means. Students create comics, zines, graphic novels, and a variety of objects and publications designed to tell a story. Students arrange new stories using layouts from pre-existing comics panels, and draw the same short script in different ways using various storytelling approaches. The differences between narrative forms are explored. Lectures include case studies, universal structures, and contemporary methodologies.

COMIC BOOK
 ILUS340 — 3 credits
In this class students learn the exciting art of comic development and production and how a comic goes from an idea to a fully-developed, branded, universe. Students write and storyboard their own narratives, understanding the fundamentals of plot structure and screenwriting fundamentals. Students improve drawing skills while exploring how to convey points of view angles, lighting, and composition to create an effective and compelling story. The finished product is an eight-page comic with accompanying swag/ promotional materials.

THE ILLUSTRATED BOOK
COMD372 — 3 credits
An introduction to publication design, with a focus on children's books and graphic novels. 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 and marketer as a visual storyteller.
Prerequisite: ILUS218 Typography for Illustrators I or GDES221 Typography I

OFF THE WALL AND OFF THE PAGE
ILUS343 — 3 credits
Illustrators are visual artists who actively engage any and all venues for creative communication, both commercial and conceptual. In this class students have the opportunity to explore the expansive areas of expression available to contemporary illustrators, including large-scale public works, gallery exhibitions, product campaigns, conceptual strategies, immersive installations, super graphics, and any object or site that can hold or display an image.

COMBINED (GDIL) ELECTIVES

EDITORIAL ILLUSTRATION / VISUAL TRANSLATORS
GDIL357 — 3 credits
This intermediate course develops conceptual strategies available to contemporary illustrators, focusing on work appropriate for editorial situations and collaborations with art directors in a professional context. This course enables students to create works establishing a relationship between text, idea, and image.
Creative approaches in terms of content, execution, chance-taking, personal voice, and future marketplaces are stressed. Portfolio-level projects are assigned, focusing on idea creation, strengthening concepts, experimentation, and appropriate execution strategies.

SURFACE DESIGN AND MURALS
GDIL333 — 3 credits
The world is covered in surfaces. This course explores the creation of images for various 2- and 3-dimensional surfaces at a wide range of scales: wraps, murals, packaging, patterns are all explored, in a wide range of analog and digital mediums.

CERATIVE PLACEMAKING
GDIL337 — 3 credits
This course examines how can we use the tools of graphic design and illustration to create and transform the spaces and places we want to see and inhabit. Exploring interiors, exteriors, and the ways that structures, surfaces, colors, images, and text can be combined to shape and improve the world.

EXHIBITION DESIGN / SENIOR SHOW
GDIL442 – 3 credits
Exhibition Design / CommArts Senior Show is a course in which students work collaboratively to conceptualize, design, and produce the Senior Exhibition showcasing the work of Seniors in the Graphic Design and Illustration Departments at Otis College of Art & Design. This is a hands-on experience that will allow ambitious students to gain valuable collaboration, leadership, design, and fabrication skills they can apply in their professional work after graduation. The objective of the course is to work in teams within the course and with other Senior Level courses to execute a publicly accessible, well-considered exhibition—which includes establishing a title and theme, collecting and curating artwork, creating a strategy for the display of various artworks and visitor experiences, design and production of exhibition materials, installation and deinstallation, and promoting the Senior Show online and in-person. Faculty and student teams will also build custom exhibition furniture and display systems as needed.
Approximately 25% of the required hours for this course will occur before the Senior Show, with students completing the remaining 75% of course hours during the week leading up to and including the days of the exhibition. Open to juniors and seniors. *Prerequisite: GDES301 or ILUS301*

EXPERIMENTAL BROADCASTING AND CREATIVE PUBLISHING (CO-LISTED WITH MFA)
GDIL352 – 3 credits
Screens—smartphones, computers, tablets, public displays—are now the dominant mode of interaction in our culture and society. With access to individual channels for advertising and broadcasting—Facebook Live, YouTube, Instagram, Twitch, Vimeo, online radio—artists and designers can activate these platforms as alternative ways to disseminate/publish information and work. With the advent of desktop/home studio tools, on-demand printing, and self-promotional web tools and channels, publishing has never been more accessible and widespread—resulting in DIY book fairs, comics fairs, and independent publishers worldwide. In the first part of this course, focused on Broadcasting as Artistic Practice students will research, conceptualize, and execute a self-produced broadcast in any public medium, engaging with creative experimentation of easily accessible broadcasting tools such as OBS, DAWs, Quicktime, web-browsers, and radio. In the second part of the course, focused on Publishing as Artistic Practice, students will research, conceptualize, and execute a work to be self-published and self-promoted in any public medium, engaging with creative experimentation of tools such as Risograph, web stores, Instagram, and on-demand services.

ADVERTISING DESIGN ELECTIVES

ADVERTISING WORKSHOP
ADVT240 — 3 credits
Introduces students to the world of advertising with real-world assignments. They analyze various historical and contemporary campaigns to learn why they were successful and how they affected American culture. Advertising guest speakers along with field trips to award- winning L.A. agencies are scheduled.

ADVERTISING AND ART DIRECTION I
ADVT304 — 3 credits
An exploration of advertising and art direction 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: GDES201 Graphic Design II or ILUS01 Illustration II

ADVERTISING AND ART DIRECTION II
ADVT305 — 3 credits
Students will improve their concepting skills while also learning how to create and communicate smart art direction. Strong ideas and the importance of smart art direction/design will be the backbone of all that they discuss. Through breaking down iconic advertising from the past and present, as well as understanding how and to whom brands communicate, students will learn to approach art direction with purpose.
Prerequisite: ADVT304 Advertising and Art Direction I

COPYWRITING
ADVT351 — 3 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.

IDEATION BOOT CAMP
ADVT353 — 3 credits
Capturing the magic of ideas is integral to a creative practice. How do you develop great concepts? When faced with creative blocks, what can you do to overcome them? In this blended course, you will be introduced to new and unexpected ways to approach the process of generating ideas. By the end of this boot camp, you will have hands-on experience of utilizing these techniques in structured projects and also a custom arsenal of secret weapons to support your creative process.

TYPE & IMAGE FOR ADVERTISING
ADVT355 – 3 CREDITS
This class focuses on creating synergy between photography and typography. Through a series of hands- on formal and conceptual exercises, using photography and other forms of image-making, students will develop art-direction skills through the creation of dynamic solutions for strategic communications that combine typography and image in powerful, dynamic, and communicative ways. In the final assignment, students will develop a multi-platform advertising campaign. Prerequisite: Junior or Senior status

INTERACTIVE ADVERTISING
ADVT470 — 3 credits
This course introduces students to the various opportunities for advertising in the online arena. They will be applying fundamental advertising concepts to emerging media such as online banners and web campaigns. This class will challenge students to be nimble and fluid with their campaigns.

SOCIAL MEDIA PLATFORMS
ADVT472 — 3 credits
In this workshop structured course, the landscape of social media and its content will be studied and dissected. Students will be learning everything from trends to technical aspects and requirements for different platforms to the methodology of communicating different types of information (products, events, apparel, etc). Everything from regular posts to carousels, stories, highlights, thumbnails and reels will be made. This class is designed to prepare illustrators and graphic designers on a technical front whilst also encouraging exploration in the expansive possibilities of working with social media. Programs we will be using: Photoshop, Illustrator.

ON SCREEN PRODUCTION + CONCEPTS
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SPECIAL TOPICS: INTERACTIVE BRANDING
ADVT403 — 3 credits
Students delve deeply into all aspects of advertising process, from research, to strategy, campaign and development, to implementation. The course focuses on Ideation and Interactive Branding encouraging innovation and user-centered approaches. Students cultivate a broad understanding of their audience in order to create campaigns and experiences using both traditional methods and experimentation. A campaign may combine a range of Interventions and strategies such as user-generated content, large- scale Installations, social events, as well as print, video, web, and mobile applications.

ADVANCED LETTERPRESS
GDIL373 — 3 credits
For students that have taken Introduction 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 subtleties of handset type and the inking process including careful attention to make-ready, packing the press and adjusting roller height. Students learn how to print on dampened paper; how to make detailed, high- quality 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. Students will be using the broadside format, exploring different themes and processes with each project–from advanced techniques to experimental processes. *Prerequisite: GDIL362 Introduction to Letterpress*

BOOK ARTS ELECTIVES

INTRODUCTION TO LETTERPRESS
GDIL362 — 3 credits
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. Intro to Letterpress offers students a hands-on experience with the roots and history of typography and printing. Craft skills used in letterpress printing will be introduced in a studio environment through demonstrations and hands-on experience. Through printing experiences and projects, students will gain an understanding of the nature and interaction of printing types with inks and papers, learn terminology and gain familiarity with the equipment. The final project is a collaborative book. A theme will be selected and students will pick a passage, set a significant word in wood type, set the passage in metal type and carve a small image on linoleum.

BOOK STRUCTURES
GDIL365 — 3 credits
This course introduces the skills, craft, materials and techniques used in making book structures by hand. 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. Students develop the hand skills and knowledge to learn traditional and alternative methods of book binding with attention to craft and experimentation. Students learn book binding methods involving paper folding, cutting, sewing, gluing, and ways of assembling individual sheets, signatures and text blocks with or without covers. Students produce a sample collection of book structure options and explore structures that can hold content and expression of meaning.

ADVANCED LETTERPRESS
GDIL373 — 3 credits
For students that have taken Introduction 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 subtleties of handset type and the inking process including careful attention to make-ready, packing the press and adjusting roller height. Students learn how to print on dampened paper; how to make detailed, high- quality photopolymer plates and alternative techniques such as pressureprinting where prints are created from a low-relief collage attached to the tympan of the press. Students will be using the broadside format, exploring different themes and processes with each project–from advanced techniques to experimental processes. *Prerequisite: GDIL362 Introduction to Letterpress*

Bookmaking Projects GDIL456 — 3 credits
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 model making and testing, students combine conceptual skills and printing technique 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: GDIL362 Introduction to Letterpress and GDIL365 Bookstructures

PRINTMAKING ELECTIVES

PRINTMAKING SURVEY
PRNT263—3 credits
This class covers a wider range of both traditional and new methods, individualized technical and conceptual projects, editions, and includes a broad introduction to historical and contemporary applications.
Lab Fee: $35

PRINTMAKING: INTEGRATED MEDIA
PRNT273 — 3 credits
This class, while covering traditional and new methods, covers fewer methods, but ones that take more time to work with. It allows for more integration of these techniques to support different types of conceptual projects, and more research thatties them together.
Lab Fee: $35

PRINT MEDIA WORKSHOP
PRNT373 — 3 credits
Students refine their vision in advanced projects based on their conceptual practice and critical dialogue. Emphasis is on development of personal imagery and exploration of the media through one or two projects that form a body of work relatedto their practice. In depth consultations and reviews are held. Students draw upon Los Angeles' wide range of print publishers and shops, learning professional methods.
Prerequisite: PRNT263 Printmaking Survey, PRNT273 Printmaking: Integrated Media, PRNT356 Experimental Printmaking, or instructor permission. Lab Fee: $35

EXPERIMENTAL PRINTMAKING
PRNT356 — 3 credits
An opportunity for formal application and experimentation through alternative printmaking processes. Emphasis is placed on problem-solving through process, substance, and style. Students consider content, subject, and formal attributes of independently proposed projects. Readings, discussions, and lectures will address relevant topics such as multiplicity, historical predecessors, and critique. *Lab Fee: $35*

PROPAGANDA
PRNT355 — 3 credits
Students research a topic of choice and create a body of work on cultural, social and political issues. Students learn to understand alternatives to illustration and design as corporate service. Assignments include research and presentation on a relevant topic of choice; realization of visuals on chosen topic; and collaboration with community organizations whenpossible/applicable.
Print Lab / Lab Fee: $35

PRODUCT DESIGN
We live immersed in a world created and defined by products, systems, and experiences that product designers create. Students learn a process consisting of physical and digital skills that evolve from discovery through development to the delivery of meaningful design solutions. Product Design is broad and encompasses design aspects related to all the other art and design majors. The program aims to prepare students for future design practice through a broad-based, hands-on experience that blends traditional art and craft with industry-related skills, technology, design knowledge, and practices. The curriculum allows students to select elective courses that align with their needs, career interests, abilities, or skill sets. Students emerge from the program empowered with the design and business skills that enable them to work in any design field. Alums of the program work for companies and consulting firms such as Apple, Raytheon, SpaceX, Crate & Barrel, Target, Disney, Coach, Guess, Vans, Herman Miller, IBM, Mattel, Nike, Adidas, Sony Pictures, Nissan, and more.

PROGRAM LEARNING OUTCOMES
Students engage in the study and practice of design as a creative, iterative process that involves curiosity, research, insight, creativity and critical thinking, ideation, sketching, prototype making, and marketing. Students learn hands-on-making skills in hard and soft materials, craft-based processes, and 2D and 3D analog and digital skills design methods.

The Program Learning Outcomes in the Product Design Program for graduating students to achieve are:
- Design Process: Use the Product Design and Development Process as a means to manage the development of an idea from concept through to production.
- Design Research: Employ research and analysis methodologies as it pertains to the product design process, meaning, and user experience.
- Design Thinking: Apply creative process techniques in synthesizing information, problem-solving, and critical thinking
- Design Communication: Demonstrate skills in representing ideas and design solutions in 2D hand drawings and 3D digital imagery, displaying an acute awareness of technical fluency, visual storytelling, and craftsmanship.
- Design Prototyping: Use of basic fabrication to build prototype models for hard goods and soft goods and packaging.
- Design Engineering: Demonstrate, and recognize basic engineering, mechanical, and technical principles.
- Design & Materials: Demonstrate, apply, explain, and recognize the basic family of materials used in soft goods and hard goods, including sustainable materials and manufacturing processes.

Product Design

2023-24 Course Catalog

Fall - Foundation		
Courses		CR
Life Drawing I or	FNDT 180	3
Creative Practices I	FNDT 172	
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or	FNDT 180/182	3
Creative Practices I or II	FNDT 172/173	
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or	FNDT 162	2
Form & Space	FNDT 161	
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Design Studio I	PRDS202	3
Design Communication I	PRDS210	3
Methods & Materials I	PRDS230	3
History and Future of Product Design	AHCS225	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
Courses		CR
Design Studio II	PRDS203	3
Design Communication II	PRDS211	3
Methods & Materials II	PRDS231	3
Theories & Trends in Contemporary Art, Media and Culture	AHCS224	3
LAS Sophomore Elective*	LIBS214	3
		15

Fall - Junior		
Courses		CR
Design Studio III	PRDS302	3
Design Communication III	PRDS310	3
Studio Elective*		3
Social Science*	SSCI210	3
Math*	MATH136	3
		15

Spring - Junior		
Courses		CR
Design Studio IV	PRDS303	3
Design Communication IV	PRDS311	3
Creative Action Studio**	CAIL301	3
Human Factors in Product Design*	NSCI319	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Design Studio V	PRDS402	3
Design Communication elective	PRDS410	3
Design & Market I	PRDS440	3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Design Studio VI	PRDS403	3
Design & Market II	PRDS441	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
		15

Must be completed during this academic year, semester may be assigned for CAIL course

PRODUCT DESIGN STUDIO I - THE PRODUCT DESIGN PROCESS
PRDS202 — 3 credits
In today's consumer-driven world, people constantly look for products that fulfill their needs, make them feel good, or fulfill their desires. Through a series of hands-on projects, students learn to apply various 2D drawing, computer, and making skills using hard materials applicable to furniture, lighting, home goods, and other product types. Students apply the design process to develop their ideas and explore the relationships between form, function, and how culture can be expressed by and be an influence on the object of design. Work is presented in a series of critique sessions and documented on a digital website. Skills introduced: design process, user experience, identification of form and function relationships, cultural design influence and forces.

PRODUCT DESIGN STUDIO II - STRUCTURES AND CONNECTIONS
PRDS203 — 3 credits
Products like footwear and fashion accessories express culture and personality and build self-esteem. Building on the skills learned in Design Studio I and Digital Design I, students deploy them in thoroughly investigated and contextualized designs, cultural awareness, and self-expression. Digital modeling and design components are introduced as part of the design process. Through 2-3 projects throughout the semester, students will distill research and explore data visualization, contextualization, trends, user flow, and storyboarding, emphasizing the user. Skills introduced: Students learn to communicate their design concepts and user scenarios using 2D, 3D, and 4D methods (UX). Skills reinforced: design process, research, contextualization, user interaction.

DESIGN COMMUNICATION I - THE PROCESS FROM START TO FINISH
PRDS210 - 3 credits
Sketching and technical drawings are fundamental to product design in communicating ideas, designs, and concepts. This course presents techniques, tips, and tricks, from quick concept sketching to producing technical drawings to communicate ideas. Students will begin to delineate 3-D forms in 2-D space and the various phases and deliverables of the design process. Skills introduced: rapid ideation, iterations, concept sketches, perspective drawing and shading, color rendering, visual fluency, cross-sections, exploded views and digital rendering, 3-D modeling, and visual presentation. Skills reinforced: design process, design communication, storytelling, and intention.

DESIGN COMMUNICATION II - COMMUNICATION AND INTERFACES
PRDS211 - 3 credits
Students continue to develop a 2D drawing foundation of 3D space by hand and digitally. Interface design is introduced to add a digital element to the previous semester's project. Students will learn orthographic hand drawing and rendering (precise annotation, translating physical assets and photographic references into graphic representations) with pencil, pen, and marker, as well as 2D digital drawing and rendering (Illustrator, Photoshop, basic technical package for manufacturing, storyboarding), and advanced digital sketching. Skills introduced: orthographic drawing, composition, digital drawing. Skills reinforced: hand and digital rendering, 2D form, visual fluency, and visual stylization. Software and tools: Illustrator, Photoshop, InDesign, Figma. Students will learn to prepare work for portfolios, presentations, exhibitions, decks, and websites.

MATERIALS AND METHODS I
PRDS230 - 3 credits
Yes, products are made from materials. This course introduces students to hard materials (wood, metal, plastic, glass) and all the shops, labs, tools, and techniques for fabricating prototype and presentation models for Product Design. In this hands-on studio, students work with various types of materials in a series of small skills-oriented projects. They learn shop tools and develop skills in form-making. Skills introduced: model making, shop skills, 3D form, surface finishing, sketching, visual fluency, and forces on the form.

MATERIALS AND METHODS II - LEARN TO MAKE, MAKE TO LEARN
PRDS231 - 2 credits
A continuation of the previous semester's course, the focus is on advanced techniques and finishing skills. Students are introduced to equipment, tools and techniques for fabricating prototype samples and presentation models in Product Design. Students deploy the design process skills they have learned in the Design Studio I, and II courses to their projects and presentations. In this hands-on studio, students work with various materials in a series of small skills-oriented projects. Skills reinforced: sketching, 3D form giving, forces of form, visual fluency, surface finishing, and craftsmanship.

PRODUCT DESIGN STUDIO III - HARD GOODS PRODUCT - INSIDE AND OUT
PRDS302 - 3 credits
Students connect and apply the hard goods skills learned to design a family of objects in the hard goods category of projects. These product types are usually physically solid and include furniture, lighting fixtures, electronics, mobile devices, athletic equipment, and more.   The focus is on design thinking and investigating human factors, need finding, materials exploration, functionality, internal components that allow the object to work, and user/product interaction with a strong emphasis on concept, form, personal expression, and excellence in craftsmanship. Students develop an idea, sketch the concept, and develop a prototype to validate the idea and develop a presentation model. This studio's content, structure, and emphasis vary from semester to semester. Students add work to their portfolios, presentations, exhibitions, decks, and websites. Skills and knowledge introduced: product category, business dynamics/value analysis, product development, and design writing. Skills reinforced: prototyping, sketching, photography, 2D layout, information design, brand, materials, manufacturing, sustainability, industry awareness, individual & group critique, meaning/semantics, modelmaking, 3D form, storytelling, visual & oral presentation, design research, observational research, ideation, brainstorming. *Prerequisites: PRDS210 Design Communication I and PRDS203 Design Studio II or waiver upon Chair or instructor approval*

PRODUCT DESIGN STUDIO IV - SOFT GOODS PRODUCTS - INSIDE AND OUT
PRDS303 - 3 credits
Students connect and apply the soft goods making skills learned to design a family of objects in the soft goods category of projects. These products include fashion accessories, footwear, bags, and backpacks, activewear, packaging. Students will design specifications and research materials and create three-dimensional prototype products from flat patterns. Students will investigate human factors, need finding, materials and hardware exploration, function, style, and performance. There is a strong emphasis on concept, form, style, personal expression, and excellence in craftsmanship. This studio's content, structure, and emphasis vary from semester to semester. Skills and knowledge introduced: sketching for soft goods and the fashion accessory product category, business dynamics/value analysis, product development, and design writing. Skills reinforced: prototyping, sketching, photography, 2D layout, information design, brand, materials, manufacturing, sustainability, industry awareness, individual and group critique, meaning/semantics, modelmaking, 3D form, storytelling, visual & oral presentation, design & observational research, ideation, brainstorming, technical pattern making. *Prerequisites: PRDS 210 Design Communication I and PRDS 203 Design Studio II or waiver upon Chair or instructor approval*

DESIGN COMMUNICATION III - SOLIDWORDS - DIGITAL MODELING
PRDS310 - 3 credits
A computer-aided design (CAD) program widely used in the Product Design industry is SolidWorks. CAD software enhances all aspects of the product design process. It goes beyond 2D renderings allowing designers to work in 3D to ensure it fits the criteria of function and aesthetic with a degree of accuracy and certainty that in the past would not have been possible. This introductory course to SolidWorks teaches the basics of 3D modeling, rendering techniques, and the processes for manufacturing. Students learn to digitally build and manipulate 3D forms and output their efforts through renderings, drawings, or 3D objects. Instructors give weekly demonstrations of the software techniques and capabilities. Individual desk crits and group presentations and critiques provide feedback on each student's design process and abilities. Skills introduced: Solidworks 3D CAD software, modeling, rendering, and 3D print output. Skills reinforced: drafting, rendering, 2D digital fluency, visual stylization, and composition. Software: SolidWorks and Keyshot.

DESIGN COMMUNICATION IV - ADVANCED DIGITAL SKILLS
PRDS311 – 3 credits
This studio course is a continuation of Digital Design III. Students select a 3D modeling software for advanced techniques: Advanced Rhino or Advanced Solidworks. The instructor provides feedback on each student's design process and abilities through individual desk crits and group presentations and critiques. Skills reinforced: 3D modeling, digital rendering, and visual storytelling. Skills introduced: SolidWorks or Rhino 3D CAD software, modeling, rendering, and 3D print output. Skills reinforced: drafting, rendering, 2D digital fluency, visual stylization, and composition. *Prerequisite: PRDS310 Design Communication III or waiver upon Chair or instructor approval*

DESIGN COMMUNICATION V - ELECTIVE - SOLIDWORKS | RHINO | INTERACTIVE
PRDS410 – 3 credits
This elective studio allows students to focus on specific software or area that will further support their skills and goals as they prepare to graduate. Skills reinforced: 3D modeling, digital rendering, and visual storytelling. Skills introduced: Solidworks or Rhino 3D CAD software, modeling, rendering, and 3D print output. Software: Solidworks or Rhino 3D CAD software, Electives: Keyshot, AfterEffects, Cinema 4D, Figma. Skills reinforced: drafting, rendering, 2D digital fluency, visual stylization, and composition.
Prerequisite: Design Communication II PRDS 211 or waiver upon Chair or instructor approval

DESIGN STUDIO V - THESIS AND WICKED PROBLEMS STUDIO
PRDS402 - 3 credits
There are many social or cultural problems that are difficult or impossible to solve because of their complex and interconnected nature – these are known as Wicked Problems. Multidisciplinary product designers are uniquely qualified to work within these areas, learning to discover and define and taking an integrated, collaborative design approach to design an appropriate solution. Students engage in deep investigative research within a field of interest to discover a problem, theme, or opportunity to serve as their project. Students integrate all aspects of their education to create a comprehensive brief for their senior project's in-depth investigation and development. Instructors scaffold deliverables for all research, concept, and design work the students complete. The thesis project concept design, support research, and ideation are submitted as a presentation at the end of the semester. Students will continue to PD Design Studio VI after completing the Thesis Research. Skills, knowledge, and experience developed: research, UX-UI, Figma, teamwork, information design, sustainability, prototyping, leadership, ideation, brainstorming, time management, meaning/semantics, design writing, ethics, point of view, and voice.

DESIGN STUDIO VI - THESIS STUDIO + SENIOR EXHIBITION
PRDS403 - 3 credits
Using the previous semester's designs, students build their prototypes, learn to work with vendors and develop their thesis project, and solve issues and constraints. The second part of the course focuses on preparing their work for the Annual Exhibition and the design of Exhibits and communication in a post-Otis world. Skills introduced: Exhibition design, graphic communication, video, animation, and editing. Skills and experience reinforced: design research, observational research, UX-UI, FIGMA, teamwork, information design, sustainability, prototyping, leadership, ideation, brainstorming, time management, meaning/semantics, design writing, ethics, point of view, and voice.

DESIGN + MARKET I
PRDS 440 – 3 credits
Design-driven companies of today and the future are looking for hybrid designers who can work across design, business, and marketing functions while retaining their depth of design savvy. This advanced project-based course focuses on design, development, brand, and line extensions related to the development of the cycle of products from design concept to manufacturing and product distribution. Skills reinforced: cross-functional skill development, industry awareness, professional design practices.

DESIGN + MARKET II - THE DESIGN OF BUSINESS
PRDS441 – 3 credits
Design-driven companies of today and the future are looking for hybrid designers who can work across design, business, and marketing functions while retaining their depth of design savvy. This advanced project-based course focuses on design, development, brand, and line extensions related to the development of the cycle of products from design concept to manufacturing and product distribution. Skills reinforced: cross-functional skill development, industry awareness, professional design practices.

STUDIO ELECTIVE
Elective courses vary each semester and are selected based on trends in the design field or future opportunities. Students choose from a selection of studio electives which can be an area on which they wish to focus, expand design skills, or explore new interests. The elective studios range from specific product areas, materials, processes, technologies, or emerging aspects in the field. Studio Course Topics: Footwear Design; Furniture & Lighting Design; Fashion X Product Design; Digital Design Lab - KeyShot Rendering; Designing The Future; Prop Design; UI/UX Design; Ceramics; Jewelry Design; Textile Design; Wood Works; Metal Works; Glass Works'

TOY DESIGN
Toys and play are an essential part of our world. Otis College offers one of the only four-year Bachelor of Fine Arts degree in Toy Design. Taught by faculty and guest mentors who are renowned toy and entertainment professionals, the program focuses on the process of designing and bringing toys to market. Students create toys for all ages, across numerous categories, with a focus on play. Our graduates will shape the industry, impact society, and inspire generations to come.

Toy Design is a specialized major and requires skills from many disciplines, including drawing, engineering, sculpting, prototyping, and digital design. Students will gain knowledge in child psychology, storytelling, presentations, and business practices. They'll learn about manufacturing, product safety, sustainability, and packaging, and will gain an understanding of the evolution of a toy from concept to the end consumer.

Many of the world's largest toy and entertainment companies are a few miles from campus. They are at the center of a multibillion-dollar industry that provides an enormous professional stepping-stone for our emerging toy designers. The Toy Design program offers students the opportunity to participate in summer internships after their sophomore and junior years. Often our students are hired by the companies where they worked.

Students will graduate with a final portfolio that highlights their unique talents, technical skills, and innovative ideas to launch them into a creative, rewarding, and meaningful career.

PROGRAM LEARNING OUTCOMES
Students in the Toy Design Department will:
- Creativity and Entrepreneurism
  Demonstrate individual expression and an imaginative approach in the creation of unique, innovative concepts and designs.

- Visual and Oral Communication
  Express their ideas clearly and effectively through conceptual drawings, prototypes, and written and verbal presentation.

- Skill and Technical Knowledge
  Use their critical thinking skills and technical knowledge to manipulate art and design media in expressing their work.

- Resource Literacy
  Recognize when information is needed and be able to locate, evaluate, and effectively utilize information from multiple sources and media.

- Professionalism
  Collaborate effectively and work in teams with other designers and related areas including marketing, engineering and manufacturing.

- Social Consciousness
  Make ethical decisions with consideration of social and environmental factors in the design of toys. Play is crucial for the development of skills including decision-making, socialization, and creativity, and toy designers must be aware of the impact they have on society.

Notes for Degree Requirements on the next page

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

Toy Design
2022-23 Course Catalog

Fall - Foundation		
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		
Courses		CR
Toy Design I	TOYD200	3
Visual Communication I	TOYD232	3
Design Prototyping I	TOYD242	3
Child Psychology: Development and Play	SSCI211	3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
		15

Spring - Sophomore		
Courses		CR
Toy Design II	TOYD201	3
Visual Communication II	TOYD233	3
Design Prototyping II	TOYD243	3
Methods and Materials	LIBS219	3
Creative Action Lecture*	CAIL200	3
		15

Fall - Junior		
Courses		CR
Toy Design III	TOYD302	3
Visual Communication III	TOYD334	3
Design Prototyping III	TOYD340	3
History of Toys	AHCS236	3
Math*	MATH136	3
		15

Spring - Junior		
Courses		CR
Toy Design IV	TOYD303	3
Design Prototyping IV	TOYD343	3
Creative Action Studio*	CAIL301	3
Human Factors in Toy Design	NSCI308	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		
Courses		CR
Toy Design V	TOYD404	3
Visual Communication IV	TOYD436	3
Design Prototyping V	TOYD442	3
Professional Development I	TOYD452	3
Capstone	LIBS440	3
		15

Spring - Senior		
Courses		CR
Toy Design VI	TOYD405	3
Package Design	TOYD437	3
Design Prototyping VI	TOYD443	3
Professional Development II	TOYD453	3
LAS Upper Division Elective	LIBS314	3
		15

Must be completed during this academic year, semester may be assigned for CAIL course

TOY DESIGN I/II
TOYD200/201 — 3 credits/3 credits
Toys are fundamental to our growth and culture. We learn to make decisions, socialize, and create through play. In these on-campus courses, you will develop an understanding of the creative process of toy design and learn the fundamentals of becoming a successful toy designer. Emphasis is placed on brainstorming and designing toys that engage children across various play patterns. You'll apply drawing, model-making, and fabrication skills to create original toy concepts. You'll learn to conduct market research and analysis to ensure your designs are viable and positioned strategically for their intended audience. Using various fabrication techniques, you'll translate your idea into a 3-D model and present the final product to faculty and visiting toy industry professionals. Toy Design studio courses may be sponsored, in which case the toy category or brand would be predetermined.
TOYD200 Lab Fee: $50

VISUAL COMMUNICATION I/II
TOYD232/233 — 3 credits / 3 credits
To communicate effectively, a designer should have a broad range of both traditional and digital drawing skills. In these on-campus courses, you will develop your ability to communicate ideas through drawing from quick ideation sketches to final illustrations. Through the study of shape, perspective, style, use of character, and storytelling, students will learn to communicate with compelling, dynamic drawings. On the digital side, you'll learn how to take a concept from rough sketch to a refined set of technical illustrations. You'll learn digital tools that will enable you to produce drawings that accurately convey your design intent and serve as a blueprint when creating a prototype model. The skills acquired during these courses will be utilized throughout the remainder of your Toy Design studio courses.
Prerequisite: TOYD232 is a prerequisite for TOYD233

DESIGN PROTOTYPING I/II
TOYD242/243 — 3 credits / 3 credits
As a Toy Designer, it's essential to know how to translate your 2D concepts into 3D form. These on-campus classes will equip you with practical prototyping skills and vocabulary that will enable you to develop and communicate your designs accurately. With guidance from your instructor, you'll work in the model shop, and learn to use the tools, equipment, and machinery. You'll integrate these skills and techniques into your concepts, developing an understanding of the design and development process. Ultimately, these courses will provide you with working knowledge in the processes and techniques used in model-making for the toy industry. Fabrication, sculpting, molding, and casting will be taught through lectures and hands-on experience. With the building blocks learned throughout the year, you can move on with confidence to more advanced prototyping in subsequent courses.
TOYD242 Lab Fee: $250
TOYD243 Lab Fee: $150 Prerequisite: TOYD242 is a prerequisite for TOYD243

TOY DESIGN III/IV
TOYD302/303 — 3 credits/3 credits
Story-based toys and line extensions are important in building toy brands. In these on-campus courses, you will conceptualize and bring a character-based product line to life. Storyboarding will be utilized to show how the characters live in their world. You will also create your own play accessory as a stand-alone item or to complement your existing toy line. Advanced presentation and building techniques will be used to showcase toy concepts and features. Prototype models could be articulated with movement and incorporate lights and sounds. Consideration will be given to how your line could become a brand. Toy Design studio courses could be sponsored, in which case the toy category or brand would be predetermined.
Prequisites: TOYD201 is a prerequisite for TOY302 / TOYD302 is a prerequisite for TOYD303

VISUAL COMMUNICATION III
TOYD334 — 3 credits
Sketching original characters and developing storyboards is an effective way of communicating original concepts and features of toys and related accessories. In this on-campus drawing and portfolio development class, you'll acquire advanced skills in the theory and practice of sketching, drawing, and rendering techniques as applied to toy products. You will concentrate on the creation, organization, and presentation of your portfolio. You'll design a logo and create a promotional sheet that reflects your graphic skill and creative styling with best-in-class examples of your work. Finally, you'll write a résumé that expresses your creativity and design experience with links to a digital portfolio.
Prerequisite: TOYD233 is a prerequisite for TOYD334

DESIGN PROTOTYPING III/IV

TOYD340/343 — 3 credits/3 credits

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as Rhino, which is often used in the construction of prototype models. You'll learn advanced modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine. Students will progress to more advanced modeling techniques and will continue to develop their rendering and animation skills. You'll be introduced to programs such as Adobe After Effects to create more compelling digital video presentations with animation, titles, sound effects, and transitions. Students will be able to apply acquired learning to improve all their toy design projects and presentations.

Prerequisite: TOYD340 is a prerequisite for TOYD343

TOYD343 Course Fee: $50

TOY DESIGN V/VI

TOYD404/TOYD405 — 3 credits/3 credits

In these advanced level on-campus courses, students will 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 different categories of toys and children's products and how those products are part of larger brands and entertainment properties. Students may have participated 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 final projects, portfolio, and senior show. Toy Design studio courses may be sponsored, in which case the toy category or brand would be predetermined.

Prerequisite: TOYD303 is a prerequisite for TOYD404 / TOYD404 is a prerequisite for TOYD405

TOYD405 Course Fee: $150

VISUAL COMMUNICATION IV

TOYD436 — 3 credits

This advanced on-campus computer lab course featuring programs in the Adobe Creative Suite allows you to apply your skills and knowledge to improve ongoing projects and enhance your portfolio. The course covers a wide range of Advanced Photoshop techniques, including AI Art integration into your ideation process and how to prepare your digital assets for senior show.

Prerequisite: TOYD233 is a prerequisite for TOY436

PACKAGE DESIGN

TOYD437 — 3 credits

Branding and packaging play a pivotal role in the success of toy products. This on-campus course emphasizes developing branding strategies and creating three-dimensional package mockups to address a range of packaging styles and retail challenges. In conjunction with marketing considerations, package design must also account for storage, safety, and sustainability factors. Participants can tackle these issues while implementing unique graphic treatments on full-color 3D mockup packages. Upon course completion, attendees will understand various packaging types, including the closed box, window box, tray box, and blister card options. They will recognize the significance of effective communication on packaging to engage consumers.

Prerequisite: TOYD436 is a prerequisite for TOYD437

DESIGN PROTOTYPING V/VI

TOYD 442/443 - 3 credits/ 3 credits

The use of Computer-Aided Design (CAD) programs is an essential and necessary skill in the field of Toy Design. These on-campus courses focus on 3D modeling programs such as ZBrush, which is often used in the construction of prototype models. You'll learn advanced modeling and prototyping techniques used in the toy industry. These courses combine instruction on the computer with guidance on the standards required to produce 3D models through output to a rapid prototyping machine.

Prerequisite: TOYD442 is a prerequisite for TOYD443

TOYD443 Course Fee: $50

PROFESSIONAL DEVELOPMENT I
TOYD452 - 3 credits
This course is Part I of a two-course professional development series that requires students to engage in an immersive manner on career development and working professionalism by exploring and participating in all facets of career development in the toy and related industries.

This course prepares students to explore, navigate and enter the workplace with toy industry specific checklists, resumes, personal brands, websites/portfolios, as well as asset inventories which will be developed, reviewed, and shared throughout the semester as each student engages in the initial phases of their job search. Each student will build a mindful path to their unique and successful career and complete a detailed and comprehensive roadmap for their journey. To gain actionable insights, students must stretch their investigative, verbal, and leadership skills by sharing their knowledge, opinions and experiences with their classmates, instructors, and guest speakers.

PROFESSIONAL DEVELOPMENT II
TOYD453 - 3 credits
This course is part of a professional development journey that requires each student to engage in a path of focused study on the topic of working professionalism by actively participating in and interacting with classroom simulations, industry speakers, and seminars that will bring the toy industry directly to the classroom in a one-of-kind hands on experience.

This course provides a solid basis for understanding toy industry practices across the board. It introduces core behaviors, business and industry concepts including but not limited to advertising, brand directional outlines, consumer behavior, costing, legal, logistics, marketing, marketing research, management, manufacturing, merchandising, operations, pricing, product development, sales, and social media as well as workplace recognition and decolonization. Students will understand how this industry scaffold impacts design and how it will affect them as designers.
Prerequisite: TOYD452 is a prerequisite for TOYD453

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.