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

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

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

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

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

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

Again welcome and we look forward to meeting you.

Debra Ballard and Randall Lavender
Table of Contents

01 Provost’s Message
04 Academic Calendars
08 Foundation
18 Artists, Community & Teaching Program
24 Architecture/Landscape/Interiors
32 Communication Arts
50 Digital Media
66 Fashion Design
74 Fine Arts
88 Integrated Learning Program
96 Interdisciplinary Studies
102 Liberal Arts and Sciences
130 Product Design
138 Toy Design
148 Graduate Fine Arts
154 Graduate Graphic Design
164 Graduate Public Practice
172 Graduate Writing
176 Academic Policies
188 Financial Policies
190 General Campus Policies

Otis College of Art and Design has the right to apply and enforce any and all of the rules and regulations set forth in this catalogue, as well as any other rules and regulations of the College not set forth herein. The catalogue and its contents, however, in no way serve as a binding contract between the student and the College. The information in this publication is subject to change at any time, for any reason, at the unilateral discretion of the College without prior notice to or approval of the student.

Otis College of Art and Design is accredited by the Accrediting Commission for Senior Colleges and Universities of the Western Association of Schools and Colleges (WASC) 985 Atlantic Ave., Suite 100, Alameda, CA 94501, (510) 748.9001 and the National Association of Schools of Art and Design (NASAD).
# Fall 2011 Calendar

**Class Meetings**

<table>
<thead>
<tr>
<th>Week</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Aug. 29</strong></td>
<td>Aug. 30</td>
<td>Aug. 31</td>
<td>Sept. 1</td>
<td>Sept. 2</td>
<td>Sept. 3</td>
</tr>
<tr>
<td>2</td>
<td>Sept. 12</td>
<td>Sept. 6</td>
<td>Sept. 7</td>
<td>Sept. 8</td>
<td>Sept. 9</td>
<td>Sept. 10</td>
</tr>
<tr>
<td>3</td>
<td>Sept. 19</td>
<td>Sept. 13</td>
<td>Sept. 14</td>
<td>Sept. 15</td>
<td>Sept. 16</td>
<td>Sept. 17</td>
</tr>
<tr>
<td>4</td>
<td>Sept. 26</td>
<td>Sept. 20</td>
<td>Sept. 21</td>
<td>Sept. 22</td>
<td>Sept. 23</td>
<td>Sept. 24</td>
</tr>
<tr>
<td>5</td>
<td>Oct. 3</td>
<td>Sept. 27</td>
<td>Sept. 28</td>
<td>Sept. 29</td>
<td>Sept. 30</td>
<td>Oct. 1</td>
</tr>
<tr>
<td>6</td>
<td>Oct. 10</td>
<td>Oct. 4</td>
<td>Oct. 5</td>
<td>Oct. 6</td>
<td>Oct. 7</td>
<td>Oct. 8</td>
</tr>
<tr>
<td>10</td>
<td>Nov. 7</td>
<td>Nov. 1</td>
<td>Nov. 2</td>
<td>Nov. 3</td>
<td>Nov. 4</td>
<td>Nov. 5</td>
</tr>
<tr>
<td>11</td>
<td>Nov. 14</td>
<td>Nov. 15</td>
<td>Nov. 9</td>
<td>Nov. 10</td>
<td>Nov. 11</td>
<td>Nov. 12</td>
</tr>
<tr>
<td>12</td>
<td>Nov. 21</td>
<td>Nov. 22</td>
<td>Nov. 16</td>
<td>Nov. 17</td>
<td>Nov. 18</td>
<td>Nov. 19</td>
</tr>
<tr>
<td>13</td>
<td>Nov. 28</td>
<td>Nov. 29</td>
<td>Nov. 30</td>
<td>Dec. 1</td>
<td>Dec. 2</td>
<td>Dec. 3</td>
</tr>
<tr>
<td>14</td>
<td>Dec. 5</td>
<td>Dec. 6</td>
<td>Dec. 7</td>
<td>Dec. 8</td>
<td>Dec. 9</td>
<td>Dec. 10</td>
</tr>
</tbody>
</table>

**Holidays**

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

**Important Dates**

- Open Registration: Monday, Apr. 18 - Friday, May 13
- Registration Payment Deadline: Sunday, July 24
- Late Registration ($275 late fee): Monday, Aug. 8 - Friday, Aug. 26
- Classes Begin: Monday, Aug. 29
- Course Add Deadline: Tuesday, Sept. 6
- Independent Study Proposal Deadline: Tuesday, Sept. 6
- Course Drop Deadline: Tuesday, Sept. 13
- First Quarter Warnings: Tuesday, Sept. 20 - Monday, Sept. 26
- Midterm Exams & Warnings: Tuesday, Oct. 11 - Monday, Oct. 17
- Course Withdrawal Deadline: Tuesday, Nov. 1
- Third Quarter Warnings: Wednesday, Nov. 9 - Tuesday, Nov. 15
- Spring Registration Begins: Monday, Nov. 21
- Final Exams: Monday, Dec. 12 - Saturday, Dec. 17
- Spring Payment Deadline: Thursday, December 15
- Spring Open Registration Deadline: Thursday, December 15 ($275 late fee after this date)
- Classes End: Saturday, Dec. 17
# Spring 2012 Calendar

**Tuesday, January 17 – Tuesday, May 08**

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

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

**Important Dates**
- Spring Payment Deadline: Thursday, December 15
- Open Registration Deadline: Thursday, December 15 (275 late fee after this date)
- Late Registration ($275 late fee): Wednesday, Jan. 4 – Friday, Jan. 13
- Classes Begin: Tuesday, Jan. 17
- Course Add Deadline: Tuesday, Jan. 24
- Independent Study Proposal Deadline: Tuesday, Jan. 24
- Course Drop Deadline: Tuesday, Jan. 31
- First Quarter Warnings: Tuesday, Feb. 7 - Monday, Feb. 13
- Named Scholarship Application Deadline: Wednesday, Feb. 15
- Cal Grant Deadline: Friday, March 2
- Midterm Exams &Warnings: Saturday, March 3 - Friday, March 9
- Course Withdrawal Deadline: Tuesday, March 27
- Third Quarter Warnings: Tuesday, April 10 - Monday, April 16
- Fall Registration Begins: Monday, April 16
- Final Exams: Tuesday, May 1 - Tuesday, May 8
- Classes End: Tuesday, May 8
- Fall Payment Deadline: Tuesday, July 24
- Fall Open Registration Deadline: Friday, May 11 (275 late fee after this date)
- Commencement: Saturday, May 12
### Summer 2012 Calendar

#### Bachelor of Fine Arts Program

**Class Meetings**

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

**Holidays**

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

**Important Dates**

- **Summer Payment Deadline**
  - Tuesday, May 15
- **Classes Begin**
  - Monday, May 21
- **Course Add Deadline**
  - Tuesday, May 29
- **Independent Study Proposal Deadline**
  - Tuesday, May 29
- **Course Drop Deadline**
  - Tuesday, June 5
- **First Quarter Warnings**
  - Tuesday, June 5-Monday, June 11
- **Midterm Exams & Warnings**
  - Tuesday, June 19-Monday, June 25
- **Course Withdrawal Deadline**
  - Friday, July 6
- **Third Quarter Warnings**
  - Tuesday, July 10-Monday, July 16
- **Final Exams**
  - Tuesday, July 24-Wed., August 1
- **Classes End**
  - Tuesday, July 31
# Summer 2012 Calendar
Graduate Graphic Design Program Only

## Monday, June 18 – Monday, August 27

<table>
<thead>
<tr>
<th>Week</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>June 18</strong></td>
<td>June 19</td>
<td>June 20</td>
<td>June 21</td>
<td>June 22</td>
</tr>
<tr>
<td>2</td>
<td>June 25</td>
<td>June 26</td>
<td>June 27</td>
<td>June 28</td>
<td>June 29</td>
</tr>
<tr>
<td>3</td>
<td>July 2</td>
<td>July 3</td>
<td>July 11</td>
<td>July 5</td>
<td>July 6</td>
</tr>
<tr>
<td>4</td>
<td>July 9</td>
<td>July 10</td>
<td>July 18</td>
<td>July 12</td>
<td>July 13</td>
</tr>
<tr>
<td>5</td>
<td>July 16</td>
<td>July 17</td>
<td>July 25</td>
<td>July 19</td>
<td>July 20</td>
</tr>
<tr>
<td>6</td>
<td>July 23</td>
<td>July 24</td>
<td>Aug 1</td>
<td>July 26</td>
<td>July 27</td>
</tr>
<tr>
<td>7</td>
<td>July 30</td>
<td>July 31</td>
<td>Aug 8</td>
<td>Aug 2</td>
<td>Aug 3</td>
</tr>
<tr>
<td>10</td>
<td>Aug 20</td>
<td>Aug 21</td>
<td><strong>Aug 27</strong> (Mon)</td>
<td>Aug 23</td>
<td>Aug 24</td>
</tr>
</tbody>
</table>

### Class Meetings

<table>
<thead>
<tr>
<th>Holidays</th>
<th>Important Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Independence Day Holiday</strong></td>
<td><strong>Summer Payment Deadline</strong>  Tuesday, May 15</td>
</tr>
<tr>
<td><strong>Classes Begin</strong></td>
<td><strong>Courses Begin</strong>  Monday, June 18</td>
</tr>
<tr>
<td><strong>Course Add Deadline</strong></td>
<td><strong>Course Add Deadline</strong>  Tuesday, June 26</td>
</tr>
<tr>
<td><strong>Independent Study Proposal Deadline</strong></td>
<td><strong>Independent Study Proposal Deadline</strong> Tuesday, June 26</td>
</tr>
<tr>
<td><strong>Course Drop Deadline</strong></td>
<td><strong>Course Drop Deadline</strong>  Tuesday, July 3</td>
</tr>
<tr>
<td><strong>First Quarter Warnings</strong></td>
<td><strong>First Quarter Warnings</strong> Tuesday, June 26 – Tuesday, July 3</td>
</tr>
<tr>
<td><strong>Midterm Exams &amp; Warnings</strong></td>
<td><strong>Midterm Exams &amp; Warnings</strong> Tuesday, July 17 - Monday, July 23</td>
</tr>
<tr>
<td><strong>Course Withdrawal Deadline</strong></td>
<td><strong>Course Withdrawal Deadline</strong> Friday, August 3</td>
</tr>
<tr>
<td><strong>Third Quarter Warnings</strong></td>
<td><strong>Third Quarter Warnings</strong> Tuesday, July 24 – Tuesday, July 31</td>
</tr>
<tr>
<td><strong>Final Exams</strong></td>
<td><strong>Final Exams</strong>  Monday, August 20 – Monday, August 27</td>
</tr>
<tr>
<td><strong>Classes End</strong></td>
<td><strong>Classes End</strong>  Monday, August 27</td>
</tr>
</tbody>
</table>
The Foundation Program provides core studies for life-long learning and professional practices in the visual arts by teaching fundamental skills that enable students to become adept, well-informed makers. Integrating core visual studies with Liberal Arts curricula enhances students’ ability to construct meaning using the formal elements of art and design.

Students in the Foundation Department will:

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

## Freshman Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FNDT110/111</td>
<td>Form and Space I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*FNDT115</td>
<td>Principles of Design</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ILMS100</td>
<td>Connections through Color and Design</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>FNDT145</td>
<td>Studio Elective</td>
<td>—</td>
<td>1.0</td>
</tr>
<tr>
<td>FNDT180</td>
<td>Life Drawing I</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td><strong>FNDT181 -or-</strong></td>
<td>Life Drawing II</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>***FNDT170</td>
<td>Creative Practices and Responses</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FNDT190/191</td>
<td>Drawing and Composition I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS120</td>
<td>Introduction to Visual Culture</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS121</td>
<td>Modern Art History</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>ENGL104</td>
<td>Critical Analysis and Semiotics</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ENGL106</td>
<td>Composition and Critical Thought</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>SSCI130</td>
<td>Cultural Studies</td>
<td>2.0</td>
<td>—</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 16.0      15.0

* Students may elect to take the photography/technology option Principles of Design section.
** Both Life Drawing I and Life Drawing II are recommended for Toy Design, Fashion Design, and Digital Media majors.
*** Creative Practices and Responses is recommended for Product Design majors.
<table>
<thead>
<tr>
<th>Course Descriptions</th>
</tr>
</thead>
</table>

**Foundation**

<table>
<thead>
<tr>
<th>Course Name</th>
<th>Code</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Form and Space I</td>
<td>FNDT110</td>
<td>2</td>
</tr>
<tr>
<td>Form and Space II</td>
<td>FNDT111</td>
<td>2</td>
</tr>
<tr>
<td>Principles of Design</td>
<td>FNDT115</td>
<td>2</td>
</tr>
<tr>
<td>Creative Practices and Responses</td>
<td>FNDT170</td>
<td>2</td>
</tr>
<tr>
<td>Life Drawing I</td>
<td>FNDT180</td>
<td>3</td>
</tr>
<tr>
<td>Life Drawing II</td>
<td>FNDT181</td>
<td>2</td>
</tr>
<tr>
<td>Drawing and Composition I</td>
<td>FNDT190</td>
<td>2</td>
</tr>
<tr>
<td>Drawing and Composition II</td>
<td>FNDT191</td>
<td>2</td>
</tr>
</tbody>
</table>

**Course Descriptions**

- **Form and Space I**
  - FNDT110 2 credits
  - Focused compositional study of organizing principles in form provides a basis for understanding the three-dimensional world. Line, plane, and volume are studied both in the context of primary forms and more complex compositions in the round. Sequenced instruction fosters mastery of compositional fundamentals involving the invention and construction of forms in space using simple hand tools and readily available form-making materials.

- **Form and Space II**
  - FNDT111 2 credits
  - Students transfer acquired skills to the further study of three-dimensional composition through sequenced instruction and problem finding. The basis for design expands to encompass areas of study such as the construction of meaning, the human body, and architectural scale/space. Aspects of media, process, and source information expand as students, individually and collaboratively, engage more complex issues of form and space.
  - Prerequisite: FNDT110 Form and Space

- **Principles of Design**
  - FNDT115 2 credits
  - This course is a sequenced investigation of various organizing principles using traditional and contemporary media (i.e., photography, photocopying, and computer graphics). Students learn fundamentals of value manipulation as determinants of visual order. Elements of visual literacy provide a basis for the study of compositional fundamentals, including focal point(s), directional elements, and visual weight.

- **Creative Practices and Responses**
  - FNDT170 2 credits
  - A second-semester Foundation course focused on studying, researching, and exploring practices of creativity that bridge art/design disciplines. Students are exposed to a diverse range of concepts, materials, and methods for thinking and working creatively. In-class activities promote the documentation of individual creative processes and the synthesis of intuitive, culturally constructed, and personal impulses into inventive visual responses. Recommended for students planning to select Product Design as their major.

- **Life Drawing I**
  - FNDT180 3 credits
  - Sequenced instruction provides rigorous training in the use of gesture, anatomy, and structural figure drafting. Drawing the human figure from the inside out fosters an understanding of complex visual relationships. Upon completion of the course, students are able to analyze the human form and to view it as a complex perceptual model for the larger realm of visual experience.

- **Life Drawing II**
  - FNDT181 2 credits
  - Structural drawing and perceptual skills are expanded through study of the figure’s relation to environment, life-scale, movement, and draping. Students discover individual sensibilities of mark making and aspects of personal vision, through a variety of traditional and experimental drawing media and techniques.
  - Prerequisite: FNDT180 Life Drawing

- **Drawing and Composition I**
  - FNDT190 2 credits
  - Drawing skills are acquired through sequenced instruction and problem-solving with traditional and contemporary media. Study of pictorial representation includes observational skill building, spatial analysis, and pictorial organization, providing a basis for draftsmanship and composition. The course proceeds analytically through line, plane, and volume with emphasis on dynamics of light and the perception of tone.

- **Drawing and Composition II**
  - FNDT191 2 credits
  - Observation, analysis, and compositional organization are furthered by the addition of color, problem finding, complexity of idea, and the introduction of Adobe Illustrator as a compositional tool. Historical referencing, modern and contemporary notions of time/space, and exploration of more varied drawing media foster students’ realization of aspects of personal vision.
  - Prerequisite: FNDT190 Drawing and Composition
Connections through Color and Design
ILMS100  2 credits
A second-semester Integrated Learning studio
course introducing Foundation students to
textually-based problem solving using
fundamentals of color and design. Students learn
Munsell color theory, practical aspects of color
mixing such as value, hue, and chroma, as well as
computer color application using Adobe
Photoshop. Students apply these skills in solving
problems that engage the larger community, trans-
disciplinary practice, research, and collaboration.
Lab fee: $35. Photo lab fee (section P only): $30.

Electives

Communication Arts: Design Solutions
FNDT145  1 credit
Graphic designers and advertising designers have
fun with creative ideas in visual communications
that use image and type, form and color, function
and emotion to create clear, engaging and enticing
visual messages. In a dynamic process students
learn to be open, responsive and flexible in a
lively studio setting. A design process that is
original, creative and satisfying for a young
designer creates successful solutions that could
answer real problems. Taught by Communication
Arts faculty.

Communication Arts: Illustration
FNDT145  1 credit
Figure illustrators explore visual language and
narrative skills through drawing, sketching,
sequencing, researching, and observation for
applications in entertainment illustration,
animation, character development, concept
illustration, publication and editorial illustration,
advertising, and product illustration. Skills
acquired in Foundation year are applied to
finding, processing, and executing solutions that
may result in such visual products as comic
sequences, characters and short animations, and
editorial illustrations. Taught by Communication
Arts faculty.

Communication Arts: Printmaking
FNDT145  1 credit
This studio course is an introduction to the
fundamentals of printmaking, incorporating
drawing, painting, and collage with methods
of monotype, collograph, and drypoint engraving.
Through technique and experimental processes
students will produce multiples and work for an
exchange portfolio. Taught by Communication Arts
faculty.

Digital Media: Motion Graphics Essentials
FNDT145  1 credit
Life is movement. Art is life. This course takes art
and design to a different level by adding
movement. An artist/designer is both a storyteller
and a problem solver. In this course, students
refine skills through the use of today’s most
sophisticated, yet easy to learn tools in a course
truly supportive of experimentation and risktaking.
Explore compositing through the use of
software such as After Effects, Flash, Photoshop,
Illustrator, and Final Cut Pro. Use digital video,
photography, and hand-made artwork for telling
stories and creating moving designs. Taught by
Digital Media faculty.

Architecture/Landscape/Interiors:
Designing Space
FNDT145  1 credit
Design the spaces where we live, work, and play.
This course will introduce the full scope of spatial
design fields: architecture (buildings), landscape
(spaces between buildings), and interiors (spaces
within buildings. Students will visit significant
architecture, landscapes, and interiors in and
around Los Angeles while designing their own
building and landscape proposal for an actual site.
Taught by Architecture/Landscape/Interiors
faculty.

Fashion Design: Model Drawing
FNDT145  1 credit
Students draw from live male and female models
to develop an awareness of the proportions and
movement of the elongated fashion figure while
maintaining correct anatomical structure. All
sections taught by Fashion Design faculty.
### Course Descriptions

**Fine Arts: Painting Explorations**  
FNDT145  1 credit  
A basic painting course introducing a variety of painting methods and materials, including color mixing, paletting, and paint application in oil and/or acrylic. Emphasis will be placed on use of opacity and transparency in painting, as well as on a variety of modes with special consideration given to figurative and non-objective work. Instruction will blend technical facility with the creative process within a studio environment supportive of risk-taking and the entertainment of possibilities. Traditional and contemporary modes of pictorial representation and abstraction will be explored. Taught by Fine Arts faculty.

**Fine Arts: Photography/Sculpture**  
FNDT145  1 credit  
There has been a longstanding relationship between sculpture and photography. This practice-based class examines photography’s connections to sculpture by establishing sculptural elements in relation to the photographic process. Through example studies and projects, students will examine how sculptural activities can apply before, during, and after the photographic process, and how such combinations affect perceptions of forms and ideas. Instruction will blend technical procedures with a process of self-directed investigation within a studio environment supportive of creative thinking and the entertainment of possibilities. Taught by Fine Arts faculty.

**Product Design: Product Design Workshop**  
FNDT145  1 credit  
An introductory course focused on the process of designing consumer products for a variety of consumer markets. Students engage in market research, creative sessions to generate product ideas that fit a consumer or market, and develop what constitutes good product design by exploring the integration of aesthetics, functionality, and technology into their product design through concept sketches. Students will develop appreciation of exemplary mainstream product design through product styling, projects, and critiques. Taught by Interactive Product Design faculty.

**Toy Design: Introduction to Toy Design**  
FNDT145  1 credit  
An idea-driven workshop that introduces students to Adobe Photoshop as a primary tool for the manipulation of drawn and photographic images. Instruction will focus on Photoshop as a means of enhancing drawing skills in support of design activity and concept presentation. Students will learn specific Photoshop skills in preparation for further study within the Toy Design major. Taught by Toy Design Faculty.

**Paris Trip**  
FNDT145  1 credit  
Students travel to Paris for a period of 10 days in March for a once-in-a-lifetime opportunity to visit museums, historic sites, and the great European city with Foundation faculty for on-site lectures and focused field study. Please note: Otis College of Art and Design reserves the right to cancel scheduled foreign travel based on international travel conditions and/or safety concerns.  
*Travel Gap Insurance Fee: $25.*
Katie Phillips  
Chair  
MFA (Painting) Claremont Graduate Univ.; BFA (Fine Arts) Univ. of Illinois, Urbana. Nationally exhibited realist painter. Exhibitions include the Art Museum of South Texas, Frye Museum, Seattle, WA; Spokane Art Museum; J.B. Speed Museum, Louisville, KY. Works have been reviewed in Art News. Collection of the J.B. Speed Art Museum. Published in Images and Issues and Leaves of Many Seasons (Plenum Press).

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

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

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

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

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

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

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

Barry Fahr  
Associate Professor  
MFA Otis, BFA Univ. of Hartford. Photorealist painter and light installation artist. Works exhibited at Los Angeles Municipal Art Gallery, Jan Baum Gallery, Tortue Gallery. Professional activities include backdrop painting for DreamWorks; Lighting Director for Wall of Voodoo, I.R.S. Records; Museum of Contemporary Art, Los Angeles. Published in Artweek.
Kristen Foster  
Lecturer  
MFA (Art) Otis; BA (Art) California State University, Northridge. Fine artist/sculptor, graphic designer. Solo exhibition at Otis Bolski Gallery. Selected group exhibitions include USC Helen Lindhurst Fine Arts Gallery and USC Roski MFA Gallery; Supersonic, LA Art Fair.

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

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

Marjan Hormozi  
Adjunct Associate Professor  

Linda Hudson  
Associate Professor  

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

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

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

Helena Min  
Lecturer  

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

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

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

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

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

Jim Starrett  
Professor  
Foundation

**Department Faculty**

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

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

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

Students enrolled in either ACT Minor will...

• Develop a meaningful connection between their studio art/design practice and an engagement with their community.
• Demonstrate an understanding of the practices and theories of arts education and community engagement.
• Gain an understanding of career opportunities for community-based and teaching artists/designers.
• Gain professional practice training through off-campus teaching and community arts internships.

Students enrolled in the Teacher Credential Preparation track will also:

• Successfully complete the Single Subject Matter in Art requirements needed to pursue the Teaching Credential offered by the State of California.
Artists, Community and Teaching Program

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

The ACT Program offers two minors:

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

Teacher Credential Preparation
The Teacher Credential Preparation minor is for students who wish to pursue the California Single Subject in Art Teaching Credential needed to teach in California Kindergarten -12th grade public schools. As a California Commission on Teacher Credentialing approved Subject Matter in Art Program, the combined coursework of this minor with the Fine Arts BFA requirements satisfy the CA Subject Matter in Art requirements, and upon graduation, students with a minimum cumulative GPA of 2.5 will qualify for a CSET (California Subject Exam for Teachers) waiver. A fifth year of study at another institution, or a two year internship at a CTC approved K-12 school, is required to complete the remaining CA Single Subject Teaching Credential requirements. This minor is open only to Fine Arts majors and requires 18 credits of ACT coursework in place of LAS and Studio electives.

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

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

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

Interested students should see the Director of the Artists, Community and Teaching Program for more details.
In addition to major degree requirements, ACT students fulfill both studio and LAS electives with the following required courses:

**Teacher Credential Preparation Minor Required Courses:**
- SSCI212 Teaching for Learning I (3 credits)
- ACTS336 Teaching Internship (2 credits)
- AHCS312 Aesthetics and Cultural Values (3 credits)
- LIBS412 Teaching for Learning II (3 credits)
- MEDA211 Video I (2 credits)
- PRNT267 Printmaking I (3 credits)
- SCNG236 Ceramics (2 credits)

**Community Arts Engagement Minor Required Courses:**
- SSCI212 Teaching for Learning I (3 credits)
- LIBS245 Community Arts in LA (2 credits)
- ACTS335 Community Arts Internship (2 credits)
- *ACTS300/400ACT Special Topics (2-6 credits)
- **ILMS300 Integrated Learning Studio (2 credits)
- LIBS412 Teaching for Learning II (3 credits)

*exact credit count depends on major*

**Community Arts Internship**
- ACTS335 2 credits
This course places qualified upper level students who are interested in art and community engagement, in a choice of structured internship positions in public art and art education programs at private schools, museums, galleries, non-profit cultural organizations or with community-based individual artists, designers and collectives. The internship provides an opportunity to expand one’s understanding of education theory, art practice and community engagement, and will include shared analysis and debriefings of reflective field annotations through electronic journals. This internship is also a chance to establish contacts and begin networking with potential mentors working in community based art/design practices throughout Los Angeles. Required for students in the Community Arts Engagement Minor. Can be taken as an elective for all other students. (3 hours a week in class or in the field)

**Teaching Internship/Early Field Experience**
- ACTS336 2 credits
This course places qualified students who are interested in art and education, in a choice of structured internship positions in kindergarten through twelfth grade (K – 12) public school classes. Students observe and assist teachers with a “Single Subject Art Credential” in their classrooms and have significant interactions with students from diverse populations, as required by the Commission on Teacher Credentialing in the state of California. The internship provides an opportunity to expand one’s understanding of education theory in conjunction with the reality of art curricula in the studio / classroom. Weekly assignments include shared analysis and debriefings of reflective field annotations through electronic journals, a final Reflective Essay, and Oral Presentation with visuals. This internship is also a chance to establish contacts and begin networking with potential mentors in several local public school districts. Required for students in the Teacher Credential Preparation Minor. Can be taken as an elective for all other students. (3 hours a week in class or in the field)
ACT Special Topics
ACTS300/400 2 credits
ACT Special Topics are a series of studio based courses that focus on conceptual, aesthetic and interdisciplinary approaches to art and design education and community engagement. Topics vary each semester. Fulfills requirements of ACT: Community Arts Engagement Minor. Can be taken as an elective for Juniors and Seniors of all majors.

Examples of planned ACTS300/400 courses:

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

Art Therapy
This studio course will give students an introduction to visual art and performance art techniques used in therapeutic art programs. History and theories of art and performance therapy will be covered through demonstrations, readings, guest lectures and field trips. Students will also produce self-directed work with these techniques in mind as well as guide each other through therapeutic art practices.

Documentary as Social Practice
What does it mean to tell someone else’s story? What does it mean to facilitate others in telling their own stories? How can collaboration and education empower self-representation? Documentary practices such as cinema verite, oral histories, photo journalism, audio archives, reality TV, webcams and YouTube will be discussed from historical and theoretical perspectives. Students will produce collaborative, multi-media projects (audio, video, web, text, image, etc) using the documentary form, with an emphasis on process and social engagement.

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

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

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

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

For SCNG and MEDA Course Descriptions see Fine Arts.
For PRNT Course Descriptions see Communication Arts.
For AHCS, SSCI and LIBS Course Descriptions see Liberal Arts and Sciences.
Artists, Community and Teaching Program

Department Faculty

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

S.A. Bachman
Senior Lecturer
MFA Tyler School of Art, BFA Ariz. St. Univ. Public artist and co-founder of THINK AGIN, an artist-activist collaborative that expects something political from art and their work challenges indifference via interventions, billboards, postcards, and public projections. Exhibited at Museu d’Art Contemporani de Barcelona, Spain; Track16 Gallery, Santa Monica, CA; Exit Art, New York, NY; Alternative Museum, New York, NY; Rose Art Museum, Waltham, MA; and Grey Art Gallery, New York, NY. Grants include NEA, Massachusetts Cultural Council, LEF Foundation, New England Foundation for the Arts. Published in Artforum, Reframings: New American Feminist Photographies, Graphic Agitation 2, Peace Signs: The Anti-War Movement Illustrated and a monograph entitled, A Brief History of Outrage.

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

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

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

Patricia O’Laughlin
Lecturer
LMFT, ATR Licensed Marriage And Family Therapist and Registered Art Therapist. MA Loyola Marymount University (Marriage and Family Therapy and Clinical Art Therapy), awarded Helen Landgarten Scholar; BA University of New Mexico (History, Art History). Certificate in Assessment and Treatment of Perinatal Mood Disorders; Trained in Eye Movement Desensitization and Reprocessing (EMDR); Therapist/Art Therapist, Center for the Psychology of Women; School-Based Therapist/Therapist/Art Therapy Coordinator Eisner Pediatric and Family Medical Center; Clinician/Art Therapy Coordinator, Hathaway-Sycamores Family Services; Group Art Therapist, Women at Risk.
Michelle Wechsler
Lecturer
ABD (Educational Leadership and Social Justice)
BA (English) McGill University. Ed D dissertation focused on Inclusive Education. Current: Principal at St. Paul Elementary School, Alpha Sigma Nu Honor Society Award, 2010; Teacher of the Year, 2010

Jeanne Willette
Associate Professor
PhD (Art History) UC Santa Barbara; MA (Art History) CSU, Long Beach; BA (Fine Arts) Cal State Univ. L.A. Specializes in modern and contemporary art, and critical theory with a particular emphasis on photography. Extensive publication record in professional journals, exhibition catalogues, and the website: www.arthistoryunstuffed.com. President of the Art Historians of Southern California. www.arthistoryunstuffed.com
The Architecture/Landscape/Interiors (A/L/I) Department prepares students for imaginative practices whose interventions and discourse reflect the complexity and challenges of contemporary culture and technology. Students in the Architecture/Landscape/Interiors Department will acquire:

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

<table>
<thead>
<tr>
<th>Sophomore Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARLI250/252 Studio I/II</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td>ARLI260/261 Technologies + Ecologies I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>ARLI270 Digital Media I</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ARLI271/272 Digital Media II-A, II-B</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>CRIT205/206 History + Theory I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>MATH246 Applied Trigonometry</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>ILML200 Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>ENGL202 Sophomore English</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td>17.0</td>
<td>18.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Junior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARLI350/353 Studio III/IV</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>ARLI360 Technologies + Ecologies III</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>ARLI363 Planning to Plan</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ARLI370 Analysis and Diagramming</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>*ILMS300 Integrated Learning Studio</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>CRIT305/306 History + Theory III/IV</td>
<td>3.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*NSCI307 Natural Science</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>Advanced Topics in English or</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS 410/ENGL400 Liberal Studies Elective</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Senior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARLI454/455 Studio V/VI</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>ARLI362 Lighting Fundamentals</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ARLI460 Detail Development</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ARLI462 Constructions</td>
<td>—</td>
<td>4.0</td>
</tr>
<tr>
<td>ARLI465 Presentation Techniques</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>CRIT405/406 History + Theory V/VI</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*LIBS440 Senior Liberal Studies Capstone</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*SSCI210 Social Science</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

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

<p>| <strong>Total Credits per Semester</strong>  | 16.0 | 16.0 |</p>
<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Studio I: Scale/Structure/Circulation</th>
<th>Digital Media II-B: Digital Modeling, Rendering and Fabrication</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARLI250</td>
<td>4 credits</td>
<td>ARLI272</td>
</tr>
<tr>
<td></td>
<td>Formal design strategies, three-dimensional modeling in varied physical media, and the graphic tools and language of architecture are introduced and practiced. Field conditions, movement, and events are emphasized through projects progressing from abstract compositions to a minimal program of inhabitation.</td>
<td>2 credits Digital modeling, rendering, and fabrication techniques are introduced and practiced through the material development of studio projects. Prerequisite: ARLI250 Studio I.</td>
</tr>
<tr>
<td>Studio II: Landscape/Furniture</td>
<td>ARLI252</td>
<td>Studio III: Interior/Display/Exchange</td>
</tr>
<tr>
<td></td>
<td>4 credits</td>
<td>ARLI350</td>
</tr>
<tr>
<td></td>
<td>Design theory, process, and landscape technologies are applied to the problem of urban parks. Prerequisites: ARLI250 Studio I, ARLI260 Technologies + Ecologies I, ARLI271 Digital Media II-A. Co-requisite: ARLI272 Digital Media II-B.</td>
<td>5 credits Design theory, process, and interior technologies are applied to two different projects that address non-residential interiors, such as restaurants, stores, spas, exhibits, entertainment or meeting venues, etc. Prerequisites: ARLI250 Studio I, ARLI270 Digital Media I, ARLI261 Technologies + Ecologies II.</td>
</tr>
<tr>
<td>Technology and Ecology</td>
<td>ARLI260</td>
<td>Studio IV: Private/Interior Architecture</td>
</tr>
<tr>
<td></td>
<td>3 credits</td>
<td>ARLI353</td>
</tr>
<tr>
<td></td>
<td>The materiality, shaping, and construction of landscape are studied through natural processes, grading, site engineering, planting and building.</td>
<td>5 credits Design theory, process, building and interior technologies are applied to the problem of a residential program sited within an existing building. Prerequisites: ARLI350 Studio III, ARLI360 Technologies + Ecologies III.</td>
</tr>
<tr>
<td>Technologies + Ecologies II: Interior Technology</td>
<td>ARLI261</td>
<td>Technologies + Ecologies III: Building Technology</td>
</tr>
<tr>
<td></td>
<td>3 credits</td>
<td>ARLI360</td>
</tr>
<tr>
<td></td>
<td>Materials, methods, detailing, fabrication, and documentation of casework and other nonstructural custom components of the interior environment as well as contract furniture and finishes are studied. Prerequisite: ARLI250 Studio I.</td>
<td>3 credits The materials and methods of building construction are studied. Basic structural principles are presented through an introduction to forces and resultants in beams and columns. Prerequisite: ARLI250 Studio I.</td>
</tr>
<tr>
<td>Digital Media I: Communicating Information</td>
<td>ARLI270</td>
<td>Planning to Plan</td>
</tr>
<tr>
<td></td>
<td>2 credits</td>
<td>ARLI363</td>
</tr>
<tr>
<td></td>
<td>Software programs incorporating type, color, line and image manipulation are introduced and practiced through digitally generated two-dimensional compositions. Methods of technique, composition, perception, and critical evaluation are introduced and practiced.</td>
<td>2 credits Space planning conventions, with an emphasis on access and circulation, are introduced, practiced and modified. Resultant effects on use and lifestyle are discussed through precedents as well as the students’ projects. Prerequisite: ARLI250 Studio I.</td>
</tr>
<tr>
<td>Digital Media II-A: Digital Translations</td>
<td>ARLI271</td>
<td>Lighting Fundamentals</td>
</tr>
<tr>
<td></td>
<td>2 credits</td>
<td>ARLI362</td>
</tr>
<tr>
<td></td>
<td>Computer-aided drafting (CAD) is introduced and practiced through the production of presentation quality drawings of Studio I projects. Co-requisite: concurrent enrollment in ARLI250 Studio I.</td>
<td>2 credits The basic design and technical requirements of lighting systems are introduced with an emphasis on commercial and entertainment applications. Prerequisite: ARLI250 Studio I, or equivalent.</td>
</tr>
</tbody>
</table>
### Human Factors/Light and Health
**ARLI366** 2 credits
The effects of constructed lighting conditions upon human activities, visual perception and health are introduced, researched, analyzed and documented.

### Analysis and Diagramming
**ARLI370** 2 credits
Formal, spatial, and programmatic organizations are presented in digitally generated diagrams through an analysis of canonic building precedents. A dual emphasis on typology and transformation allows the recognition of repetition and production of variation among existing morphologies.

**Prerequisite:** ARLI272 Digital Media II-B.

### Studio V: Public/Urban Architecture
**ARLI454** 5 credits
Design theory, process and building technologies are applied to the problem of a building within an urban context.

**Prerequisite:** ARLI353 Studio IV.

### Studio VI: Building/Landscape
**ARLI455** 5 credits
Design theory, process, building and landscape technologies are applied to the problem of a building, or buildings, integrated with landscape.

**Prerequisite:** ARLI454 Studio V, ARLI260 Technologies + Ecologies I.

### Vertical Studio
**ARLI453** 4 or 5 credits
Design theory, process, and appropriate technologies are introduced and applied to a spatial design project, or projects, equivalent to Studio II, III, IV, V or VI, as determined on the basis of student interest.

**Prerequisite:** permission of Department Chair.

This course may be repeated for credit.

### Topics Workshop
**ARLI458** 1 credit
A focused subject of student interest and/or need is introduced and practiced. This course may be repeated for credit.

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

### Topics Studio
**ARLI459** 1-2 credits
Design theory, process, and appropriate technologies are introduced and applied to a focused spatial design project. The topic varies per offering and is determined on the basis of faculty and student interest.

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

### Detail Development
**ARLI460** 2 credits
An interior space including all finishes, lighting, furniture and integrated custom components is designed, detailed and documented.

**Prerequisite:** ARLI350 Studio III.

### Constructions
**ARLI462** 4 credits
An interior or exterior environment is designed, documented and constructed.

**Prerequisite:** ARLI454 Studio V.

### Construction/Installation
**ARLI463** 1 or 2 credits
Students participate in the collaborative construction and/or installation of an interior or exterior environment. No homework. Three contact hours per credit as scheduled by the Instructor.

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

### Presentation Techniques
**ARLI465** 2 credits
Comprehensive presentations of selected studio projects are designed and produced for display and/or public presentation.

**Co-requisite:** concurrent enrollment in ARLI462 Constructions.

### Diagramming Techniques
**ARLI468** 2 credits
Historical and contemporary techniques to diagram, map, and graph statistical, programmatic, temporal and external information are introduced and/or practiced, with a consideration of how these techniques can be translated to the design process.

**Prerequisite:** ARLI270 Digital Media I.
### Course Descriptions

**Advanced Lighting Design**  
ARLI471 2 credits  
Design theory, process and lighting technologies are applied to lighting design problems. AGI32 or another software for lighting calculations and visualization is introduced and practiced.  
**Prerequisite:** ARLI362 Lighting Fundamentals.

**Luminaire and Control Technologies**  
ARLI472 2 credits  
The technology of luminaire and control systems, including solid-state systems, dimming controls and other building management systems, are introduced, analyzed, and applied to the design and construction of a working luminaire.  
**Prerequisite:** ARLI 250 Studio I, or equivalent.

**Daylighting and Sustainability**  
ARLI473 2 credits  
The effects and use of daylighting in the built environment as well as sustainable lighting design practice are introduced, researched, analyzed and documented through project-based examples and solutions.  
**Prerequisite:** ARLI250 Studio I, or equivalent.

**Lighting Workshop**  
ARLI474 2 credits  
Design theory, process and lighting technologies are applied to a site installation in collaboration with a community partner.  
**Prerequisite:** ARLI471 Advanced Lighting Design.

**Fabrications S**  
ARLI475 2 credits  
Orthographic representation, the basic and safe operations of wood shop tools, and methods of wood joinery and detailing are introduced and practiced through projects addressing the housing and display of small objects.  
**Prerequisite:** ARLI 250 Studio 1, or equivalent.

**Fabrications M**  
ARLI476 2 credits  
The basic and safe operations of metal shop tools and methods of metal fabrication and detailing are introduced and practiced. Surfaces for work, play, and/or the display of objects are designed, documented, and constructed in wood, metal, or other materials.  
**Prerequisite:** ARLI475 Fabrications S or ARLI476 Fabrications M.

**Fabrications L**  
ARLI477 2 credits  
Surfaces for the support and/or display of the body are designed, documented, and constructed in wood, metal, or other materials.  
**Prerequisite:** ARLI475 Fabrications S or ARLI476 Fabrications M.

**Fabrications XL**  
ARLI478 2 credits  
Site-specific and programmed body-scale systems are designed and documented.  
**Prerequisite:** ARLI475 Fabrications S or ARLI476 Fabrications M.

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

**Unpaid Internship**  
ARLI467 1 to 3 credits  
Students work under close supervision of existing staff of a professional design office (Employer). Work includes the introduction to, observation and/or practice of professional tasks, excluding clerical, as supervised and documented by the Employer. The duration of Work must equal and may not exceed enrolled credit hours per semester. Each credit is equal to 45 hours of Work.  
This course may be repeated for credit.
Linda Pollari  
Chair  
Univ. of Wisconsin. Architect. Principal, P XS.  
Awards include American Architecture Award;  
LABC Award of Excellence; Merit Award,  
AIA/LA; Merit Award, AIA-Sunset Western Home  
Awards; House of the Year Award. Project  
publications include Architecture and Design  
etNeues), Architectural Digest, ArchiDom,  
Sunset, Metropolitan Home, Los Angeles Times,  
Architecture, Los Angeles Magazine, Design  
times, Assemblage, and Architecture and Urbanism.

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

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

Per-Johan Dahl  
Senior Lecturer  
Doctoral Candidate, UCLA, Master of Architec-  
ture (SAR/MSA), Lund Institute of Technology;  
Certificate in Civil Engineering, University/College  
of Karlskrona/Ronneby, Sweden. Architect/Founder,  
Smog Studio HB; Board Member, Research  
Institute for Experimental Architecture, Bern,  
Switzerland; Senior Graduate Research Associate,  
cityLAB, UCLA-AUD. Publications include “The  
Neglected Spaces” in Highwaysing; Swedish As-  
association of Architects/South.

Chava Danielson  
Senior Lecturer  
Principal, DSH. Residential Architect Magazine  
Design Merit Award, Preservation Award from the  
Los Angeles Conservancy.

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

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

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

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

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

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

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

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

Dawn Hollingsworth
Senior Lecturer

Jason Kerwin
Senior Lecturer

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

Heather Libonati
Senior Lecturer
MFA (Theater Design) CalArts; BA (Theater) Loyola University, Chicago. President, Luminesce Design. Awards include (2) Lumen West Awards of Excellence and (3) Lumen West Awards of Merit. Publications include Architectural Record and Lighting Design and Application for the lighting design of the CalTrans Headquarters in Los Angeles.
Richard Lundquist
Senior Lecturer
BA (Architecture) UC Berkeley: Studied at the Architectural Association, London. Architect, Principal, studio RCL. Publications include LOS ANGELES, Architecture and Design (teNeues); Spa-de, Space and Design magazine; Hospitality Design; Architectural Record; The Architectural Review and Designer’s Journal. Prior professional experience includes Bolles-Wilson, Frank Gehry, Morphosis, and Michele Saee.

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

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

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

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

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

- Understand fundamental theories, methodologies and tools of visual communication.

- View themselves as cultural producers who value both the creation of images, products and environments, and their relation to clients and audiences.

- Develop conceptual, technical and presentation skills linked to commercial applications and professional practices.

- Build competence in a broad range of media and methods for delivering images and texts.

- Develop collaboration skills and multidisciplinary methods of research, strategies, organization and analysis.

- Embrace and value problem-defining and problem-solving skills and processes.

- Demonstrate creativity and the power of effective communication through their work.

- Adopt a life-long sense of community responsibility.

- Successfully manage life-long careers in a changing and competitive workplace.

- Embrace a commitment to professionalism.

Department Goals
Advertising Design

**Sophomore Year**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall Credits</th>
<th>Spring Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD207/208</td>
<td>Communication Studio I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD214/215</td>
<td>Drawing + Painting I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD218/219</td>
<td>Typography I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD232/233</td>
<td>Practicum I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS222</td>
<td>History of Gr Des/Adv/Illus</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English Requirements</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 17.0

**Junior Year**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall Credits</th>
<th>Spring Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADVT302/303</td>
<td>Advertising and Art Direction I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD332/333</td>
<td>Practicum I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>ADVT353</td>
<td>Ideation Boot Camp</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ADVT351</td>
<td>Copywriting</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD311</td>
<td>Typography III</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>ADVT355</td>
<td>Type &amp; Image for Advertising</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>*ILMS300</td>
<td>Integrated Learning Studio</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>*AHCS310</td>
<td>Art History Elective</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*MATH336</td>
<td>Introduction to Symbolic Logic</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>Natural Science</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Liberal Studies Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 16.0

**Senior Year**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall Credits</th>
<th>Spring Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADVT400/401</td>
<td>Advertising &amp; Art Direction III/IV</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>ADVT440</td>
<td>Senior Project</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD432/433</td>
<td>Practicum I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>ADVT456</td>
<td>Interactive Advertising</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>Senior Liberal Studies Capstone</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>Social Science</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>LIBS404</td>
<td>Senior Project/Research Paper</td>
<td>2.0</td>
<td>—</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 15.0

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

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

**Degree Requirements**

<table>
<thead>
<tr>
<th>Sophomore Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD207/208</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD214/215</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD218/219</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD222/233</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS220</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>AHCS222</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>Sophomore Studio Electives</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

**Junior Year**

<table>
<thead>
<tr>
<th>Junior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD300/301</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD310/311</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD332/333</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD354</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>*ILMS300</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>*AHCS310</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>*MATH336</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>Art History Elective</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>---</td>
<td>4.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

**Senior Year**

<table>
<thead>
<tr>
<th>Senior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD440</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD432/433</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD472-477</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>6.0</td>
<td>6.0</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>LIBS404</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>Senior Liberal Studies Capstone</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>Social Science</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>Senior Project/Research Paper</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>15.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Sophomore Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD207/208</td>
<td>Communication Studio I/II</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD214/215</td>
<td>Drawing &amp; Painting I/II</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD218/219</td>
<td>Typography I/II</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD232/233</td>
<td>Practicum I/II</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS222</td>
<td>History of Gr Des/Adv/Illus</td>
<td>---</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English Requirement</td>
<td>3.0</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>---</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Junior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD300/301</td>
<td>Communication Studio III/IV</td>
<td>3.0</td>
</tr>
<tr>
<td>COMD310/311</td>
<td>Typography III/IV</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD332/333</td>
<td>Practicum I/II</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD354</td>
<td>Professional Practice</td>
<td>2.0</td>
</tr>
<tr>
<td>*ILMS300</td>
<td>Integrated Learning Studio</td>
<td>2.0</td>
</tr>
<tr>
<td>*AHCS310</td>
<td>Art History Elective</td>
<td>3.0</td>
</tr>
<tr>
<td>*MATH336</td>
<td>Introduction to Symbolic Logic</td>
<td>3.0</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>Natural Science</td>
<td>---</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Advanced Topics in English or</td>
<td>---</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Senior Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ILUS402</td>
<td>Adv Illustrative Applications</td>
<td>2.0</td>
</tr>
<tr>
<td>ILUS440</td>
<td>Senior Project</td>
<td>---</td>
</tr>
<tr>
<td>COMD432/433</td>
<td>Practicum I/II</td>
<td>2.0</td>
</tr>
<tr>
<td>COMD472-477</td>
<td>Sr. Digital Electives</td>
<td>2.0</td>
</tr>
<tr>
<td>*LIBS 440</td>
<td>Senior Liberal Studies Capstone</td>
<td>---</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>Social Science</td>
<td>3.0</td>
</tr>
<tr>
<td>LIBS404</td>
<td>Senior Project/Research Paper</td>
<td>2.0</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td>15.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

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

Review Structure

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

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

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

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

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

Course Descriptions

Advertising Workshop
ADVT 240 2 credits
This course introduces students to the world of advertising. Students experience the intersection and difference between graphic design and advertising. They look at some famous ad campaigns to learn why they were successful and how they affected American culture. Art director/copywriter guest speakers along with field trips to some of the most well known and award winning ad agencies in the LA area are scheduled. Students discover what it is to work in an agency environment with real advertising assignments.

Design Boot Camp
ADVT250 2 credits
This course is treated like an agency to prepare students for the real world. Students will design and develop multiple ad layouts to refine their design skills, expand their design vocabulary and fine-tune their execution skills to prepare them for the industry.

Advertising and Art Direction I
ADVT302 2 credits
An exploration of advertising through projects that call for brand recognition and marketing strategies with an emphasis on defining and articulating compelling concepts. Students analyze advertising styles, develop concepts with “roughs,” experiment with copy and practice their presentation skills.
Prerequisite: COMD207/208 Communication Studio III.

Advertising and Art Direction II
ADVT303 2 credits
An introduction to art direction with an emphasis on design execution, typography and layout leads to quality portfolio development. This second semester course adds the 4th dimension of time to both advertising concepts through storyboarding and animatics and art direction through talent direction and commercial concepts.
Prerequisite: ADVT300 Advertising and Art Direction I

Ideation Boot Camp
ADVT353 2 credits
Students are taught new and unexpected ways to approach the process of creating ideas. Where do they come from? How do you develop abundant thinking? What exercises work and when? How do you know that it’s a good idea? These and many other questions are addressed in this course.

Copy Concepts in Advertising Writing
ADVT351 2 credits
Students work on developing and analyzing writing styles with an emphasis on the interactivity of image and text as experienced by varied and specific audiences. Students learn about editing as they begin to approach writing as a powerful tool of persuasion and entertainment.

Type and Image for Advertising
ADVT 355 2 credits
This class focuses on creating synergy between photography and typography. Students develop the skills needed to be a competent Art Director on professional photo-shoots through a series of hands-on commercial photography exercises and then develop dynamic typographic solutions that compliment the photography and enhance the strategic communication goal.
Advertising and Art Direction III
ADVT400  2 credits
Students push their research, analytical and technical skills under the influence of advanced, in-depth instruction involving professional creative briefs to solve advertising and branding problems. Teamwork is essential as the students explore creative assignments ranging from individual print ads to complete campaigns, including television and interactive and convergent media.
Prerequisite: Advertising and Art Direction II

Advertising and Art Direction IV
ADVT402  2 credits
Elements of professional practice are incorporated into this threshold semester where students fine-tune their professional competencies in the areas of traditional portfolio development, web presentation and career focus through continued networking and investigation of agency structures and business practices. Lectures, agency visits and critiques complement this professional preparation.

Special Topics
ADVT403  2 credits
Students focus on advertising and branding solutions related to provocative and timely subjects and themes. The seminar is conceived as a professional multidisciplinary studio, in which students work in a range, individually and collaboratively, to produce quality portfolio pieces geared to their areas of professional interest.

Senior Project/Seminar
ADVT440  3 credits
Students explore conceptual, theoretical, experimental communications problems based on individual proposals offering them the opportunity to integrate personal vision with professional goals. Meeting in cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline their research and production methodologies. The class culminates in a visual project accompanied by a written narrative.

Advanced Copy Concepts
ADVT482  2 credits
Extensive exploration of the power of effective copy for various media, expands the students understanding of target audiences using the appropriate tone and level of formality. Developing clear, provocative and memorable copy is the goal for shaping brands and delivering their value to customers.

Social Media
ADVT 472  2 credits
Social Media is loosely defined as any online activity where people share opinions, experiences or other information. It is a powerful, sometimes fun and always unpredictable way of communicating in today’s world. Students study various types of Social Media and gain a greater understanding of how people use it. Special focus is given to Facebook, MySpace, Twitter, blogging, Flickr, Delicious, Digg and YouTube. How companies (big and small) are using Social Media to market in the online environment is also a topic.

On Screen Production + Concepts
ADVT473  2 credits
This course is designed for students to have a better understanding of how to produce commercials in a real world-advertising environment. Students will work in production team(s) in order to embrace a commitment of professionalism in their specific practice. They will view themselves as cultural producers who value both the creation of work and their relation to clients and audiences. Students work to create commercials using the fundamentals of advertising strategies, storyboarding design, sound design, art direction and video.

Communication Studio I/II
COMD207/208  3 credits/3 credits
This course introduces the fundamental theories and methodologies of visual communication used in the fields of graphic design, advertising design, and illustration. Assignments and critiques develop problem-solving and visual storytelling skills with an emphasis on context, concept, audience, and process.
## Communication Arts

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Drawing + Painting Studio I/II</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD214/215</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>Students are introduced to the variety of materials and methods of drawing and painting, from traditional to conceptual visual thinking. Students learn that all visual communicators use drawing as a means of ideation or decision-making. To develop the necessary skills, special emphasis is given to drawing as a fundamental means for thinking, looking, and making decisions, and as training in thinking through intense drawing exercises in thumbnails, sketching, roughs, and storyboards.</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Practicum I/II</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD232/233</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>Practicum is one of the core learning structures in the communication arts curriculum. One-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section required of all students, sophomore to senior. Sections are divided by year.</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Typography III/IV</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD310/311</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>Students engage in a more advanced study of typographic systems, principles, and usage, with an emphasis on refining the students’ understanding of typography’s informative, expressive, and experimental potential to solve complex communication problems in a range of media.</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Type Design I</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD313</td>
<td>2 credits</td>
</tr>
<tr>
<td>This course is an introduction to typography through a close look at the letterform itself and its construction. Through the presentation of historical references and the process of drawing and synthesizing signs, the students will develop an understanding of the relationship between calligraphy and typography, tool and structure, concept and craft.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Type Design II</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMD314</td>
<td>2 credits</td>
</tr>
<tr>
<td>This course will offer a more detailed analysis and study of typographic design. Students will be supported and encouraged as they seek to find their individual voice through personal history, everyday surroundings, or off-handed conceptualism.</td>
<td></td>
</tr>
</tbody>
</table>
Communication Arts

Image Making
COMD 323 2 credits
This course explores how images create visual allegory, messaging and storytelling. Students will gain interpretive and technical skills to create meaningful images; the emphasis is on visual literacy and post-production. Short experiments will focus on interpreting the content of existing images and will lead to the creation of highly controlled content-based work. A series of weekly experiments will build interpretive skills and image-making chops, followed by two longer assignments. Longer assignments will incorporate successful methodologies for complex image making and theories on the role of the image in contemporary design.

Practicum I/II
COMD332/333 2 credits/2 credits
Practicum is one of the core learning structures in the communication arts curriculum. One-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section required of all students, sophomore to senior. Sections are divided by year.

Professional Practice
COMD354 2 credits
A required course for all majors in Communication Arts, it is divided into three components, traditional portfolio development, web-portfolio design, and career development specific to a major. Students will leave this course prepared for an internship and/or employment. Lectures, demos, studio visits, visiting artists, and critiques, collectively prepare students for working in the field of advertising, illustration, and graphic design.

Propaganda
COMD 355 2 credits
This course focuses on cultural, social, and political content and forms. Students will research topic of choice and create a body of work that reflects on related issues. Students who enroll in this course will understand alternatives to illustration and design as corporate service. Assignments include research and presentation on cultural, social, or political topic of choice; realization of visuals that communicate and reflect on chosen topic; and collaboration with community organizations when possible/applicable. Print Lab / Lab Fee.

Sex and Gender in Communication Strategies
COMD353 2 credits
This course explores how the depiction of gender and sexuality contributes to varied communication strategies. Through extensive studio work, lectures, research, and writing, students will explore how sexually charged and gendered imagery shapes the way we understand and consume goods, information, and pleasure. The class involves short assignments and a longer final project where students work individually to research and produce visuals (books, posters, video, paintings, products, etc) addressing issues raised in class.

Design Lab
COMD361 2 credits
In weekly meetings students build formal and intellectual muscle in guided and free exercises like language games, free association, creative triggers, lateral thinking, mapping and experimental mayhem to arrive at unique and unexpected results. This elective is open to all majors.

Lab Fee $35

Introduction to Letterpress
COMD362 2 credits
From metal type to digital plates, students experience the traditional disciplines of typography, letterpress, and printing while learning to integrate type and image, structure and content, process and product. Students work in the Lab Press, which boasts a large collection of wood and metal type, and Vandercook printing presses.

Bookmaking Projects
COMD 360 2 credits
This course is a culmination of the skills and techniques used in letterpress printing, typographic design, and edition bookmaking using both lead type and digital plate-making. Through the means of model making and testing, students combine both conceptual skills and printing technique to create books in the bookwork tradition. Course assignments involve the integration of text and image, paper selection, inks and inking, color, serial imaging, surface preparation and press editions.

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

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Visual Language</strong></td>
<td>COMD364 2 credits Students participate in a focused investigation, both historical and personal, of the links between visual motif and meaning. Coursework explores visual literacy and the use of traditional and experimental visual methodologies to illustrate and communicate while developing an effective personal style.</td>
</tr>
<tr>
<td><strong>Bookstructures</strong></td>
<td>COMD365 2 credits This course introduces the skills, craft, materials, process and techniques used in making book structures and boxes. Students learn binding methods involving paper folding, cutting, sewing, gluing and other means of assembling individual sheets, signatures and text blocks with or without covers. Course assignments have the potential to evolve into creative and personal objects that hold visual work and text. This course may be repeated for credit up to two times.</td>
</tr>
<tr>
<td><strong>Improvisation</strong></td>
<td>COMD371 2 credits This class focuses on team building, creativity/innovation, risk taking, problem solving and overcoming inherent barriers and blocks to creativity. Through improvisational exercises and games in a safe environment, listening skills are improved that can lead to better communication and satisfying teamwork, presentation skills and production.</td>
</tr>
<tr>
<td><strong>The Illustrated Book</strong></td>
<td>COMD372 2 credits This course is an introduction to publication design, with a focus on children’s books. Working from selected texts, students develop a project from concept to completion: adapting a story, constructing a “dummy,” creating original images, integrating typography, and designing a book jacket, while exploring the role of the designer/illustrator as a visual storyteller. Prerequisite: Typography I.</td>
</tr>
<tr>
<td><strong>Advanced Letterpress</strong></td>
<td>COMD373 2 credits For students that have taken Intro to Letterpress and want to improve their expertise, the main objective is to achieve superior print quality and learn new techniques. The class covers the subtle nature of handset type and goes further into the inking process including careful attention to make-ready, packing the press and adjusting roller height. Students will also learn how to print on dampened paper; how to make detailed, 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 behind the printing paper.</td>
</tr>
<tr>
<td><strong>Environmental Graphics</strong></td>
<td>COMD381 2 credits Students are introduced to site-specific three-dimensional design systems, signage and applications for buildings, events, exhibits, and other spatial environments. Projects expand the students’ understanding of human factors, architectural scale, way-finding, materials, and methods for creating effective dimensional design. Prerequisite: Typography I.</td>
</tr>
<tr>
<td><strong>Information Design</strong></td>
<td>COMD430 2 credits Students are introduced to the concepts, techniques, and creative methodologies for applying a clear visual form to abstract concepts and ideas. An overview of historical and contemporary examples of information architecture informs assignments that employ visual thinking, resulting in “design for understanding.” Prerequisite: Typography I/II.</td>
</tr>
<tr>
<td><strong>Practicum I/II</strong></td>
<td>COMD432/433 2 credits/2 credits One of the core learning structures in the curriculum, in which one-on-one critiques with faculty and guests, lectures, demos, and workshops are all components of each section. Required of all students, sophomore to senior. Sections are divided by year.</td>
</tr>
</tbody>
</table>
Communication Arts

**Senior Project/Seminar**
COMD440 3 credits
Students explore conceptual, theoretical, and experimental communications problems based on individual proposals, offering them the opportunity to integrate personal vision with professional goals. Meeting in cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline their research and production methodologies. The class culminates in a visual project accompanied by a written narrative.

**Identity and Systems Design**
COMD452 2 credits
Students learn how to create a visually distinct identity through structured yet innovative methodology that helps them generate many ideas and designs in a short amount of time. Using this methodology they develop a rich visual language that becomes the basis for a system that promotes an expansive development of the visual language that goes beyond a logotype and its applications.

**EDG: Installation and Intervention**
COMD 464 2 credits
This course explores creative and innovative ways to engage graphics and conceptual ideas into three-dimensional space. Students develop ideas about interaction with space by exploring our environment with a critical eye. Assignments encourage questioning of customary design tools through exploration of unconventional and multiple mediums. Promote the development of urban interventions interrupting daily life, mediation of time and space, and shape immediate environment according to personal preferences.

**Ways of Thinking/Ways of Working (WOT/WOW)**
COMD466 2 credits
Visiting Faculty are invited to Otis to work with students on project specific assignments. No two semesters are alike. Lectures, workshops, demos, and critiques give students exposure to practitioners who join the institution for brief and intense periods of time.

**Visual Narrative and Sequence I**
COMD469 2 credits
This course is a focused introduction to the principles of story telling, narrative structures, sequence, rhythm, audience, and point-of-view. Students learn tools and techniques of ideational sketching, thumbnails, and storyboards as means of communicating and developing visual ideas.

**Advanced Image Making Projects**
COMD468 2 credits
In this class students explore methodologies that foreground concerns such as inspiration, motivation, intention, impression, interpretation, decision, consequence, analogy, chance, coincidence, predictability, message, ambiguity, literacy, manipulation, privacy, intimacy, memory, subjectivity and media in the process of image making. Students learn to integrate and discern levels of communication in and through their own and other students’ processes.

**Web Presence**
COMD 477 2 credits
This course will focus on the creation of a website that effectively and accurately represents yourself and your work online. We will cover the conceptualization, planning, organization, design and production of your portfolio website. We will examine various approaches and review available technologies to determine which are the most appropriate for you. You should have a basic understanding of HTML, CSS and Adobe Dreamweaver.

**Web Design I**
COMD478 2 credits
This course explores the concepts and structures of online communications, as an extended communications medium with applications for businesses, education, entertainment, and advertising. Discussion and individual and team assignments address navigational structures, systems, identity, audience and intent in the design of website prototypes. Questions such as “What happens to design as it changes media, and how we design for that?” are explored.

**Digital Innovation: Web Design II**
COMD479 2 credits
This course offers a more in-depth look into Web site design and the future of this ever-evolving medium. Students will analyze existing sites; explore and experiment with formal and conceptual development that is unique, personal, and innovative.
Communication Arts

<table>
<thead>
<tr>
<th>Course</th>
<th>Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Internship</td>
<td>COMD482 2 credits This course assists students in researching the perfect internship. Using a mentorship principle, the faculty are available throughout the internship to answer questions, troubleshoot, and ensure a quality experience in the professional world. Prerequisite: Professional Practice in the major.</td>
</tr>
<tr>
<td>Entrepreneur 101</td>
<td>COMD483 2 credits Entrepreneurship is designed to prepare students to open their own business. Introduction to all facets of running a business, such as marketing, promotion, developing a client base, pricing, legal and financial aspects as well as ethical standards will be covered. Students will learn best-business practices from: clients, an accountant, an attorney, a banker, and vendors. This course will teach students how to plan, establish, and sustain a meaningful studio, office, and/or agency. This course is available to ComArts graduating seniors only.</td>
</tr>
<tr>
<td>Translation for Distribution</td>
<td>COMD485 2 credits In this class, each design senior will work with another senior from a different department, towards the production of a publication as a document of the other person’s work. This setup allows the benefit of objectivity. We will particularly focus on (a) the idea of designing as the attempt to translate the nature and intentions of the originary work, (b) the specific possibilities and limitations of the situation, and (c) the various approaches to distribution. We will begin without any preconceptions of what form these ‘publications’ might take.</td>
</tr>
<tr>
<td>Independent Study</td>
<td>COMD999 1-6 credits Independent studies provide students with an opportunity to work closely and collaboratively with communication arts faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course</th>
<th>Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communication Studio III/IV</td>
<td>ILUS300/301 3 credits/3 credits This course provides an increasingly sophisticated examination of illustration concepts and their applications. Students broaden their understanding of illustration as a visual language in projects that involve research and analysis, with a focus on image making, aesthetics, message, audience, and intent. Assignments develop effective visual narratives based on strong concepts and problem-solving methods, and refined use of media and technique, both digital and analog. Prerequisite: For ILUS 301 is ILUS 300.</td>
</tr>
<tr>
<td>Drawing and Painting for Illustration</td>
<td>ILUS310/311 2 credits/2 credits Students refine their expressive and observational drawing, painting, and composition skills, as they relate to illustration as a means of visual communication. Studio sessions encourage experimentation and improved technique, leading to the development of personal style.</td>
</tr>
<tr>
<td>Storytelling for Illustrators</td>
<td>ILUS330 2 credits This course focuses on narrative structure and development. Students will complete original stories for use in comic books, fannies, or graphic novels. The differences between the narratives for these various forms will be explored. Lectures will include Case Studies, universal structures, and contemporary styles.</td>
</tr>
<tr>
<td>Comic Book</td>
<td>ILUS340 2 credits Students learn the steps needed to complete a finished eight-page comic book story that is assembled as a mini-comic. The students begin by focusing on writing and story structure, a vital part of animation, comics, storyboarding, screenwriting and children’s books. They then look at how to tell a story visually, equivalent to learning how to become a great director. The focus will be on choosing the point of view, angle, lighting, and composition of each panel and how to make those panels read together in an effective and compelling way. The students also learn from a focused critique process of their self-contained story. All stories are penciled, inked and lettered.</td>
</tr>
</tbody>
</table>
**Communication Arts**

**The Politics of Color**  
ILUS341  2 credits  
This course is an investigation of the potent symbolism of color and its relationship to visual communications. Assignments vary in complexity, media selection, technique, audience and application.

**Off the Wall and Off the Page**  
ILUS343  2 credits  
Illustrators are visual artists who are involved and focused on events, products, installations and other kinds of paraphernalia as well as traditional mediums such as original art, print and screen. This course gives students the opportunity to explore other areas of expression that are available to illustrators, to develop the goals and messages associated with these media and gauge their success based on the goals the students develop.

**Advancing Your Practice**  
ILUS352  2 credits  
Three-hour seminar for advanced students who will discuss ideas of a personal practice through viewing each other’s work. The class covers timely issues and topics relating to cultural production, emphasizes group discussion and student participation including readings, lectures, screenings, and field trips. The class aims to expand student’s understandings and perspectives of Communication Arts and media by placing them into broad artistic, social, political, and geographical contexts; and to develop and expand students’ individual interests and practice. Each student will be expected to present new work.

**Alternative Materials and Procedures for Illustrators**  
ILUS353  2 credits  
Course focuses on the use of mixed media and alternative materials for image construction. The class will explore the “use values” of different mediums and how they effect communication. Some materials explored will be graphite, paint, paper collage, cloth, digital collage, transfers, oil bars, duct tape, resin, inks, wax, etc. Exploring and experimenting with different combinations of materials will be encouraged. Class instruction will include the following lectures, assigned projects, demos, field trips, and slide presentations.

**Professional Practice**  
ILUS354  2 credits  
A required course for all majors in Communication Arts, it is divided into three components, traditional portfolio development, web-portfolio design, and career development specific to a major. Students will leave this course prepared for an internship and/or employment. Lectures, demos, studio visits, visiting artists, and critiques, collectively prepare students for working in the field of advertising, illustration, and graphic design.

**Editorial Illustration / Visual Translators**  
ILUS357  2 credits  
The genre of editorial illustration gives the illustrator ample opportunity to solve diverse conceptual problems. Publications often rely on images to illuminate articles, assertions and the like. This class will approach varying editorial assignments -- all of which call for clear visual ideas, in response to a written text. Students will be given modern-day editorial assignments ranging from political, social and environmental issues. Through each assignment, students will begin to develop a keener awareness of how to visually translate a text.

**Experimental Printmaking**  
ILUS355  2 credits  
This course provides an opportunity for formal application and experimentation through alternative printmaking processes. Emphasis is placed on problem-solving through process, substance, and style. Students will consider content, subject, and formal attributes of independently proposed projects. Readings, discussions, and lectures will address relevant topics such as multiplicity, historical predecessors, and critique.

**Special Topics: Oil Painting**  
ILUS358  2 credits  
This course introduces students to traditional and contemporary painting approaches and concepts, with emphasis on the understanding of its formal language and the fundamentals of artistic expression. During the process a vigorous training helps prepare students for going into the field of illustration. Painting from observation such as a life model and imagination in conjunction with reference materials and various other painting methods will be introduced. Field trips and placing work in an historical context will help to develop a “critical eye.”
Communication Arts

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

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

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

**Independent Study**
ILUS999 1-6 credits
Independent studies provide an opportunity for students to work closely and collaboratively with communication arts faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students.

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

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

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

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

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

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

Maja Blazejewska
Senior Lecturer

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

Carolee Campbell
Senior Lecturer

Rebecca Chamlee
Adjunct Associate Professor

Kim DeMarco
Senior Lecturer

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

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

Department Faculty

Jack Duganne
Senior Lecturer

Jessica Fleischmann
Senior Lecturer

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

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

Nancy Jo Haselbacher
Associate Professor

Jim Higgins
Senior Lecturer

Lorenzo Hurtado Segovia
Assistant Professor
MFA Otis, BA (Art) UCLA. Master Printer, Analogue Press and Cirrus.

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

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

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

Patricia Kovic
Assistant Professor
Communication Arts

**Ria Lewerke**  
Senior Lecturer  

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

**Anna Llorente-Thurik**  
Senior Lecturer  

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

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

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

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

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

**Luis Ramirez**  
Lecturer  
V.P Assoc. Creative Director, RPA with clients such as Honda, Acura, La-Z-Boy, PENTAX and VH1. More than 13 years of experience in advertising and Internet industries.
Communication Arts

Department Faculty

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

Erik Mark Sandberg
Senior Lecturer

JT Steiny
Senior Lecturer

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

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

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

Florian Zavala
Senior Lecturer
Studied at University of Florida and Cal Arts. Former ACD for Studio Number One. Runs his own studio in Echo Park and co-directs Big Skills, a platform for experimental animation and performance.
Digital Media’s industry leaders teach traditional and digital skills to creative motion designers, artists, and storytellers in the film, television, video gaming and advertising industries. Students in the Digital Media Department will:

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

### Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>DGMD200/220</td>
<td>Media in Motion I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>DGMD270</td>
<td>Basic 3D for Storytellers</td>
<td>2.0</td>
<td>——</td>
</tr>
<tr>
<td>DGMD250</td>
<td>Perspectives in Stories, Technologies &amp; Design</td>
<td>2.0</td>
<td>——</td>
</tr>
<tr>
<td>DGMD260</td>
<td>Studio Visits</td>
<td>——</td>
<td>2.0</td>
</tr>
<tr>
<td>DGMD230</td>
<td>Drawing the Fantastic for Films and TV</td>
<td>——</td>
<td>2.0</td>
</tr>
<tr>
<td>DGMD250</td>
<td>-or- +DGMD340</td>
<td>——</td>
<td>——</td>
</tr>
<tr>
<td>DGMD285</td>
<td>Concept Development and Creativity</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS310</td>
<td>Art History Elective</td>
<td>——</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>LIBS217</td>
<td>Concepts &amp; Issues in Media Arts</td>
<td>2.0</td>
<td>——</td>
</tr>
<tr>
<td>*ILML200</td>
<td>Integrated Learning Lecture</td>
<td>——</td>
<td>3.0</td>
</tr>
</tbody>
</table>

**Total Credits per Semester** 17.0 17.0

### Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>DGMD300/301</td>
<td>Media in Motion III/IV</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>DGMD320 3D</td>
<td>Modeling and Animation</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>DGMD325</td>
<td>Advanced 3D Animation</td>
<td>——</td>
<td>3.0</td>
</tr>
<tr>
<td>DGMD330/331</td>
<td>Visual Effects I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>DGMD350</td>
<td>Perspectives in Entertainment &amp; Technology</td>
<td>2.0</td>
<td>——</td>
</tr>
<tr>
<td><strong>ILMS300</strong></td>
<td>Integrated Learning Studio**</td>
<td>——</td>
<td>2.0</td>
</tr>
<tr>
<td>*AHCS310</td>
<td>Art History Elective</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>*MATH136</td>
<td>Math for Artists and Designer</td>
<td>——</td>
<td>3.0</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>Natural Science</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Advanced Topics in English or —— 3.0</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Liberal Studies Elective</td>
<td>——</td>
<td>3.0</td>
</tr>
</tbody>
</table>

**Total Credits per Semester** 17.0 17.0

### Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>DGMD402</td>
<td>Thesis Preparation</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>DGMD400</td>
<td>Senior Thesis</td>
<td>——</td>
<td>4.0</td>
</tr>
<tr>
<td>DGMD410/411</td>
<td>Business Seminar I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>DGMD430</td>
<td>Practicum in Media Technologies</td>
<td>3.0</td>
<td>——</td>
</tr>
<tr>
<td>DGMD440</td>
<td>Advanced Tools &amp; Techniques</td>
<td>——</td>
<td>3.0</td>
</tr>
<tr>
<td>DGMD450</td>
<td>Advanced Concept Development</td>
<td>2.0</td>
<td>——</td>
</tr>
<tr>
<td></td>
<td>Studio Electives</td>
<td>2.0</td>
<td>4.0</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>Senior Liberal Studies Capstone</td>
<td>——</td>
<td>3.0</td>
</tr>
<tr>
<td>*SSCI210</td>
<td>Social Science</td>
<td>3.0</td>
<td>——</td>
</tr>
</tbody>
</table>

**Total Credits per Semester** 15.0 16.0

---

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

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

**NOTE**: In the Spring semester of the Junior year, students with a grade point average of 3.5 or better are eligible to apply for DGMD399 Honors Project, in lieu of one of the other Junior required courses.
<table>
<thead>
<tr>
<th>Course Description</th>
<th>Media in Motion I</th>
<th>Studio Visits</th>
<th>Basic 3D for Storytellers</th>
</tr>
</thead>
<tbody>
<tr>
<td>DGMD200</td>
<td>3 credits</td>
<td>DGMD260</td>
<td>2 credits</td>
</tr>
<tr>
<td>This course is an introduction to digital image making, manipulation and management. Fundamental concepts of storytelling, digital media, type design, and motion design are defined as students learn the techniques for image creation, input, manipulation and enhancement, as well as non-linear editing, compositing, and digital video.</td>
<td>Students research and visit various video game developers, special effects houses, post-production facilities, film and TV Studios, independent design houses, and freelancers, as an exposure to the positions available in the industry and the different cultures of these companies.</td>
<td>This course introduces students to 3D animation. Students begin to learn about space and the principles of animation. They then proceed to 3D computer animation, with special emphasis on its use to communicate stories for film, television, and video games.</td>
<td></td>
</tr>
<tr>
<td>Media in Motion II</td>
<td>DGMD220</td>
<td>DGMD285</td>
<td>2 credits</td>
</tr>
<tr>
<td>3 credits</td>
<td>Students learn industry standard applications for motion graphics and storytelling by mastering appropriate software through a series of design assignments, concentrating on color, typography, and motion.</td>
<td>Students learn how to apply research, critical analysis, brainstorming and improvisational techniques in order to create ideas for effective storytelling and communication, through motion graphics and animation.</td>
<td></td>
</tr>
<tr>
<td>Drawing Fantastic The Creative Figure</td>
<td>DGMD230</td>
<td>DGMD300/301</td>
<td>3 credits/3 credits</td>
</tr>
<tr>
<td>2 credits</td>
<td>Los Angeles’ top models are presented in dynamic poses. The sessions are theme oriented with an emphasis on story and action</td>
<td>The art and design of motion graphics is investigated in depth. Students explore the world of broadcast design, and the use of motion graphics for a variety of purposes.</td>
<td></td>
</tr>
<tr>
<td>Drawing the Fantastic for Films and Video</td>
<td>DGMD231</td>
<td>DGMD310</td>
<td>2 credits</td>
</tr>
<tr>
<td>2 credits</td>
<td>While continuing with traditional life drawing exercises, students progress to drawing the fantastic, such as monsters, aliens, dinosaurs, and imagery from traditional Hollywood genres. Students draw under a range of dramatic lighting conditions. Reviews of animation from around the world are incorporated. This course may also be taken as an elective. Open to all majors.</td>
<td>Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in animation. See department for offerings each semester.</td>
<td></td>
</tr>
<tr>
<td>Digital Media Imaging/Painting</td>
<td>DGMD240</td>
<td>DGMD310</td>
<td>2 credits</td>
</tr>
<tr>
<td>2 credits</td>
<td>This course extends students’ skills with Adobe Photoshop and Illustrator. Students investigate the functions of these applications and become expert in their uses.</td>
<td>In this course, students create everything from monsters to little girls and puppies. Concept development for video games and films includes, not only designing characters and the settings, but also creating the back-story for each one. Students investigate and develop character motivation, set and equipment purposes, and their histories to create solid understanding of these components, as they lead to successful concepts.</td>
<td></td>
</tr>
<tr>
<td>Perspectives in Stories, Technologies &amp; Design</td>
<td>DGMD250</td>
<td>DGMD310</td>
<td>2 credits</td>
</tr>
<tr>
<td>2 credits</td>
<td>Lectures explore all aspects of design, technology, and the nature of the industries utilizing digital media, as well as an introduction to the occupations involved in these fields.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

52
Digital Media

**Concept Art Environments & Props & Vehicles**
DGMD310  2 credits
Learn how to create the concepts for the different elements that go into building a game.

**Digital Sculpting in ZBrush**
DGMB310  2 Credits
Learn advanced tools of digital sculpting and painting in ZBrush. You’ll learn some of the techniques used to create next generation game and movie characters. Create architectural along with organic models with millions of polygons. This class will require a basic knowledge of the ZBrush and a prior class in organic modeling or the equivalent.

**Painting-Old School for the New School**
DGMD310  2 credits
Working from a live model with traditional materials and techniques, the focus of this class is to strengthen one’s knowledge and mode of expression with color and light. Students will develop a shorthand approach of balancing large shapes of color against one another to define an image’s overall tone, structure and composition. Instructor demonstrations will be done with oil and gouache.

**Concept Art Environmental Painting**
DGMD310  2 credits
This is a digital painting class focusing on Environments.

**Visual Development for Animation**
DGMD310  2 Credits
An introduction to visual development using the traditional animation production styles of classic Disney, Warner Brothers, and many other celebrated animated shorts and feature films. There will be great emphasis on lighting, composition, and mood. Students will also develop strong storytelling skills through their character designs and environments developing a unique consistent style along the way. Both traditional technique and computer 2D painting technique will be used to create artworks.

**3D for Motion - Cinema 4D**
DGMD310  2 Credits
This course covers the use of Cinema 4D to create elements and 3D animation for motion graphics. Students will learn C4D for development of graphics ranging from 3D type treatments and backgrounds to looping elements and an introduction to Mograph, C4D’s procedural animation system. Modeling, materials and shader development, lighting and multi pass rendering for compositing with After Effects will also be addressed.

**Narrative Topics**
DGMD311  2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in narration. See department for offerings each semester.

**Comic Books**
DGMD311  2 credits
This course provides an introduction to the comics as a story telling medium. Students learn to develop and execute their own ideas using comics. The industry’s history and future are explored. Emphasis is placed on writing, drawing, and presentation. Both traditional skills and digital skills are required.

**Creativity and Storytelling: Experiments with Digital Filmmaking**
DGMD311  2 credits
This class explores digital filmmaking from both narrative and experimental viewpoints. Many wonderful animators, filmmakers and artists have created stunning experimental films since the beginning of the art form. Students extend this tradition with non-traditional tools. Discussion includes when it is effective to stick to narrative and when it is right to diverge. Students are encouraged to experiment with multiple ideas and techniques.

**Drawing and Painting Topics**
DGMD312  2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in drawing and painting. See department for offerings each semester.
Digital Media

**Course Descriptions**

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

**Drawing & Painting Vehicles**
DGMD312 2 Credits
Explore digital painting and sketching as well as vehicle design. You’ll be using the Cintiq lab for this class.

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

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

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

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

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

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

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

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

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

Advanced Tools Workshop
DGMD315  2 credits
These workshops are intended for students with at least 2 semesters experience with the applicable digital tools. They extend students' technical and creative skills with the tool chosen each semester. Maya and After Effects are some of the tools offered in these workshops.

Broadcast Design Topics
DGMD316  2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in broadcast design. See department for offerings each semester.

Advanced Type Design for Motion Graphics
DGMD316  2 credits
There are many opportunities and constraints in the world of motion. Type must be designed to work well in this specific environment. Students learn how to be creative and professional with their type designs as applied to motion graphics.

Broadcast Design Lab
DGMD316  2 credits
This is a workshop in broadcast design taught by a professional from the field. Students apply the skills they have learned to broadcast design projects. Timing, emotions, and client relations, are among the topics presented in this lab class.

Design Concepts
DGMD316  2 credits
This vital class for motion graphics designers covers concepts of design for still and motion work.

Advanced Broadcast Design
DGMD316  2 credits
This class mimics the production environments common to this field. Students produce many quality concepts, animatics, revisions, and finished projects for a number of different types of projects. Industry leaders participate and guide the process.

Audio Topics
DGMD317  2 credits
Topics are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in sound production. See department for offerings each semester.

Game Design Topics
DGMD318  2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in game design. See department for offerings each semester.

Game Design Overview
DGMD318  2 credits
Explore what you need to know about designing games. Learn about the various jobs, what skills you need, and what the different skills are that are common to all game artists and unique to each position.

Game Industry: Production and Leadership
DGMD318  2 credits
Students investigate the features of video games that make them successful in the marketplace. Students discuss these issues and explore attributes of leadership in the game industry.

Game Development: Game Level Design
DGMD318  2 credits
Using mod and emulators students create new levels for existing popular games. Students learn by doing.

Game Animation
DGMD318  2 credits
Video game animation has very strict requirements. Students learn to mix creativity with observations from life, as they meet the hardware restrictions of current game platforms, while they rig and animate their characters.

Game Animation: Advanced
DGMD318  2 credits
Students familiar with the basics of game animation and rigging apply their knowledge to advanced projects.
Digital Media

**Course Descriptions**

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

**Environments in 3D**
DGMD318 2 credits
This class will focus on digital sets and environments (i.e., architecture). At the end of the semester, each student will have created images of a carefully designed, meticulously lit and textured environment. Topics covered will include: A survey of Renaissance and Baroque to Modern Architecture, Architectural design principals, Efficient modeling techniques, and Lighting. We will cover how to set up custom passes and how to use them in your compositing.

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

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

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

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

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

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

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

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

**Drawing Animals for Films, TV and Games**
DGMD337 2 credits
Animal drawing exercises are practiced with the entertainment industry in mind. Students take many field trips to the zoo and other animal habitats. Open to all majors.
Type and Design Fundamentals
DGMD340 2 credits
Students learn how to use typography effectively as a design element and how to control the details of its use, both hallmarks of good designers. Design principles learned in the foundation year are reviewed as knowledge and experience in this area is extended.

Digital Matte Painting
DGMD343 2 credits
Through exploring and understanding its history, starting with the mail car scene from The Great Train Robbery, through the films of the ‘40s and ‘50s, and winding up with contemporary filmmaking, students address the intricacies of matte painting. Exercises are done in practical and digital matte painting.

Drawing for Feature Films
DGMD345 2 credits
Traditional life drawing exercises, plus landscapes and other types of drawing, are practiced with the feature film in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

Advanced Motion Graphics Tools and Techniques Workshop
DGMD346 2 credits
This course assists students to extend their expertise in the program, After Effects. Students explore various third-party plug-ins and the capabilities of the AE Production Bundle. Students must have worked with After Effects for at least 2 semesters or have equivalent experience in order to take this class.

Storyboarding for Features, TV and Games
DGMD348 2 credits
Storyboarding is practiced as a tool for planning and making informed changes in digital work for film, games, and television. Students learn the basics of storyboarding and its importance as a tool of visualization. Students create characters, settings, and sequences to communicate clearly the vision of their projects.

Basic Game Design I
DGMD349 2 credits
Students investigate concept development for game design. This course explores the development and production of video games for the industry. The course includes discussions with an industry leader. Students research currently available game titles and discuss their features to identify their successful qualities.

Perspectives in Entertainment & Technology
DGMD350 2 credits
This course is a lecture series exploring all aspects of entertainment and technology development and its impact on the visual and visceral arts. Different sections are offered each semester, dealing with film, visual effects, type design, or other special topics.

Digital Design Principles
DGMD352 2 credits
This course focuses on basic design principles that are useful in everything from filmmaking to motion graphics to web design. Students learn the rules of design; then they learn how to break them.

Motion Graphics For The Web
DGMD355 2 credits
The internet demands a different approach to design than print or broadcast design. Design for the web must take into account, not only the new medium, but also concepts, goals, content, and intended audience. Students learn to bring life to the web through instruction in Macromedia Flash, a variety of other tools, and their own creativity.

Basic Game Design II
DGMD359 2 credits
Students continue to explore concept development for game design. This course focuses on the development and production of video games for the industry. The course includes discussions with an industry leader.

Real and Computer Generated Lighting
DGMD360 2 credits
This course covers the basics of lighting in a classroom environment, then extends that information to the computer lighting of virtual sets, props and characters.
Digital Media

Course Descriptions

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

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

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

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

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

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

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

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

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

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

Senior Business Seminar I: Career Planning & Personal Management  
DGMD410 2 credits  
This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a freelance business. Students learn presentation techniques and practical business concepts, from accounting and personal finances to business communications and networking.

Senior Business Seminar II: Career Planning & Personal Management  
DGMD411 2 credits  
Continuing from the first semester, students learn more about job availability. They practice interviewing techniques, write a professional resume, and document and organize their work to create appropriate reels and portfolios, with the goal of packaging and presenting themselves to employers.

Industry Internship  
DGMD425 2 credits  
Students may apply for internships or equivalent work experience in one of the digital media industries. The department, along with the Office of Career Services, assist students in locating appropriate internship positions. These internships assist students in gaining the work experience and industry contacts necessary for job placement upon graduation.

Traditional Animation  
DGMD428 3 credits  
Learn how to do traditional animation to help your 3D animation. Our teacher will introduce you to the history of animation from Emile Kohl to Winsor McCay, Betty Boop and more and then on to Disney, Hanna Barbera, Osamu Tezuka, and Hiya Miyazaki. From there you will study in depth the principles of animation and the principles of animation as applied to computer animation. A must for serious CG animators.

Practicum in Media Technologies  
DGMD430 3 credits  
“Software is not important. Your skill and talents are. If you are good in one program, you’re good in another.” This quote by distinguished lecturer, Glen Campbell of Area 51, is quite accurate. While students work a great deal with many programs, their value to employers comes from their skills as artists and designers, coupled with their “people skills.” In this course, students extend their skills in creating pieces that show off their talents.

Methods and Materials  
DGMD437 2 credits  
Students receive in-depth instruction in the use of pencils, markers, watercolor, pastels, and mixed media. Techniques are applied to landscapes, costumes, vehicles, and a variety of other subjects.

Advanced Tools and Techniques  
DGMD440 3 credits  
Students extend their expertise and knowledge in one of these areas: motion graphics, character animation, filmmaking, or visual effects.

Visiting Artists Series  
DGMD444 2 credits  
This is an ongoing, ever-changing class created to share the expertise, experience and interests of some of the world’s foremost talents in digital art, design, and storytelling. See department for course description each semester.

Advanced Concept Development  
DGMD450 2 credits  
This course develops the creative and problem-solving skills needed to be an effective artist and designer. Whether students are interested in 3D, visual effects, video game development, or motion graphics, they learn techniques for overcoming creative block. Students learn the skills needed to either lead a team or participate as an effective member of a creative team.

Independent Study  
DGMD999 1-6 credits  
Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students.
Digital Media

Department
Faculty

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

Orrin Anderson
Senior Lecturer
Designer, director, photographer, animator, art director, and drummer. Recent client is Mattel.

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

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

Chris T. Do
Adjunct Associate Professor
BFAArt Center. Creative Director and Founder of Blind Studio. Clients include Saatchi & Saatchi, Toyota, Deutsch, Mitsubishi, Wieden & Kennedy, Nike, TBWA Chiat Day, and Nissan.

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

Bob Dobbie
Lecturer

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

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

Chris Eckhardt
Associate Professor
<table>
<thead>
<tr>
<th>Name</th>
<th>Title</th>
<th>Department Faculty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brian Eun</td>
<td>Senior Lecturer</td>
<td>Attended Center for Creative Studies-College of Art and Design majoring in transportation design curriculum. Freelance toy and entertainment designer, past experiences include working as concept design illustrator for Mainframe Entertainment on CG cartoon shows “Reboot,” “Beast Wars,” “Weird-Oh’s,” and product concept designer for Kenner Toys/Hasbro Toy Group, working on boy action properties such as G.I. Joe, Jurassic Park, Microverse, and Superman.</td>
</tr>
<tr>
<td>Andrew Foster</td>
<td>Lecturer</td>
<td>BFAArt Center. Exhibitions at Earl Group exhibitions at McGrath, West Hollywood; Robert Berman, Santa Monica; George Bills, Culver City; Solaris, West Hollywood. Group exhibits include Jonathan Levine, New York and Merry Karnowsky, Los Angeles; Santa Monica Museum of Art, Santa Monica. Published in New American Painters #85.</td>
</tr>
<tr>
<td>Gary Geraths</td>
<td>Professor</td>
<td>BFA Cal St. Univ. Long Beach; MFA Claremont Grad. School. Clients include Disney, Mattel and many film production companies; sketch artist for the OJ Simpson criminal trial. Exhibited both nationally and internationally.</td>
</tr>
<tr>
<td>Lewis Hall</td>
<td>Senior Lecturer</td>
<td>BFA, Theater, Film &amp; TV, UCLA. Emmy and Academy Award-winning writer and producer with an extensive background in filmmaking and design. Produced five award-winning educational films, including the animated documentary, “Anti-Matter.” Has served as design director for CBS Entertainment, senior art director for Novocom. Clients include CBS, NBC, RTL Germany, BskyB in the UK, Star TV, Channel Corp in Saudi Arabia, and Channels 5, 8, and 12 in Singapore. Currently completing a novel, writing DVD games, and developing an interactive vocabulary program for middle school students.</td>
</tr>
<tr>
<td>Andrew Hem</td>
<td>Lecturer</td>
<td>BFA in illustration from Art Center College of Design. Working in gouache, oil, and acrylic as a fine artist.</td>
</tr>
<tr>
<td>Chip Houghton</td>
<td>Senior Lecturer</td>
<td>B.S. School of Communications, Boston Univ. Co-Founder of Imaginary Forces—a multidisciplinary entertainment and design company based in Hollywood and New York. Has extensive experience in Executive Producing and in Digital and Special Effects. Notable film and television credits include “Seven,” “Spider-Man,” “Band of Brothers.” Major clients include Sony, Disney, IBM, Nike, Universal Studios, and The Museum of Modern Art.</td>
</tr>
</tbody>
</table>
Department of Digital Media

James Huang
Senior Lecturer

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

Anson Jew
Lecturer

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

Doug Jones
Senior Lecturer

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

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

Steve Jung
Lecturer

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

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

**Rebecca Kimmel**
**Senior Lecturer**

**Bryan Koszoru**
**Senior Lecturer**

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

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

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

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

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

**Debra Magit**
**Senior Lecturer**
BA Loyola Marymount. Actor/Acting Teacher. Clients include UCLA Extension, Raytheon.
Digital Media

**Marilyn McLaughlin**  
Senior Lecturer  

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

**Kathleen Milnes**  
Adjunct Assistant Professor  
BA(American Studies) Univ. of MD. Senior Vice President of Workforce & Economic Development, Entertainment Industry Development Corporation.

**Raul Moreno**  
Associate Professor  

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

**Joddy Nicola**  
Senior Lecturer  

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

**Nathan Ota**  
Adjunct Associate Professor  

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

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

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

Bruno Velazquez  
Lecturer  

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

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

Michael Wright  
Professor  
Fashion Design

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

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

### Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FSHD200/201</td>
<td>Sophomore Studio I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>FSHD210/211</td>
<td>Fashion Illustration/Intro to Design</td>
<td>3.0</td>
<td>4.0</td>
</tr>
<tr>
<td>FSHD220/221</td>
<td>Pattern Drafting I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>FSHD225</td>
<td>Sophomore Digital Design I</td>
<td></td>
<td>1.0</td>
</tr>
<tr>
<td>FSHD230/231</td>
<td>Model Drawing I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>ILML 200</td>
<td>Integrated Learning Lecture</td>
<td></td>
<td>3.0</td>
</tr>
<tr>
<td>*AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>NSCI311/312</td>
<td>Textile Science I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
</tbody>
</table>

**Total Credits per Semester**: 18.0

### Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FSHD300/301</td>
<td>Junior Studio I/II</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>FSHD312/313</td>
<td>Fashion Illustration III/IV</td>
<td>1.0</td>
<td>1.0</td>
</tr>
<tr>
<td>FSHD324/325</td>
<td>Digital Design I/III</td>
<td>1.0</td>
<td>1.0</td>
</tr>
<tr>
<td>FSHD330/331</td>
<td>Model Drawing III/IV</td>
<td>1.0</td>
<td>1.0</td>
</tr>
<tr>
<td>FSHD360/361</td>
<td>Fashion Design I/II</td>
<td>3.0</td>
<td>2.0</td>
</tr>
<tr>
<td>FSHD375</td>
<td>Apparel Manufacturing Practices</td>
<td></td>
<td>1.0</td>
</tr>
<tr>
<td>AHCS370/371</td>
<td>History of Costume I/II</td>
<td>2.0</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Liberal Studies Elective</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>*MATH 136</td>
<td>Math for Artist &amp; Designers</td>
<td></td>
<td>3.0</td>
</tr>
</tbody>
</table>

**Total Credits per Semester**: 16.0

### Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FSHD400/401</td>
<td>Senior Studio I/II</td>
<td>6.0</td>
<td>6.0</td>
</tr>
<tr>
<td>FSHD412/413</td>
<td>Fashion Illustration V/VI</td>
<td>1.0</td>
<td>1.0</td>
</tr>
<tr>
<td>FSHD425 or FSHD426</td>
<td>Digital Design IV or Digital Portfolio</td>
<td>1.0</td>
<td></td>
</tr>
<tr>
<td>FSHD430</td>
<td>Model Drawing V</td>
<td>1.0</td>
<td></td>
</tr>
<tr>
<td>FSHD460</td>
<td>Fashion Design III</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>FSHD470</td>
<td>Marketing</td>
<td>1.0</td>
<td></td>
</tr>
<tr>
<td>FSHD475</td>
<td>Portfolio Development</td>
<td></td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS 310</td>
<td>Art History Elective</td>
<td></td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>Senior Liberal Studies Capstone</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>*SSCI210</td>
<td>Social Science</td>
<td></td>
<td>3.0</td>
</tr>
</tbody>
</table>

**Total Credits per Semester**: 16.0

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

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

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

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Credits</th>
<th>Prerequisite(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sophomore Studio</strong></td>
<td>FSHD200/201</td>
<td>3 credits/3 credits</td>
</tr>
<tr>
<td>Students develop patterns by draping muslin on dress forms, and producing basic garment construction and finishing. Students interpret and create three-dimensional design ideas.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fashion Illustration/Introduction to Design</strong></td>
<td>FSHD210/211</td>
<td>3 credits/4 credits</td>
</tr>
<tr>
<td>Students create a variety of figures as a basis for professional design sketches and develop skill in drawing technical flats. Advanced rendering, presentation techniques and introductory design comprise the second semester.</td>
<td></td>
<td>Prerequisite: FSHD211 Fashion Illustration/Intro to Design</td>
</tr>
<tr>
<td><strong>Pattern Drafting I/II</strong></td>
<td>FSHD220/221</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>Using current garment industry techniques and procedures, students create patterns from blocks, body measurements and specifications, make corrections in fit and appearance, and complete custom garments and patterns reflecting their individual style.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Sophomore Digital Design</strong></td>
<td>FSHD225</td>
<td>1 credit</td>
</tr>
<tr>
<td>Using the Macintosh computer, students are introduced to basic computer practices, internet usage, digital terminology and related computer equipment including the scanner, printer, and the Wacom tablet.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Model Drawing</strong></td>
<td>FSHD230/231</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>Students draw from live male and female models to develop an awareness of the proportions and movement of the elongated fashion figure while maintaining correct anatomical structure. Additionally, this course explores the visualization of various fabrics and garments on the figure.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Junior Studio I/II</strong></td>
<td>FSHD300/301</td>
<td>5 credits/5 credits</td>
</tr>
<tr>
<td>Students focus on sewing and construction techniques of “moderately-priced” garments. This course provides practical application of draping, sewing and pattern drafting. Visiting mentors guide and critique students’ designs on professional models during fittings. Students learn the design creation process from interpretation of original sketch to finished garment.</td>
<td></td>
<td>Prerequisite: FSHD200/201 Sophomore Studio III. Only FSHD301 will count for the Sustainability Minor.</td>
</tr>
<tr>
<td><strong>Fashion Illustration III/IV</strong></td>
<td>FSHD 312/313</td>
<td>1 credit/1 credit</td>
</tr>
<tr>
<td>This course works in conjunction with Design. Emphasis is placed on developing an organized approach to create effective illustrations in order to meet mentor problem deadlines. Second semester work explores advanced drawing, painting, marker, and digital techniques in preparation for senior year.</td>
<td></td>
<td>Prerequisite: FSHD211 Fashion Illustration/Intro to Design</td>
</tr>
<tr>
<td><strong>Digital Design II/III</strong></td>
<td>FSHD 324/325</td>
<td>1 credit/1 credit</td>
</tr>
<tr>
<td>This course works in conjunction with Junior Design. Students advance their use of digital knowledge by combining Adobe Photoshop, Illustrator and Streamline, and they use these skills in creating their design sketches for mentor problems.</td>
<td></td>
<td>Prerequisite: FSHD225 Digital Design I</td>
</tr>
<tr>
<td><strong>Model Drawing III/IV</strong></td>
<td>FSHD330/331</td>
<td>1 credit/1 credit</td>
</tr>
<tr>
<td>This course further explores the fashion figure with focus on improved gesture, line quality, and accurate observation of clothing proportion and shape.</td>
<td></td>
<td>Prerequisite: FSHD 231</td>
</tr>
<tr>
<td><strong>Fashion Design I/II</strong></td>
<td>FSHD360/361</td>
<td>3 credits/2 credits</td>
</tr>
<tr>
<td>Professional designers present design problems to be solved within the “moderately priced” market. Students develop ideas based on specific direction, fabric, color, etc. Sketches for garments are edited and critiqued under the guidance of professional designers. The spring semester focuses on the study of higher-priced apparel in preparation for senior level work. One mentor project and design direction will focus on sustainability issues as key design considerations. Students pursuing the Sustainability Minor should elect to work on this project.</td>
<td></td>
<td>Prerequisite: FSHD211 Introduction to Design. Only FSHD360 will count for the Sustainability Minor.</td>
</tr>
<tr>
<td><strong>Apparel Manufacturing Practices</strong></td>
<td>FSHD375</td>
<td>1 credit</td>
</tr>
<tr>
<td>Lectures by fashion industry professionals and field trips supplement this survey course that explores all aspects of the apparel manufacturing process outside the realm of the design room.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**Senior Studio I/II**
FSHD400/401 6 credits/6 credits
This course provides practical application of draping, classic tailoring, and couture sewing, finishing techniques based on the higher priced “designer” market. Students learn the design creation process, from original sketch to finished garment. Visiting mentors guide and critique students’ work on professional models during fittings.
*Prerequisite: FSHD300/301 Junior Studio I/II.*

**Fashion Illustration V/VI**
FSHD412/413 1 credit/1 credit
This advanced illustration class further develops students’ professional illustration skills for higher-priced apparel. Students produce designer sketches with more complex fabric renderings and layering of garments, capturing a look appropriate to the mentor’s direction.
*Prerequisite: FSHD 313 Fashion Illustration IV*

**Digital Design IV**
FSHD425 1 credit
In this advanced digital course students create a group of technical flats in Adobe Illustrator as the basis for a digital collection to be included in their portfolios. Topics include flats, line sheets, fabric samples, repeat patterns, experimental croquis techniques, type, and layout.
*Prerequisite: FSHD325 Digital Design III*

**Digital Portfolio**
FSHD426 1 credit
This advanced elective course expands students’ knowledge and application of digital skills applicable to their final portfolio.
*Prerequisite: FSHD325 Digital Design III*

**Model Drawing V**
FSHD430 1 credit
Students in this advanced drawing course develop a personal style through exploration of professional techniques and a variety of media. The second semester focuses on issues that pertain to portfolio development. Available to non-majors with department Chair approval.
*Prerequisite: FSHD330/331 Model Drawing III/IV.*

**Fashion Design III**
FSHD460 3 credits
Students design clothing alongside professional designers representing higher-priced apparel. Emphasis is placed on integrating classicism and originality, and using fine fabrics, finishing, and construction techniques, as well as producing design work on the same seasonal schedule as the fashion industry.
*Prerequisite: FSHD360/361 Fashion Design III.*

**Marketing**
FSHD470 1 credit
This lecture course explores the partnership between wholesale manufacturers and retailers when marketing a fashion product. The latter half introduces job search strategies in preparing for successfully entering the workplace.

**Portfolio Development**
FSHD475 2 credits
This course focuses on the development of a professional designer portfolio. Students target a specific area of interest for employment and produce groups with concept boards, color story, fabrics, trims, illustrations and technical drawings for each. This course culminates with a portfolio review and critique by manufacturers.
*Prerequisites: FSHD460 Fashion Design III and FSHD412 Fashion Illustration V*

**Independent Study**
FSHD999
Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department Chair based on proposals submitted by interested students.

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

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

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

**Design Laboratory**
This non-credit period is open to all students who need additional help in design.
# Fashion Design

<table>
<thead>
<tr>
<th>Department Faculty</th>
<th>Rosemary Brantley</th>
<th>Jackie Doyle</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chair</strong></td>
<td><strong>BFA (Fashion Design) Parsons School of Design. Student Designer of the Year. Founding Chair Otis Fashion Design Department. Designer for Kasper Joan Leslie, NYC, Jaeger of London, Rosemary Brantley for Staples, Los Angeles 1980 to present. Recipient of L.A. Fashion “Inspiration” Award, 2005.</strong></td>
<td><strong>BFA, Art Center. Winner of the Rudi Gernreich Award from the NY Art Director’s Club. Illustrator for Major Department stores including Neiman Marcus, Joseph Magnin, I Magnin, May Company, Simpsons (Toronto), Bullocks, Woodword and Lawthrop. Illustrated “Quick Style” and has 55 drawings in the permanent collection of the Boston Museum of Fine Arts</strong></td>
</tr>
<tr>
<td><strong>Assistant Chair, Professor</strong></td>
<td><strong>MariBeth Baloga</strong></td>
<td><strong>Jane Engelman</strong></td>
</tr>
<tr>
<td><strong>MFA (Textiles) Indiana Univ., BS (Art Ed.) Kent State Univ., Textile Instructor since 1975: Brooks College, FIDM, Otis, and UCLA Extension. Past Chair of the Textile Design Department, FIDM. Exhibiting fine artist.</strong></td>
<td><strong>BFA (Fashion Design) Otis. Perry Ellis Thimble Award. BFA Textile Design, University of Iowa, 1986. Teaching Credential Art K-12.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Jill Higashi-Zeleznik</strong></td>
<td><strong>Assistant Design Chair, Professor</strong></td>
<td><strong>Rosi Gabl</strong></td>
</tr>
<tr>
<td><strong>BFA (Fashion Design) Otis. Freelance designer for Tommy Bahama and Bugle Boy. Design Director for Carole Little, Motherhood, Saint Germain. Head designer for Shryan, Theodoie, and Bronx Clothier’s.</strong></td>
<td><strong>School of Art and Design Diploma (Dressmaking and Fashion Design) Basel, Switzerland; studied fashion illustration at Central Saint Martin’s College of Art and Design, London. Best of Rosi Web Site.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Susan Baker</strong></td>
<td><strong>Professor</strong></td>
<td><strong>Farnaz Harouni</strong></td>
</tr>
<tr>
<td><strong>BA (English Literature), CSU Dominguez Hills, AA Degree (Fashion Design) LA Trade Tech. College Involved in all phases of commercial manufacturing in the LA fashion industry since 1969.</strong></td>
<td><strong>BFA (Fashion Design) Otis. Winner of the Nolan Miller Thimble Award and the Rudi Gernreich National Design Award. Published in Vogue, Women’s Wear Daily, California Apparel News. Designer for Tadashi, Kellwood, Guess. Evening and bridal designer and founder of Farnaz Couture.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Eddie Bledsoe</strong></td>
<td><strong>Senior Lecturer</strong></td>
<td><strong>Morrison Jackson</strong></td>
</tr>
<tr>
<td><strong>MFA (Theatrical Design) USC; BS (Fashion Design) Woodbury Univ., BA (Design) UCLA. Menswear and costume designer for film and theatre. Published work includes “Art + Performance, the Life of Reza Abdoh.” Designs archived in the Reza Abdoh Collection, NY Public Library. Recent design honors include New York Film Festival, “Rocket’s Red Glare;” Los Angeles Independent Film Festival, “No Easy Way;” The Vienna Festival, “Quotations From a Ruined City.”</strong></td>
<td><strong>MFA (Theatre Design) USC; BFA (Theatre Design) and BA (Fashion Design) Stephens Coll. Assistant designer and patternmaker specializing in sports-wear. Costume Designer and technician. Manager of 20th Century costume rental company. Cutter/draper and tailor’s assistant for feature films, television and theatre.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Brice Bowman</strong></td>
<td><strong>Adjunct Professor</strong></td>
<td><strong>Paul Keng</strong></td>
</tr>
<tr>
<td><strong>MA, CSU Sacramento; BA, Cal. St. Univ. S.F. Exhibits nationally and internationally.</strong></td>
<td><strong>BFA Otis. Fashion Designer/Merchandiser M.I.L.K.Y., Heaven Knows, Reality Check Inc., MZM Sport; Maxi Modo; Waters &amp; Waters; Motherhood Maternity; TD4 Inc.</strong></td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Title</td>
<td>Department Faculty</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Karolyn Kiisel</td>
<td>Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td>Gail Knierim</td>
<td>Associate Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>Diploma (Art) Royal Melbourne Inst. of Technology. Head designer for Australian fashion houses and private couture clientele in L.A.</td>
<td></td>
</tr>
<tr>
<td>Sumi Lee</td>
<td>Associate Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>BFA(Fashion Design) OTIS. Freelance Illustrator for Pearson Prentice-Hall, Becca swim, Playa (by La Blanca). Freelance designer for special occasion dresses. Design director for Cult Jeans. Head designer for Mynneline (by Esquire), Assistant designer for Glen Williams</td>
<td></td>
</tr>
<tr>
<td>Amanda B. Linder</td>
<td>Assistant Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>BS (Fashion Design) Syracuse Univ. Experienced in flat pattern drafting, draping, technical drawing, illustration, clothing reproduction with complete sewing, construction, alterations and fitting. Specializes in costume design for feature films, television and theatre.</td>
<td></td>
</tr>
<tr>
<td>Michelle Lucas</td>
<td>Associate Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td>Evelyn McNerney</td>
<td>Associate Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>AA Fashion Inst. of Technology, studied at UCLA (Vocational Education Teaching). Owner/Designer childrens’ wear collection; SOla babe. Extensive design and manufacturing experience, specializing in junior dresses and sportswear in N.Y. and L.A.</td>
<td></td>
</tr>
<tr>
<td>Loree McConnell</td>
<td>Senior Lecturer</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>BA Western Kentucky University. MS California State University, Long Beach. Co-Owner of Gender Clothing. Owner Custom Bridal Couture, Dept. Chair American Intercontinental University.</td>
<td></td>
</tr>
<tr>
<td>Alexis Montgomery</td>
<td>Senior Lecturer</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>AA (Fashion Design) Los Angeles Trade Tech. Coll. First through production patternmaker with 28 years experience in the garment industry, working both in-house and freelance for Mossimo, Lane Bryant, J.C. Penny, HSN.</td>
<td></td>
</tr>
<tr>
<td>Aaron Paule</td>
<td>Assistant Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td>Nicolette Paulsen</td>
<td>Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td>Mitra Rajabi</td>
<td>Adjunct Assistant Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>BFA (Fashion Design) Otis; studied at LA City Coll. (Fashion Design and Fine Arts). “Designer of the Year” Award (Otis), “Mizuno Grand Prize” winner 1989. Designer/illustrator for La Belle, Euphoric, Dr. Baby, Ceduxion; Founder of Peacock Inc. Menswear Store; Eleven years professional experience in designing for apparel manufacturers and retail.</td>
<td></td>
</tr>
<tr>
<td>Karen Regoli-Arthur</td>
<td>Adjunct Assistant Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>AFA (Fashion Design) Otis Extension. Designer, creator of custom wedding gowns and costumes, Instructor for Los Angeles HeArt Project fashion residency program.</td>
<td></td>
</tr>
<tr>
<td>Miguel Reyes</td>
<td>Lecturer</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>BFA (Illustration), Otis. Freelance painter, portrait artist, muralist, photographer, printer, stylist, art and fashion show producer. Vogue/Sotheby’s Fashion Illustration Award, MTA Muralist.</td>
<td></td>
</tr>
<tr>
<td>Evelyn McInerney</td>
<td>Professor</td>
<td>Fashion Design</td>
</tr>
<tr>
<td></td>
<td>AA Fashion Inst. of Technology, studied at UCLA (Vocational Education Teaching). Owner/Designer childrens’ wear collection; SOla babe. Extensive design and manufacturing experience, specializing in junior dresses and sportswear in N.Y. and L.A.</td>
<td></td>
</tr>
</tbody>
</table>

71
### Fashion Design

<table>
<thead>
<tr>
<th>Department</th>
<th>Faculty</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Lorrain Sabatini</strong>&lt;br&gt;Lecturer</td>
<td>Studied at Wayne State University, and Los Angeles Trade Technical College. Worked as Production Pattermaker, Product Coordinator, and Design Room Supervisor at Bum Blues, Motherhood Maternity, Bronx Clothiers, American Worker, Metropole, N’est Pas, and Second Generation. First thru Production Patterns for Lucky Brand Dungarees, Seven for All Mankind, and Citizens for Humanity.</td>
</tr>
<tr>
<td><strong>Diane Sisko</strong>&lt;br&gt;Senior Lecturer</td>
<td>BFA Purdue Univ., Costume and makeup for film, TV, UCS, LAUSD, Odyssey Theatre Co., John Anson Ford Theatre Director of Costume Program, LACC Theatre Academy, Member of Costumer’s Guild &amp; Costume Society of America.</td>
</tr>
<tr>
<td><strong>Francis Spitta</strong>&lt;br&gt;Senior Lecturer</td>
<td>BFA (Fashion Design) Otis. Freelance surface designer specializing in menswear and young men’s prints, represented by “The Style Council” print studio in N.Y.</td>
</tr>
<tr>
<td><strong>Pat Stiles</strong>&lt;br&gt;Associate Professor</td>
<td>Studied at Pratt Inst. (Fine Art/Illustration); Parsons School of Design (Fashion Illustration). Fashion illustrator and graphic designer for film and advertising.</td>
</tr>
<tr>
<td><strong>Robert Valerio</strong>&lt;br&gt;Senior Lecturer</td>
<td>BA (Economics) UC San Diego. President of Kubic Marketing Inc., Chairman of the Board International Association of Skateboard Companies, CEO Giant Skateboard Distribution.</td>
</tr>
<tr>
<td><strong>Jackie Wickser</strong>&lt;br&gt;Associate Professor</td>
<td>AA (Fashion Design) North Texas State Univ. 30 years experience in N.Y. and L.A. designer market as designer and pattern maker, Pattern designer for Koos Van Den Akker, Gloria Sachs, Mark Eisen, Katayone Adeli and Rosae Nichols, Consultant for Seven For All Mankind, Work published in Vogue, Elle, Paper, Mademoiselle, The Denver Post, and Sportswear International.</td>
</tr>
<tr>
<td><strong>Leah Hoechung Won</strong>&lt;br&gt;Lecturer</td>
<td>BFA (Fashion Design) Otis. Head Designer for ReFresh. Freelance Computer Artist for ‘Mattel Shanghai project’, and for Christie Newman. Head Designer for HL by Herve Leger and for BCBG. St. John Knits: Head Assistant Designer, Assistant Designer, evening division, Junior Designer, couture, collection and evening division. AWARDS: Critic award winner for St. John evening wear, Critic award winner for Anne Klein sportswear, CFDA Portfolio</td>
</tr>
<tr>
<td><strong>Tony Young</strong>&lt;br&gt;Professor</td>
<td>BFA (Fashion Design) Otis; Studied (Art History) Middlebury Coll. Interior design for BCBG store concepts; window displays for Saks, Neiman Marcus; designer and art director for runway collections, product design/fabric development, innovative construction techniques. Awards for product illustrations in W, Vogue, WWD.</td>
</tr>
</tbody>
</table>
Susan Zarate  
*Senior Lecturer*

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

Tuula Zivin  
*Assistant Professor*

AA (Fashion Design) Brooks College. Extensive industry experience as head patternmaker for Compagnie BX, Bronx, Saint Germain, Motherhood, City Girl, and California Concepts; branded and private label customers include Neiman Marcus, Saks, Nordstrom, Fred Segal, and Shauna Stein. Technical consultant for patented Tummy Tuck jeans.
The Fine Arts Department teaches the technical, theoretical, professional, critical, and personal skills necessary to sustain oneself as an artist and to build a life around creative practice. Students in the Fine Arts Department will:

- Develop artistic autonomy to identify and focus on their practice, act upon their ideas and continue to learn over the length of their career.

- Learn discipline-specific skills in photography, painting, sculpture/new genres, drawings, video and digital/new media.

- Be able to think critically, critique art, and contextualize their work with appropriate concepts from history, cultural theory, contemporary art, public and global life and ethics.

- Acquire professional practices preparing them for future career endeavors as a practicing artist including selling art, commissions, graduate studies, employment and teaching.

- Be conversant with interdisciplinary concepts and approaches in contemporary art.
### Sophomore Year

<table>
<thead>
<tr>
<th>Course</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PNTG204/214</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>SCNG204</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>PHOT204</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA215</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>—</td>
<td>5.0</td>
</tr>
<tr>
<td>AHCS246</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS220</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>MATH136</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

### Junior Year

<table>
<thead>
<tr>
<th>Course</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PNTG314</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA 353</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>ILMS300</strong></td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA385</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>7.0</td>
<td>8.0</td>
</tr>
<tr>
<td>*AHCS310</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>LIBS410/ENGL400</strong></td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>18.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

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

### Senior Year

<table>
<thead>
<tr>
<th>Course</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINA470/471</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>FINA443</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>FINA455</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>Studio Electives</td>
<td>5.0</td>
<td>3.0</td>
</tr>
<tr>
<td>LIBS455</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td><strong>LIBS440</strong></td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td><strong>SSCI 210</strong></td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>16.0</td>
<td>15.0</td>
</tr>
</tbody>
</table>

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

## Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHOT204/214</td>
<td>Photography I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>PNTG204</td>
<td>Painting I</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>SCNG204</td>
<td>Sculpture/New Genres I</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>PHOT230</td>
<td>Lighting Studio I</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>FINA215</td>
<td>Art and Technology Practices</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>Studio Electives</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS246</td>
<td>Postmodern Theory and Fine Art</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>MATH136</td>
<td>Math for Artists and Designers</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 17.0

## Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHOT314</td>
<td>Photography III</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA 353</td>
<td>Studio IV</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>ILMS300</strong></td>
<td>Integrated Learning Studio</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA385</td>
<td>Interdisciplinary Critique</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td></td>
<td>Studio Electives</td>
<td>7.0</td>
<td>8.0</td>
</tr>
<tr>
<td>AHCS321</td>
<td>History of Photography</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*NSCI307</td>
<td>Natural Science</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Liberal Studies Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 18.0

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

## Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINA470/471</td>
<td>Senior Studio I/II</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>FINA443</td>
<td>Senior Review</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>FINA455</td>
<td>Professional Practices</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td></td>
<td>Studio Electives</td>
<td>5.0</td>
<td>3.0</td>
</tr>
<tr>
<td>LIBS455</td>
<td>Senior Thesis</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>Senior Liberal Studies Capstone</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>Social Science Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 16.0

*These courses may be taken in either the fall or the spring semester.
## Sculpture/New Genres

### Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCNG204/214</td>
<td>Sculpture/New Genres I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>PNTG204</td>
<td>Painting I</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>PHOT204</td>
<td>Photography I</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA215</td>
<td>Art and Technology Practices</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS246</td>
<td>Postmodern Theory and Fine Art</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>MATH136</td>
<td>Math for Artists and Designers</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>17.0</td>
<td>17.0</td>
</tr>
</tbody>
</table>

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

### Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCNG314</td>
<td>Sculpture/New Genres III</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA353</td>
<td>Studio IV</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>**ILMS300</td>
<td>Integrated Learning Studio</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>FINA385</td>
<td>Interdisciplinary Critique</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>18.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

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

### Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINA470/471</td>
<td>Senior Studio I/II</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>FINA443</td>
<td>Senior Review</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>FINA455</td>
<td>Professional Practices</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>LIBS455</td>
<td>Senior Thesis</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*LIBS440</td>
<td>Senior Liberal Studies Capstone</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>Social Science Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>16.0</td>
<td>15.0</td>
</tr>
</tbody>
</table>

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

---

**Degree Requirements**

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

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Introduction to Experimental Drawing</th>
<th>DRWG204</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This course is designed to assist students in expanding their drawing skills through both traditional and unconventional drawing exercises. Students learn the signs of meaning that are produced from the specific forms, erasures, and drawing marks they put on paper. They experiment with new materials, techniques and skills.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Experimental Drawing Projects</th>
<th>DRWG320</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course provides an opportunity for students to explore advanced techniques and ideas in drawing. It helps students develop their own personal vision and awareness of the drawing media through independent projects and building a body of work. This course may be repeated for credit.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Art &amp; Technology Practices</th>
<th>FINA215</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATP is an introductory course in new media - exposing students to a wide range of digital art making practices while providing the technical fundamentals that enable students to begin integrating digital methods in their respective practices. The course consists of lectures, demonstrations, visiting speakers, and computer lab experience. Particular attention is placed on balancing technical skills with creative content and experimental approaches. We will explore the evolution of new media and the corresponding social and cultural impact. Core software is Adobe Photoshop, Adobe Illustrator, and Final Cut Pro. Sophomore Core Requirement.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Blue Space/White Box</th>
<th>FINA305</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Students curate and mount shows for the Bolsky Gallery. This course, designed to deepen students' understanding of the intellectual and practical tasks of curating contemporary art, works with proposals submitted by students and faculty, as well as group shows generated by the class. Students learn the aspects of curatorial and exhibition design and installation.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visiting Artist Workshop/Advanced Visiting Artist Workshop</th>
<th>FINA325/326</th>
<th>2 credits/3 credits</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Critic in Residence/Advanced Critic in Residence</th>
<th>FINA327/328</th>
<th>2 credits/3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>These courses expose students to the complexity and diversity of activities in the fine arts by inviting prominent artist and critics to the campus for studio and seminar workshops in their practice, methods or medium. Course content will vary in content each semester. See the Fine Arts Department for specific course descriptions.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Studio IV: Painting, Photography &amp; Sculpture/New Genres</th>
<th>FINA353</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>An advanced studio course emphasizing the disciplines of Painting, Photography &amp; Sculpture/ New Genres. This course provides a working forum for intermediate students that addresses students’ own interests and art-making motives. Students investigate specific concepts, processes, and visual strategies toward the development of an individual studio practice. This production-oriented course examines how artists use their time in the studio, and focus on developing and expanding the students’ potential and commitment, personal vocabulary and corresponding technique. Individual and group critiques, seminars, and individual meetings provide insight into different approaches to creativity and help students find the working methods that best suit them. A rigorous approach to production is expected. Attending the Visiting Artist Lecture Series is required and familiarizes the students/artists with an international art community.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Offered Spring Semester only*

<table>
<thead>
<tr>
<th>Fine Art Praxis</th>
<th>FINA370</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine Art Praxis allows the student to bring together a contemporary topic and relevant art historical information in an interdisciplinary setting. A three-hour studio class focuses on artistic application of the subject, while a two-hour history/theory component reinforces the historical and contemporary models and contexts. Students receive Fine Arts/Liberal Arts credit.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Content varies each term.*

**Co-requisite:** AHCS366 Liberal Studies Praxis.
**Interdisciplinary Critique**  
FINA385  
2 credits  
This rigorous companion course to Studio IV provides the critical dialogue of peers, helping students to develop an increased ability to respond to media outside of their practice. Taught by artists and critics, this course considers work of all kinds and acquaints students with the contemporary notion of critique as it currently informs artistic practice.  
*Offered Spring semester only*  

**Directed Internship**  
FINA390  
2 credits  
Qualified upper-level students find and place themselves in a variety of structured positions in the Los Angeles art community, including museums (MOCA, LACMA, SMMA); galleries; magazines; and film, television, photography, and animation studios. Internships enhance students’ education by providing well-supervised work experiences, leading to jobs after school.  

**Advanced Topics**  
FINA406/415  
2 credits/3 credits  
This course allows the student access to a cohesive body of information connected with simultaneous components of subject and object making. A three- or six-hour seminar and/or studio explores the historical and contemporary models and contexts of artistic practice.  
*See Fine Arts Department for additional course descriptions. Only certain courses will count for the Sustainability Minor. Please see the Interdisciplinary Studies Director.*

**Senior Review**  
FINA443  
2 credits  
By way of a professional presentation to their peer group, each student’s practice is contextualized within the them they previously selected for Senior Thesis.  

**Professional Practices**  
FINA455  
2 credits  
This practical and hands-on course addresses professional practices in Fine Arts through a series of workshops and seminars. Working in conjunction with Senior Studio II, topics include: building various presentation spaces; installing and lighting art; documentation of artwork; graduate school applications; grant writing; various business practices; gallery representation; alternative spaces and practices; professional development beyond art school; artist residencies; and various career opportunities for artists.  
*Offered spring semester only*  

**Senior Studio I**  
FINA470  
5 credits  
No longer divided by major, in Senior Studio I each student is given their own studio and works with a group of faculty mentors to develop a body of work build on an intensive exploration of themes and techniques. Critical dialogue with mentors and peers helps each individual develop clarity in their art work as well a high level of articulation of the issues of their work. The Visiting Artist Lecture Services brings the student-artist more contact with the international community of artist.  
*Offered Fall semester only*  

**Senior Studio II**  
FINA471  
5 credits  
The final semester of Senior Studio is devoted to the completion of a cohesive body of work culminating in the senior exhibition. Students continue independent studio practices, discussions and critiques with mentors and peers, and studio visits with a variety of visiting artists. The Visiting Artist Lecture Series familiarizes the student-artist with the international art community. The building and mounting of the senior show culminates the year’s work. This course addresses issues that prepare students for a life in art after graduation, as well as graduate school preparation and career and employment opportunities.  
*Offered Spring semester only*  

**Introduction to Video**  
MEDA210  
3 credits  
This course offers an introduction to working with moving images as an art form. While receiving training in basic digital video production and editing techniques using Final Cut Pro and other professional applications, and learning about historical and contemporary use of video as an art form, students will complete several short projects of their own. Techniques covered will include planning, lighting, camera work, editing, and mixing sound using digital video media.
Video

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

Sound Art

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

Intermedia

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

Super-8 Filmmaking

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

Video Projects

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

Advanced Topics: Live Art

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

Photography I

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

Photography II

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

**Photography Studio Practices**
PHOT215 2 credits
See Department for Course Description.
$30 Lab Fee.

**Extended Techniques in Photography**
PHOT218 2 credits
This course supports Photography majors with more in-depth instruction in particular techniques. $30 Lab Fee.

**Lighting Studio I**
PHOT230 3 credits
This course introduces students to basic studio skills in lighting and electronic flash applications, including 4x5 and medium formats, tungsten and strobe lighting, and in-depth exploration of genres such as photo illustration, still life and portraiture. Students develop a critical understanding of how imagery functions within a commercial context and the relationship between fine art and commercial work. Shooting assignments include still life, portraiture, and photo illustration projects. This course is required for Photography majors. Offered Spring semester only. $30 Lab Fee.

**Photography III**
PHOT314 3 credits
Paradigms such as authenticity and appropriation are explored as students investigate the aesthetic and cultural debates surrounding Modern and Post-Modern positions. Traditional photographic materials, digital processes, and mixed media projects are incorporated. Offered Fall semester only. $30 Lab Fee.

**Color Photography**
PHOT330 2 credits
This class explores technical, theoretical, and aesthetic concerns in color photography. Students learn the basic and more accessible chromogenic process from color negatives using the RA processor along with the Cibachrome process from color slides. Focus is technical and hands-on; however, emphasis is also given to discussion and critique of the use, effect, and meaning of color in documentary and art photography. Offered on a rotating basis. $30 Lab Fee.

**Photo Genres**
PHOT335 2 credits
The genres courses provide student with the opportunity to explore a variety of topics within the context of photography, targeting specific conceptual, aesthetic, and material approaches in depth, offering theoretic and vernacular driven investigation. Recent topics offered: Photo Collage, the Digital Photograph, and Mural Printing. Offered on a rotating basis. $30 Lab Fee.

**Advanced Lighting Studio**
PHOT 430 2 credits
This is a hands-on studio class with emphasis on advanced techniques. Major areas of focus include: refining lighting techniques, environmental portraiture, feature layout, researching clients and self-promotion. Hair, make-up and fashion stylists will work with students on demonstration shoots. Critiques will focus on concept, technique, craftsmanship, and problem solving. The course will cover medium format and 4X5 photography, strobe and tungsten lighting, and explore various genres of photo illustration, still life, and portraiture. Assignments and projects for both studio and location work will build skills and develop a portfolio for the editorial market. $30 Lab Fee.

**Painting I**
PNTG204 3 credits
A hands-on investigation of technical and formal issues in painting (oil, acrylic, and mixed media), this course focuses on the development of technical abilities in collusion with concepts and exploration of different methods of achieving visual “dexterity.” Offered Fall semester only.

**Extended Techniques for Painting**
PNTG205 2 credits
This is a practical workshop directed to the understanding of painting as physical accomplishment. Painting materials and technical processes from ancient to contemporary are examined. Painting techniques might include: encaustic, egg tempera, oils, plastics, industrial paints, and others.
<table>
<thead>
<tr>
<th>Course Description</th>
<th>Course Code</th>
<th>Credits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Painting II</td>
<td>PNTG214</td>
<td>3</td>
<td>This intermediate painting course integrates intellectual and technical ability with historical, contemporary, and personal strategies. Emphasis is on the exposure to and analysis of contemporary painting through visual presentations, lectures, and the practical application of painting as a medium, both in technique and material. <em>Offered Spring semester only</em></td>
</tr>
<tr>
<td>Painting Genres</td>
<td>PNTG306</td>
<td>2</td>
<td>The genres courses provide students with the opportunity to explore a variety of topics within the context of painting, targeting specific conceptual, aesthetic, and material approaches in depth, offering theoretical and vernacular driven investigations. Recent topics offered: Real Art; Methods, Materials &amp; Concepts of Color, Figure Processes &amp; Practices</td>
</tr>
<tr>
<td>Processes &amp; Practices</td>
<td>PNTG310/311</td>
<td>3</td>
<td>Addressing the contemporary desire to stretch the medium’s physical limits and prod its conventions with unorthodox materials and forms, this advanced painting course focuses on the interplay between painting and space. Investigations such as representation/abstraction, movement/stillness, and structure/idea provide an opportunity for students to engage in non-traditional approaches, including installation. <em>This course may be taken as an alternative to PNTG314 Painting III. Offered in Fall only.</em></td>
</tr>
<tr>
<td>Painting III</td>
<td>PNTG314</td>
<td>3</td>
<td>Using historical and contemporary issues, including figuration and the body, the political impulse in art, narrative, and contemporary abstraction, students explore how the contextualization of images function in terms of content, and how they serve as the theoretical basis to explore painting as a highly adaptive contemporary medium. This class emphasizes the development of individual voice leading to Junior Studio. <em>Offered Fall semester only</em></td>
</tr>
<tr>
<td>Sculpture/New Genres I</td>
<td>SCNG204</td>
<td>3</td>
<td>An introduction to the history and practice of sculpture and new genres (new art forms that use time and space). Students are introduced to technical and contemplative approaches to commanding space and material to produce meaningful objects, events, or places. Technical instruction covers introductory use of wood and metal shops (including digital 3D printer), adhesives and joinery, basic mold making and casting, as well as contemporary new genres forms such as performance and installation art. <em>Offered in Fall semester only.</em></td>
</tr>
<tr>
<td>Sculpture/New Genres II</td>
<td>SCNG214</td>
<td>3</td>
<td>SCNG 2 guides students in the development and realization of art projects in the context of contemporary art. Skills will include refined fabrication techniques and expanded repertoire of materials, new computer technologies for 3-D output, video, sound, and more. Students are exposed to contemporary practices through lectures, reading discussions, critique and interviews with artists and will be exploring some of these topics in their own work. <em>Offered in Spring semester only.</em></td>
</tr>
<tr>
<td>Extended Techniques for Sculpture</td>
<td>SCNG215</td>
<td>2</td>
<td>This course supports Sculpture majors with more in-depth instruction in particular techniques such as wall building, small electronics like motion detectors and robotics, details of wood joinery and carving, some special plastics skills like vacuum forming, even some architectural model making, and more. <em>Offered in alternating semesters/years.</em></td>
</tr>
<tr>
<td>Special Topics in Crafts</td>
<td>SCNG235</td>
<td>2</td>
<td>A course covering craft practices including light metals and fibers as applied to contemporary art practice. The course will allow for extended hands-on practice beyond the demo format. Required for students in the Arts Educator Preparation track of the ACT program. Can be taken as an elective for all other students.</td>
</tr>
</tbody>
</table>
**Course Descriptions**

<table>
<thead>
<tr>
<th>Course</th>
<th>Credits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ceramics</strong></td>
<td>2</td>
<td>Ceramics</td>
</tr>
<tr>
<td><strong>SCNG: Genres</strong></td>
<td>2</td>
<td>The genre courses provide students with the opportunity to explore a variety of topics within the context of Sculpture/New Genres, targeting specific conceptual, aesthetic and material approaches in depth, offering theoretic and vernacular driven investigation. Recent Topics offered: Metalcasting and Major Mold Making. Offered in alternating semesters/years.</td>
</tr>
<tr>
<td><strong>Sculpture/New Genres III</strong></td>
<td>3</td>
<td>Students have an opportunity to work on largescale, long-term projects in sculpture and/or new genres, working in-depth in a chosen material or skill: for instance, using complicated moldmaking and casting technologies, or a research methodology that takes weeks to achieve outcome. The class addresses artwork that is ambitious, experimental, political, and difficult, work that pushes both formal and conceptual boundaries. Offered in Fall semester only.</td>
</tr>
</tbody>
</table>
Fine Arts

Department Faculty

Meg Cranston
Chair

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

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

Soo Kim
Professor, Program Director, Photography
MFA Cal Arts, BA UC Riverside. Artist, writer and curator. Exhibited at Sandroni Rey Gallery, LA; DCKT Contemporary, NY; National Center for the Arts, El Salvador; Gwangju Biennale, Korea; Whitney Museum, NY; American Cinematheque, San Francisco.

Jacci Den Hartog
Professor, Program Director, Sculpture/New Genres
MFA Claremont Graduate University; BA Linfield College; studied at Centro Cultural Costarricesne Norteamericano, San Jose, Costa Rica. Sculptor. Exhibitions include Nantes Museum, Nantes, France; San Francisco Art Institute; Kansas City Art Institute. Commissioned public art at Angel’s Knoll, Los Angeles. Reviewed in Artforum, Flash Art, and Art in America.

Linda Burnham
Distinguished Professor of Painting
BFA Cal Arts. Painter. Solo exhibitions at Christopher Grimes Gallery, Santa Monica; Jessica Fredericks Gallery, NY; Finesilver Gallery, San Antonio; Gwenda Jay

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

Dana Duff
Professor

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

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

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

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

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

**Phil Chang**  
*Lecturer*  
MFA Cal Arts, BA Univ. of California, Irvine. Photographer, Curator. Exhibitions include Angles Gallery, Los Angeles; Cirrus Gallery, Los Angeles; P.O.W. Gallery, NY; Renwick Gallery, NY; Marvell Gallery, NY; Bolsky Gallery, Otis College, Los Angeles; publications include “Four Over One” published by LACMA.

**Liz Craft**  
*Lecturer*  

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

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

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

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

**Department Faculty**

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

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

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

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

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

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

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

**Alison O’Daniel**  
Lecturer  

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

**Karthik Pandian**  
Lecturer  
MFA Art Center, BA Brown University. Artist. Solo exhibitions at The Whitney Museum of American Art, NY; Midway Contemporary Art, Minneapolis; Richard Telles Fine Art, LA; Galerie Meyer Kainer, Vienna; White Flag Projects, St. Louis.
Michael Pierzynski  
**Lecturer**  
BFA Washington University, St. Louis, MO.  
Studied at Tisch School of the Arts, NYU. Artist.  
Exhibitions in Los Angeles include Carl Berg Gallery, Christopher Grimes Gallery, POST, Kim Light Gallery, Rosamund Felsen Gallery and LACE. Other exhibitions include Casey Kaplan, N.Y.; Angstrom Gallery, Dallas, and New Museum of Contemporary Art, N.Y.

Monique Prieto  
**Lecturer**  

Tia Pulitzer  
**Lecturer**

Asha Schechter  
**Lecturer**  

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

Ann Summa  
**Lecturer**  

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

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

Ann Summa  
**Lecturer**  

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

Mark Wyse  
**Lecturer**  
MFA Yale Univ., BA Univ of Colorado.  
Exhibitions include Wall Space, N.Y.; Hudson Franklin Gallery, N.Y.; Blum & Poe L.A.
Integrated Learning

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

• Negotiate diverse public spheres
• Work in interdisciplinary teams
• Develop trans-disciplinary problem-solving skills

• Conceptualize, analyze and define issues and solutions
• Plan and propose creative solutions for a specific context, informed by engagement with a community group

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

• A two-credit introductory studio course taken in the Foundation Year

• A three-credit Liberal Arts elective course taken in the sophomore year

• A two-credit elective studio course taken in the junior year

Connections Through Color and Design
ILMS100 2 credits
A second-semester Integrated Learning studio course introducing Foundation students to contextually-based problem solving using fundamentals of color and design. Students learn Munsell color theory, practical aspects of color mixing such as value, hue and chroma, as well as computer color application. Skills developed: Students solve problems that engage the larger community, trans-disciplinary practice, research, and collaboration.

Integrated Learning Liberal Arts
ILML200 3 credits
An integrative course using collaborative methodology, synthesizing diverse perspectives, using the skills of creative and critical thinking, clear communication and information literacy. See the Liberal Arts department for offerings.

Integrated Learning Studio
ILMS300 2 credits
An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site real-world challenges.

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

Examples of previous and planned ILMS 300 courses:

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

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

Comic Heroes: From 2D to 3D
An exploration of comics and their 3-D counterparts. Outcome may be an intriguing marketing promotion or perhaps a “final product” that could range from a virtual world, to an action figure, a digital game, or even a user-created and edited website. Partner: Top Cow / Hero Initiative

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

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

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Neighborgapbridge</th>
<th>Otis Goes Green - Global Green USA:</th>
<th>Homeboy Histories and Culture</th>
</tr>
</thead>
<tbody>
<tr>
<td>Changing the World, One Neighborhood at a Time. Can artists and designers collaborate and assume the role of ethnographers to investigate our Otis neighbors? Can they identify “gaps” in communication, interests and values and propose “bridges” to connect them? Creative. Blue Sky. Out There. Walking Distance. Partner: WC Senior Center, WC/ Loyola Branch Library and The Custom Hotel.</td>
<td>This course provides art and design students with the knowledge and tools needed to make ecodesign an integral part of the design process. Students in this course will have an opportunity to help Otis become Green, discuss Green Design with top Green Designers and attend a Green Design Show. We believe it is at the design education level where we have the best opportunity to create a sustainable future. Partner: Global Green International.</td>
<td>This course explores personal experience narratives and how they are expressed in the visual arts by their narrators. In addition, this course focuses on identity and the way in which it is expressed: political, ethnic, and social identities serving as markers for social mobility and control. Partner: Homeboy Industries Inc.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Introducing students to the complexities of social design leadership and teach them to design local product systems that can be validated and then scaled to fit different contexts. Engaging directly with local communities in need, students will conduct hands on research and develop actionable social design strategies, with an emphasis on systems and tools. Partner: Urban Compass. Examples of IML 200 courses: 3 Credits.</td>
<td>This course will challenge students to reconstruct past physical and social nexuses of neighborhoods/communities in LA combining both architectural and design components with art, cinema and private histories of present and past community members. Students will generate an online archival display of LA’s past communities as part of this course. Partner: Richard Riordan Central Library.</td>
<td>This course will challenge students to reconstruct past physical and social nexuses of neighborhoods/communities in LA combining both architectural and design components with art, cinema and private histories of present and past community members. Students will generate an online archival display of LA’s past communities as part of this course. Partner: Richard Riordan Central Library.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Designing The Political</th>
<th>Modern Mysticism and the Afterlife</th>
<th>Movies That Matter</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course investigates the role of artists and designers as powerful agents of protest and progress. Emphasis will be placed on a historical contextualization of political graphics to learn more about the role of propaganda, the face of the enemy, and the power of the visual text to shape the perception of the “other” for better or worse. Partner: Center for the Study of Political Graphics.</td>
<td>This class explores the concept of the soul/spirit as viewed through modern mysticism, mystic individuals and social movements. Students will look into cross-cultural perspectives, rites of intensification, attend field trips for first-hand experience, attempt to use or perform some of these practices and concepts in class. Partner: Hollywood Forever Cementery.</td>
<td>As artists and designers, students need to understand that movies can inspire and educate as well as entertain. In this class students will gain a historical perspective to understand the past and present in order to visualize the future. Through compelling and entertaining stories, the selected films depict social, political, cultural and gender, racial and ethnic issues. Partner: FilmAid International.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Festival</th>
<th>Museums: Public Engagement</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Students will learn what goes into building and promoting a successful community festival. They will create a business, marketing, and fundraising/development plan that can be used to create an annual festival that celebrates this area of the city in a partnership between Otis College and local government agencies and businesses. Partner: LAX Coastal and Westchester BID.</td>
<td>The question of visitor engagement in the work of museums is especially heightened in Los Angeles, one of the world’s epicenters for the arts. How can the rich content of museums function as a useful resource for the way we live our lives? Can museums ignite the muse or inspiration in all of us? How do popcorn machine of cultural activity and be a place for solitude and contemplation? Can museums be a resource for the complex concerns of our time? Partner: Getty Museum.</td>
<td></td>
</tr>
</tbody>
</table>

---

90
Integrated Learning

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

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

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

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

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

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

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

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

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

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

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

**Reel Docs**

This course presents nonfiction cinema about real people and critical issues that shape our lives and the world in which we live. Nonfiction films will be viewed as agents of change, critically and aesthetically and we will examine the power of the medium to educate, enrich and even change lives.
Richard Shelton  
**Director**  
MFA (Art) Cal Arts, BFA (Media Arts); Minneapolis College of Art & Design. Associate Professor/Animation MCAD 1994-2004. Recent exhibitions and clients: Walker Art Center, MN, NEXiT gallery Arnhem, Nethelands, Jung and Pfeffer, Amsterdam/Germany. Partner, GD4Love&S. Founded and co-runs the Minneapolis Record Show and Convention. Richard has been teaching at Otis since Fall 2006.

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

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

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

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

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

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

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

Claudia Hernandez  
**Lecturer**  

Lara Hoad  
**Lecturer**  
Integrated Learning

**Department Faculty**

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

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

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

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

**Christopher Michlig**  
Senior Lecturer  

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

**Patricia Kovic**  
Assistant Professor  

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

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

**Ysamur Flores-Pena**  
Associate Professor  
PhD (Folklore and Mythology) UCLA; BA, MA (Education) Catholic Univ of Puerto Rico. Extensive publications including Fit for a Queen: Analysis of a Consecration Outfit in the Cult of Yemaya. Has presented papers at the Fowler Museum and the St. Louis Museum.
Kiki Sammarcelli  
*Adjunct Associate Professor*  
BFA, MFA, Otis. Uses a range of paint surfaces and textures to reveal a sense of humor. Professional activities include an extensive record of international exhibitions, numerous articles and reviews, public and private collections, and awards and honors.

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

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

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

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

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

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

Students pursuing Interdisciplinary Studies will…

- Develop an awareness of interdisciplinary opportunities in professional art and design practices.
- Increase their exposure to a broad range of skills, experiences, and knowledge.
- Pursue a minor or concentration that complements studies in the major.
Minors

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

Curricular Requirements

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

Art History Minor

The Art History Minor offers students an opportunity to focus on an expanded range of historical and cultural ideas about art and art making. The minor provides a guided and structured approach to diverse critical methods for exploring the cultural creation, meaning, dissemination, and impact of visual images, objects, and practices. This minor is open only to students majoring in Architecture/Landscape/Interiors, Communication Arts, Digital Media or Fine Arts, and requires 15 credits of coursework in place of LAS and Studio electives. Students majoring in Architecture/Landscape/Interiors will need to take 6 additional credits in order to complete this minor while fulfilling their major requirements.

Art History Minor required courses:

AHCS246 Postmodern theory (3 credits)

*AHCS310 Art History Electives (9 credits)

** LIBS440 Senior Liberal Studies Capstone (3 credits)

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

**LIBS440 Capstone paper should address an Art History topic

Community Arts Engagement Minor

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

Creative Writing Minor

The Creative Writing Minor offers art and design students an opportunity to give voice and shape to their creativity through a variety of written expressive forms. The minor provides guidance and support to students in a structured environment to develop their writing, and an exciting way to explore their personal visions through workshops and lectures. This minor is open only to students majoring in Architecture/Landscape/Interiors, Communication Arts, Digital Media or Fine Arts, and requires 15 credits of coursework in place of LAS and Studio electives. Students majoring in Architecture/Landscape/Interiors will need to take 6 additional credits in order to complete this minor while fulfilling their major requirements.

Creative Writing Minor required courses:

ENGL202 Creative Writing (3 credits)

ENGL400 Advanced Topics (3 credits)

* WRIT600 Poetry/Prose Workshop and/or

* WRIT640 Translation Seminar and/or

* WRIT750 Literary Seminar (6 credits)

** LIBS440 Senior Liberal Studies Capstone (3 credits)

* Graduate level courses

**LIBS 440 Capstone paper should address a Creative Writing topic

See Liberal Arts and Sciences and Graduate Writing for course descriptions.
Interdisciplinary Studies

Program Requirements

Cultural Studies Minor

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

Cultural Studies Minor required courses:

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

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

SSCI210
Social Science (3 credits)

**LIBS440
Senior Liberal Studies Capstone (3 credits)

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

**LIBS 440 Capstone paper should address a Cultural Studies topic
See Liberal Arts and Sciences for course descriptions.

Sustainability Minor

Recognizing the innovative role artists and designers can play in solving pressing challenges, the Sustainability Minor provides students with a broad understanding of the social, political, economic and environmental issues impacting the future of humanity and our planet. Students will study and develop strategies and systems, as applicable to art and design, which can meet the needs of current generations without compromising those of future generations. Courses fulfill requirements in Integrated Learning and Liberal Arts and Sciences, as well as electives across all studio departments. This minor is open to students in all majors, and requires between 13-20 credits of coursework in place of LAS and Studio electives. Fashion Design and Toy Design majors must take Sustainability Electives in their home department in order to complete this minor while fulfilling their major requirements.

Sustainability Minor Required Courses:

ILML201
Human Ecology (3 credits)

NSCI305
Science and Sustainable Design (3 credits)

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

**LIBS441
Liberal Studies Capstone (3 credits)

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

Look for this symbol throughout the catalog to see which courses will fulfill Sustainability Electives. A limited choice of IL, LAS and Studio courses in each department and Continuing Education will count towards the Sustainability Minor electives, as determined each semester by the Interdisciplinary Studies Director and Department Chairs.

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

Teacher Credential Preparation Minor
See the Artists, Community and Teaching Program for more information.

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

Eligibility and Enrollment Requirements
Students must be in good academic standing, with a cumulative GPA of 2.0 in order to pursue a minor. Students may apply to declare a minor before registration advisement for either the first or second semester of the sophomore year. Under limited circumstances, students may begin a minor in the first semester of the junior year.

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

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

Interested Students should see the Director of Interdisciplinary Studies.

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

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

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

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

**Program Requirements**

**Transfer Students**

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

**Electives Open to Non-Majors**

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

**Participating Departments**

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

Interested Students should see the Director of Interdisciplinary Studies.
Liberal Arts and Sciences

Department Goals

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

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

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

Categories of Courses
Foundation (FNDT) Courses:
Students in all majors are required to fulfill Art History, English and Social Science courses listed below in their first year.

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

<table>
<thead>
<tr>
<th>Art History</th>
<th>ARLI</th>
<th>COMD</th>
<th>DIGM</th>
<th>FASD</th>
<th>FINA</th>
<th>PRDS</th>
<th>TOYD</th>
</tr>
</thead>
<tbody>
<tr>
<td>FNDT</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>Required</td>
<td>15</td>
<td>9</td>
<td>9</td>
<td>11</td>
<td>9</td>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>English</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FNDT</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Social Sciences</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FNDT</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Natural Sciences</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Required Elective Courses</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENGL/LIBS</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Integrated Learning</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>LAS Capstone</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Required</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>LAS Total Credits</td>
<td>49</td>
<td>45</td>
<td>45</td>
<td>46</td>
<td>46</td>
<td>45</td>
<td>45</td>
</tr>
</tbody>
</table>

Course Descriptions
AHCS 120 Introduction to Visual Cultures (3)
AHCS 121 Modern Art History (3)
ENGL 104 Critical Analysis and Semiotics (2)
ENGL 106 Composition and Critical Thinking (3)
SSCI 130 Cultural Studies (2)

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

Required Elective Course:
All students are required to choose one 3-unit Junior Elective in English or Liberal Studies.
## Liberal Arts and Sciences

### Course Descriptions

#### By Major:
- **Art History**
  - CRIT 205/206 History + Theory I/II (6)
  - CRIT 305/306 History + Theory III/IV (5)
  - CRIT 405/406 History + Theory V/VI (4)

- **Architecture/Landscape/Interiors:**
  - CRIT 205/206 History + Theory I/II (6)
  - CRIT 305/306 History + Theory III/IV (5)
  - CRIT 405/406 History + Theory V/VI (4)

- **Communication Arts:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 222 History of GRD/ADVT/ILLUS (3)
  - AHCS 310 Art History Electives (3)

- **Digital Media:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 310 Art History Electives (6)

- **Fashion Design:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 310 Art History Electives (3)
  - AHCS 370/371 History of Costume I/II (5)

- **Fine Arts:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 321 History of Photography for Photo majors (3)
  - AHCS 246 Postmodern Theory and Fine Art (3)
  - AHCS 310 Art History Electives (3)

- **Product Design:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 225 Product Design History (3)
  - AHCS 310 Art History Electives (3)

- **Toy Design:**
  - AHCS 220 Contemporary Perspectives in Art and Design (3)
  - AHCS 236 History of Toys (3)
  - AHCS 310 Art History Electives (3)

- **English**
  - All Majors:
    - ENGL 202 Sophomore English (3)

- **Social Sciences**
  - Architecture/Landscape/Interiors; Communication Arts; Digital Media; Fashion Design; Fine Arts;

- **Product Design:**
  - SSCI 210 Social Science (3)

- **Mathematics**
  - Architecture/Landscape/Interiors:
    - Math 246 Applied Trigonometry

- **Communication Arts:**
  - MATH 336 Introduction to Symbolic Logic (3)
  - Digital Media; Fashion Design; Fine Arts;
  - Interactive Product Design; Toy Design
  - MATH 136 Math For Artists and Designers (3)

- **Natural Science**
  - Architecture/Landscape/Interiors;
    - Communication Arts; Digital Media; Fine Arts:
    - NSCI 307 Natural Science (3)

- **Fashion Design:**
  - NSCI 311/312 Textile Science II (4)

- **Product Design:**
  - NSCI 319 Anatomy & Ergonomics (3)

- **Toy Design:**
  - NSCI 308 Juvenile Anatomy & Ergonomics (3)

- **Liberal Studies**
  - Communication Arts:
    - LIBS 404 Senior Project/Research Paper (2)

- **Digital Media:**
  - LIBS 217 Concepts & Issues in Media Arts (2)

- **Fine Arts:**
  - LIBS 455 Senior Thesis (3)

- **Product Design:**
  - LIB 235 Microeconomics: Product Market (2)

- **Toy Design:**
  - LIBS 454 Business Practices (2)

- **Integrated Learning**
  - All majors:
    - IMLM 200 Integrated Learning Lecture (3)

- **LAS Capstone**
  - All majors:
    - LIBS 440 LAS Capstone (3)

- **Required Elective Course**
  - All majors:
    - ENGL/LIBS Elective (3)
Liberal Arts and Sciences

Foundation Level Liberal Studies

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

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

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

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

Honors English is a two-semester course of study of modern and contemporary literature, with an emphasis on experimental writing, and the critical and theoretical concepts that inform and describe it. Those who complete the sequence are not required to take ENGL 104 Critical Analysis and Semiotics. To replace these credits, after completion of ENGL 202 Introduction to Literature, they may take any LAS elective.

AHCS120H and AHCS121H
The Honors Art History sequence offers a more challenging approach toward the material covered in the regular Introduction to Visual Culture and Modern Art.

LIBS 440H Honors Capstone
This course will give Honors students the opportunity to discuss, critique, and write about their experiences over the past four years in relation to their general education, their major fields, and their senior projects.

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

Art History Courses

Introduction to Visual Culture
AHCS120 3 credits
This course introduces students to the major methodological and critical approaches used in art history and criticism. Lectures and discussions focus on similarities and differences between theoretical agendas, the significant and national contexts in which these theories developed and their relevance to art making and critical practice.

Modern Art History
AHCS121 3 credits
This is a comprehensive survey of nineteenth- and twentieth-century European and American modern art that reviews and discusses the major movements from a contemporary perspective. Beginning with Realism and concluding with Abstract Expressionism, the course examines the political and social context of each period, significant artists and works, and the issues of modernity.
<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Modern Art History (Paired)</th>
<th>AHCS121</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The paired Critical Analysis and Modern Art course for non-native speakers explores the major modern artistic movements of Europe and North America from 1840 to 1960, covering Romanticism through Abstract Expressionism. Students will investigate the crucial issues, arguments, artists, and works of the avant-garde during the modern period. Both the English and Art History faculty teach and plan this course. In both classes, students learn to apply English standards of reading, writing and speaking skills while reinforcing Art History content and Critical Analysis in reading and writing. Students spend three hours per week in English and three hours per week in Art History, along with additional tutorial hours each week with an art historian and Student Resource Center tutors.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Contemporary Perspectives in Art and Design</th>
<th>AHCS220</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course addresses a variety of issues in art, design, and culture from 1960 to the present. Students may focus on fine art, mass media, or design, or popular culture. See department schedule for topics.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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

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

<table>
<thead>
<tr>
<th>Postmodern Theory and Fine Art</th>
<th>AHCS246</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This class covers the major theories and concepts of Postmodernism, tracing their sources from antiquity to the present and analyzing their impact on and connections to contemporary Fine Art. Required for all Painting, Photography, and Sculpture/New Genres majors.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Fashion Culture: Fashion in Social Space</th>
<th>AHCS310</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course critically examines the way in which fashion is an embodied activity that is embedded with social relations. Emphasis is on the formation of identity through fashion’s articulation of the body, gender, and sexuality.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Liberal Arts and Sciences

Gar(ing) Identity
AHCS310 3 credits
Everyone dresses, and for everyone, dressing, regardless of how minimal, is a social construct. This is the starting point for a course that investigates the complex matrix of relationships, associations, and meanings of contemporary dress, including its intersections with fine art and visual culture.

Art on the Global Stage
AHCS310 3 units
This course will engage contemporary art practices in relation to social phenomenon of globalization. Globalization as a concept is hotly contested and eludes definition. Clearly it engenders a sense of ever expanding communications, a market that reaches and impacts indigenous localities and cultures and challenges difference through the dissemination of transnational uniformity. But how does art operate within Globalization? What are the artistic and cultural responses and challenges to this new phenomenon? We will explore these issues though discussions, screenings, collaborative projects and student presentation.

Asian Film: New Chinese Cinema
AHCS310 3 credits
This course looks at emerging Chinese films and filmmakers beginning with the pre-1980s and continuing through “the 5th generation.” Students investigate the ways in which these filmmakers tried to break the mold of the past, both in style and content, in order to convey the truth of modern Chinese life.

AHCS310 3 credits
Andy Warhol had his first show in L.A. Marcel Duchamp had his first retrospective in Pasadena. Before the Beats, these outsider artists lived and worked in Laurel Canyon. The Cheetah Club in Venice featured famous beat poets, and experimental rockers like Janice Joplin before anyone knew them. Early feminism has its roots here, and L.A.’s “Finish Fetish” artists were among the first to link sustainable materials and product design to fine art. While the art world celebrated the New York School, L.A. was the creative center it remains today. Come learn about your city and its art roots in the pivotal years between 1945-1975.

L.A. Feminism: The Woman’s Building and Beyond
AHCS310 3 credit
This class explores the burgeoning Los Angeles feminist art movement in the post World War II era. In particular, students will address the artists and works of the Women’s Building and there will be a particular focus on Doin’ It in Public: Feminism and Art at the Woman’s Building which is part of Pacific Standard Time: Art in L.A 1945-1980, an unprecedented collaboration of more than fifty cultural institutions across Southern California, which are coming together to tell the story of the birth of the LA art scene.

Baroque and the Rococo World
AHCS310 3 credits
This course investigates the social, religious, and cultural changes that arose from 1600-1750 in Europe, and how the art and architecture that developed during that period both molded and reflected the changes in social class, gender, worldview, and lifestyle.

California Dreaming
AHCS310 3 credits
Far from being a west coast outpost of New York, the art scenes in California had a significant impact upon the shaping of contemporary art. This course emphasizes contemporary art making including film, ceramics, installation, performance, and fine art.

African Art History
AHCS310 3 credits
This course will examine some of the major art forms of Africa, including architecture, textiles, masquerade, and sculpture. The class will focus on the artist, the creative process, and the dynamic that occurs between the creative process and requirements of the piece’s function. The class will also look at how the function and creative processes change when the piece moves into an American environment.

Afro-Caribbean Art
AHCS310 3 credits
This course examines the art and culture of Puerto Rico. Students identify issues of race, identity, and cultural projection as reflected in the arts along with themes of continuity, change, and foundation myth that inform the way in which the country defines its position in Latin America, and more recently, North America.
<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Design in Flux</th>
<th>Latinas in American Film</th>
</tr>
</thead>
<tbody>
<tr>
<td>AHCS310 3 credits</td>
<td>AHCS310 3 credits</td>
<td>This course examines the representation of Latinas in American film from early cinema to the present. It will explore the ways in which the Latina body, marked by race, ethnicity, class, gender, and sexuality is used to produce meaning about Latinidad in the United States, and how those conceptions have shifted over time. This course encourages media literacy and challenges students to consider the power of the moving image in regard to how people understand their own and other’s place in society.</td>
</tr>
<tr>
<td>This course addresses both the impact and the impetus of change and sustainability in art and design in connection with chaos theory and fields of research that probe complexity, transition from chaos to order and the instability and unpredictability of phenomena. Chaos theory has challenged the traditional view of order and disorder, suggesting not only a new understanding of complexity and organization in the natural domain, but in culture as well. Students will exercise this paradigmatic change in science that has affected cultural production and in terms of designing in flux.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>History of American Film I: 1900-1950</td>
<td>History of American Film 2; 1950-Present</td>
<td></td>
</tr>
<tr>
<td>AHCS310 3 credits</td>
<td>AHCS310 3 credits</td>
<td></td>
</tr>
<tr>
<td>This course surveys the art and business of American film in the first half of the 20th century. The approaches include film and sociology, film genres, and the great American directors.</td>
<td>This course surveys the art and business of American films in the second half of the 20th century. The approach includes film and sociology, film genres, and the great American directors.</td>
<td></td>
</tr>
<tr>
<td>Film and Film Theory</td>
<td>Film Genres</td>
<td></td>
</tr>
<tr>
<td>AHCS310 3 credits</td>
<td>AHCS310 3 Credits</td>
<td></td>
</tr>
<tr>
<td>Using an international scope, film as art form is studied within a historical context as a manifestation of material culture. Using postmodern theories, this course studies film as an artistic expression that evolved into a mass media with an unprecedented impact on society. The student learns not only the history of film but also how to “go to the movies” with a more critical attitude.</td>
<td>This course examines three film genres that engage concerns about science and the environment, law and lawlessness, and representations of truth and identity. Sci-Fi will be devoted to science fiction and this genre’s focus on ecological and environmental issues, technology, political dissent, and social divisions. The crime segment will analyze depiction of race, gender, and class as well as economics, social order, and post-war strife. The final section will look at biopics about artists, musicians, writers and the sometimes controversial portrayal of creativity and the artistic process in relation to modern and postmodern notions of truth and identity.</td>
<td></td>
</tr>
<tr>
<td>Art and Art Criticism</td>
<td>Hollywood on Hollywood</td>
<td></td>
</tr>
<tr>
<td>AHCS310 3 credits</td>
<td>AHCS310 3 credits</td>
<td></td>
</tr>
<tr>
<td>This course provides a historical overview of the relationship between art making, art viewing, and art writing within the appropriate social and economic contexts. Theory is paired with art, showing how certain aspects of a work of art are highlighted from particular theories.</td>
<td>This course explores the cultural and historical conception of “Hollywood” through the self referential movies about the Hollywood film industry. We will screen key “meta-movie” narratives from their emergence as a genre in the 1920s to the Classic Hollywood studio system era and through to the contemporary Hollywood media-scape. This course will also consider how other genres (experimental, documentary) and technologies (television and digital media) continue to portray a post-modern Hollywood discourse.</td>
<td></td>
</tr>
</tbody>
</table>
Film Noir
AHCS310  3 Credits
This course examines the film noir genre of American film in its various aesthetic and sociocultural contexts. This will address the changing political and gender forces in American culture following World War II that influence key classical Hollywood films and the genre’s transnational appeal and appropriation by European filmmakers who used the film noir style to create new postwar genres. Students will also analyze the formal aspects of film noir as both a movement and a style by studying narrative, editing,

Horror Film
AHCS310  3 credits
This course examines the horror film genre within a range of cultural, theoretical, and historical contexts. We will consider the ways the genre celebrates and defies the body; represents violence, fear, and paranoia; defines gender, class, race, and sexuality; and provides a range of meanings and pleasures for its audience.

Art in the Field of Cultural Production
AHCS310  3 credits
An examination of the life of any artist can reveal significant networks of social, political, and economic relationships that, in turn, shape the artist’s career in the art world and, ultimately, our understanding of the art. This course fills the gap between traditional art history and biographic narrative, replacing the artist within the “field of cultural production.”

19th Century Visual Culture
AHCS310  3 credits
This course explores the totality of the visual in the 19th century, including fashion, furniture, film, architecture, photography, illustration, advertising, and fine art.

Representations of War
AHCS310  3 credits
This class explores concepts related to war embedded in visual artifacts from early culture to the twentieth century. Particular attention will be directed to the shifts in dominant media from sculptural manifestation to the modern media of film, video, and the internet.

Mary in Folklore and Belief
AHCS310  3 credits
Like no other figure, the Virgin Mary can be ascertained as the most influential female in Western culture. Celebrated in songs, poetry, plastic and graphic arts, and politics, her influence pervades every aspect of our culture. This course will study the ways in which folk art and folk belief adds yet another layer of meaning to the idea of Mary. We will study folk narratives and folk representation of Mary in the visual arts as well as folk traditions.

Signs, Rituals, and Politics
AHCS310  3 credits
This course examines the semiotics of ritual and the politics of ritual through an interdisciplinary approach combining visual and cultural analysis. Issues will range from how ritual behavior is embedded in visual communication to its impact on political discourse. Students explore semiotics of ritual and politics, ritual behavior in religion and institutions, and mass-media representation through rite and signification. The first section focuses on key semiotic and cultural analyses which will later be applied to assigned field projects.

Semiotics and Visual Communication
AHCS310  3 credits
This course is an advanced study of visual culture and its communicative outlets and manifestations. The course explores a range of semiotic analyses with an emphasis on their applicability to visual culture. The course will build on the issues introduced in Visual Culture and Critical Analysis and Semiotics, and will follow a systematic survey of basic methods and topics in visual communication analysis.

Advertising the American Dream
AHCS310  3 credits
From the “big idea” to the text-less ads, advertising occupies a prominent position within the cultural landscape of capitalist America. This course explores American advertising in its various frontiers, taking into consideration how advertising constructs national, social, cultural, political, and gender identities.
# Course Descriptions

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

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

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

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

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

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

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

**Shamanism, Art, and Sacred Spaces**  
AHCS310 | 3 credits  
---  
This course explores the role of art in creating aesthetic idioms to construct sacred spaces that reflect the culture and beliefs of diverse societies.
Text and Image
AHCS310 3 credits
This course explores the conjunction of the written and the visual across various media (painting, print, film, photography), in various disciplines (advertising, fine arts, literature, photojournalism). From Futurist “freeword” poetry to the 1955 Family of Man exhibit, students will consider how words and images combine to create meaning and pose the question: What constitutes a text?

The American Way
AHCS310 3 Credits
Almost immediately following the War of Independence, American leaders began grappling with the issue of what constituted American art. How should a president be pictured? What kind of architecture was appropriate for the capitol? What do we do with the nude? If every great nation had great art, what should American art look like and who should decide? These were the questions and they raised a variety of answers, issues, and concerns. In this course, students will investigate the historical development of American art, the American artist, and the American public from the Colonial period through early Modernism.

The Classical World
AHCS310 3 Credits
This course will investigate the cultures of ancient Greece and Rome, looking not only at the art they produced, but also at how they identified themselves as distinguishable from other cultures in their world. Through looking at the art and artifacts they produced, the course will examine the religious, economic, and social bases for these differences and explore the relations Greece and Rome had with other groups, whether in terms of trade, warfare, or diplomacy as well as see how the actions of both have impacted our world today.

Video and Body Art in/and Contemporary Art, ca. 1960-2000
AHCS310 3 Credits
This is a 10-week online course offered during Summer that explores “artworks” and artists who use video and/or their body/self as artwork. This course will trace the histories, theories, and developments of both video and body art, given each are often interrelated. Also, in this course we will discuss how this work relates to contemporary art as a whole. Every two weeks we will reckon with a decade, and we will often focus on artist’s videos and/or body art practices and/or a related art movement as a “case study” to see how video and body art relates to the “bigger picture” of contemporary art from 1960 to 2000.

History of Aesthetics
AHCS312 3 credits
From the ancient Greeks to the present, philosophers have debated the meaning and purpose of art. This course provides a framework for contextualizing background of influential aesthetic philosophies of the past. Required for students in the Teacher Credential Preparation Track of the ACT Program. Can be taken as an elective for all other students.

Special Topics
AHCS310 3 credits
Each semester, special topics courses are offered in some of the following areas. See the Liberal Arts and Sciences Department for course descriptions.

20th Century Costume
AHCS370 2 credits
This course is an in-depth study of fashion creators, trends, and the political climate that has created men’s and women’s fashion during the 20th century. Required for Fashion Design majors.

Ancient and Ethnic Costume History
AHCS371 3 credits
This course focuses on the study of clothing from prehistoric costume to the 19th century, and the factors that influence style changes. This course surveys costume from its ethnic origins through adaptation and assimilation into “fashion” trends in each century. Required for Fashion Design majors.
## Liberal Arts and Sciences

### Course Descriptions

#### Theory and Critical Studies Courses

**History + Theory I: Prehistory to Industrial Era**  
CRIT205  3 credits  
The manifestation of cultural, political, religious, and economic forces through architecture, landscapes and interiors from prehistory to the advent of the industrial era is surveyed.  
*Required for Architecture/Landscape/Interiors majors.*

**History + Theory II: Industrial Era to the Present**  
CRIT206  3 credits  
The manifestation of cultural, political, religious, and economic forces through architecture, landscapes and interiors from the industrial era to the present is surveyed.  
*Required for Architecture/Landscape/Interiors majors.*

**History + Theory III: Contemporary Theories and Practices in Architecture**  
CRIT305  3 credits  
A diversity of critical and generative approaches to twentieth century design is situated historically while introducing current themes and debates in contemporary architectural practice and related disciplines.  
*Prerequisite: CRIT206 History + Theory II. Required for Architecture/Landscape/Interiors majors.*

**History + Theory IV: After Urbanism.**  
CRIT306  2 credits  
The emergence of the metropolis in the 20th century is examined through the forces that produced this unique collective form as well as the various attempts to regulate, accelerate or channel those forces and forms. Traditional European models, contemporary American cityscapes, mutated forms of urbanism in Asia, Africa, and elsewhere are diagrammed through techniques of urban mapping from figure-ground to datascapes.  
*Prerequisite: CRIT305 History + Theory III. Required for Architecture/Landscape/Interiors majors.*

**History + Theory V: Corporate and Consumer Environments**  
CRIT405  2 credits  
The complicity of interior organizations with the increasing collapse of labor and leisure is demonstrated through an examination of the spaces of work and consumption. Ergonomics, office landscaping, corporate parks, brandscapes, junk space, malls, themed environments, surveillance, and spectacle are addressed.  
*Prerequisite: CRIT305 History + Theory III. Required for Architecture/Landscape/Interiors majors.*

**History + Theory VI: Landscape Theory and Practice**  
CRIT406  2 credits  
Landscape as a system of representation and performance is studied through the tradition of formal and picturesque gardens, the discourses of the beautiful and sublime, urban parks, the integration of modernism and landscape, earth art, everyday and extreme landscapes, industrial and natural ecologies, and the emergence of “landscape urbanism.”  
*Prerequisite: CRIT305 History + Theory III. Required for Architecture/Landscape/Interiors majors.*

#### English Courses

**English for Non-Native Speakers**  
ENGL020  3 credits  
ESL class for speakers of other languages who require a semester of intensive English language study. Grammar, writing, reading, vocabulary development, and speaking skills are practiced and reviewed with a focus on the particular needs of the ESL student. In addition to the scheduled class, students are required to complete three hours weekly in the tutorial lab. Because of significant language demands in other Liberal Arts classes, students in this program enroll in Math for Artists and Designers and do not enroll in art history. A minimum grade of “C” (2.0) is required to pass this course.  
*Special fee: $1,000*
**Liberal Arts and Sciences**

<table>
<thead>
<tr>
<th>Course Title</th>
<th>Credits</th>
<th>Course Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Developmental English I</td>
<td>3</td>
<td>Developmental English I is a lower division class for both native and non-native speakers of English. Students must have a fundamental knowledge of the English language, but need additional work in basic skills. The class focuses on unity, coherence, and sentence structure in writing, and analysis in reading short non-fiction works. Students are also required to complete two hours weekly in the tutorial lab. A minimum grade of “C” (2.0) is required to pass this course. Prerequisite: Successful completion of ENGL020 English for Non-Native Speakers or placement through the English Placement Exam.</td>
</tr>
<tr>
<td>Developmental English II</td>
<td>3</td>
<td>The skills of invention, drafting, revising, and editing are practiced in four to five essays that include at least three drafts each. Students write narratives, text-based essays, persuasive essays, etc., along with reading short non-fiction works. A minimum grade of “C” (2.0) is required to pass this course. Prerequisite: Successful completion of ENGL050 Developmental English I or placement through the English Placement Exam.</td>
</tr>
<tr>
<td>Critical Analysis and Semiotics (PAIRED)</td>
<td>2</td>
<td>The paired Critical Analysis and Modern Art course for non-native speakers explores the major modern artistic movements of Europe and North America from 1840 to 1960, covering Romanticism through Abstract Expressionism. Students will investigate the crucial issues, arguments, artists, and works of the avant-garde during the modern period. Both the English and Art History faculty teach and plan this course. In both classes, students learn to apply English standards of reading, writing and speaking skills while reinforcing Art History content and Critical Analysis in reading and writing. Students spend three hours per week in English and three hours per week in Art History, along with additional tutorial hours each week with an art historian and Student Resource Center tutors. A minimum grade of “C” (2.0) is required to pass this course. Prerequisite: Successful completion of ENGL104 Critical Analysis and Semiotics or placement through the English Placement Exam.</td>
</tr>
<tr>
<td>Critical Analysis and Semiotics</td>
<td>2</td>
<td>Critical Analysis and Semiotics (CAS) explores the world of cultural signs (semiotics) while developing a number of skills: critical and analytical reading, effective academic writing, evaluating information, and participating in college level discussions. The reading materials and topics examined this semester will concern popular culture with a special emphasis on gender studies, media literacy, technology and human interaction, the American national character, and issues of power and ideology. In addition, we will explore issues related to larger themes of creativity, diversity, globalism, identity, social responsibility and sustainability. The course will build upon already acquired popular cultural literacy to enable students to explore familiar phenomena within the context of the academic world. The First Year Initiative is embedded within this course. A minimum grade of “C” (2.0) is required to pass this course. Prerequisite: Successful completion of ENGL090 Developmental English II or placement through the English Placement Exam.</td>
</tr>
<tr>
<td>Composition and Critical Thought</td>
<td>3</td>
<td>This class focuses on the development and refinement of students’ rhetorical skills through the lens of the relationship between images and text. Students are expected to express their ideas with clarity of purpose in a logical, organized manner in four to five longer essays which, in addition to all the skills emphasized in the previous classes, also demonstrate critical thinking, style, logic, voice, development, and syntactic sophistication. Students also study models of argumentation. A minimum grade of “C” (2.0) is required to pass this course. Prerequisite: Successful completion of ENGL104 Critical Analysis and Semiotics or placement through the English Placement Exam.</td>
</tr>
<tr>
<td>Honors English</td>
<td>3</td>
<td>Honors English is a two-semester course of study focusing on modern and contemporary literature. Students read drama in the fall and short fiction in the spring. In both cases there is a strong emphasis on exploratory writing techniques and styles, and parallel readings in critical theory. This course is thematically linked to AHCS 120 Honors Introduction to Visual Culture and AHCS 121 Honors Modern Art History.</td>
</tr>
<tr>
<td>Course Descriptions</td>
<td>Introduction to Creative Writing</td>
<td>African American Narratives</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------------------</td>
<td>----------------------------</td>
</tr>
<tr>
<td>ENGL202 3 credits</td>
<td>ENGL202 3 credits</td>
<td>ENGL202 3 credits</td>
</tr>
<tr>
<td>This course focuses on the fundamentals of creative writing including fiction, drama, and poetry; study and application of forms, techniques, and literary elements. Workshop experience provides an opportunity for analyzing and critiquing student writing.</td>
<td>Because there is no one monolithic “African American community,” this course studies a broad sampling of various narratives dealing with African American experiences. Some of the themes explored deal with questions of identity and community, assimilation and nationalism, interracial relations, classroom and artistic freedom.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Speech</th>
<th>ENGL202 3 credits</th>
<th>Digital Storytelling</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL202 3 credits</td>
<td>Technology and the age-old craft of storytelling intersect. This hands-on course explores the art and craft of storytelling in new formats like the web, videos and other nonlinear media. Students will conceive, design and develop a fully functional multimedia story and learn about writing, plot character development, interactivity and much more along the way.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Introduction to the Short Story</th>
<th>ENGL202 3 credits</th>
<th>Literature and Madness</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL202 3 credits</td>
<td>Students will read poems, fiction, and nonfiction to study how mental illness is depicted in Literature. Through works such as <em>The Bell Jar</em>, <em>One Flew Over the Cuckoo’s Nest</em> and <em>Catcher in the Rye</em>, students will explore various identities, the creative process, and the representation of mental illness in society and literature.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Film as Literature</th>
<th>ENGL202 3 credits</th>
<th>The New Testament as Literature</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL202 3 credits</td>
<td>Students analyze narrative conventions in works of literary fiction and in film with attention to the similarities and differences between literacy and film art. They learn to appreciate the literature devices and styles evident in individual works and the cinematic technique made by these works on moral, social and aesthetic issues. The course includes discussion of adaptation issues.</td>
<td>Students will explore the varied genres, structures, and narrative devices used in the writings which constitute the New Testament. Students will also study the many historical and contextual understandings of the New Testament, together with its impact on religious and secular cultures. Special attention will be paid to narratives which have substantial reference in art and literature. No prior knowledge of the Bible is assumed.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Interpretation of Fairy Tales</th>
<th>ENGL202 3 credits</th>
<th>Harry Potter: Literary Tradition and Popular Culture</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL202 3 credits</td>
<td>Fairy tale characters are archetypal images that are present at the deepest level of our psyches. They have endured because they portray a vivid psychological reality through which we can gain an understanding of ourselves. This course analyzes selected fairy tales from many points of view.</td>
<td>This course will examine the Harry Potter phenomenon in terms of its folkloric origins, literary structure, and its effect on popular culture. Students will critically analyze the various themes and values expressed through Rowling’s books in an effort to understand how and why Harry Potter has made reading fun again.</td>
</tr>
</tbody>
</table>
### Text and Image
**ENGL202** 3 credits
The class will examine a range of image-text relationships from alphabet formation to the text-based work of contemporary visual artists such as Xu Bin, Hanne Darboven, and Barbara Kruger. Studies will extend from William Blake’s “visible language” through “concrete” poems by the likes of e.e. cummings and Guillaume Apollinaire to ekphrasis and the use of “image narrative” in contemporary poetry. The class will address image-text relationships in photographic books such as Jim Goldberg’s *Rich and Poor* and in Trenton Doyle’s graphic novel *Me A Mound* as well as the ways in which image-text converge on the big screen and electronic media.

### Reel Docs: Truth through Film
**ENGL202** 3 credits
This course will present nonfiction cinema about real individuals and critical issues that shape our lives and the world in which we live. Focusing on documentaries as agents of social change, we will encourage dialogue and exchange, examining the stories, the processes and the creative possibilities available through the art of nonfiction filmmaking.

### Creative Nonfiction
**ENGL202** 3 credits
Writers of creative nonfiction may use the standard elements of fiction or poetry to write about current events, personal experiences or social issues. In this course students will be exposed to the different techniques, styles, structures and strategies of writing creative nonfiction, through the use of readings, exercises and practice. They will enhance their writing skills using the tools presented, as well as observation and reflection.

### Time Travel Narratives
**ENGL202** 3 credits
This online course taught in Summer offers an adventurous journey into the multiple timeline theories found in literature, film, anime and television. Students will explore a variety of temporal narratives and discuss the significance and implications of time travel theories in an ever advancing society where science fiction regularly becomes science fact. We will also examine related issues concerning Social Responsibility, Ethics and Human Sustainability that arise in the Time Travel discourse.

### Original Young Adult Novels
**ENGL202** 3 credits
Before Harry Potter, before Twilight, even before the term “young adult” was used for books, there were novels that explored the landscape of adolescence. In this class we will read Ann Frank: *The Diary of a Young Girl*, J.D. Salinger’s *Catcher in the Rye*, S.E. Hinton’s *The Outsiders*, Carson McCuller’s *A Member of the Wedding*, Maya Angelou’s *I Know Why the Caged Bird Sings* among others and discuss the role of the adolescent in literature. We will study characters, point-of-view, setting and structure in order to better comprehend the role of the young adult in literature.

### Brave New World: Shakespeare in Film and Literature
**ENGL202** 3 credits
Brave New World is an overview of the literary mastery of William Shakespeare. His storytelling genius will be considered through its ongoing relationship to another key and influential storytelling medium – film. We will closely study three or four of Shakespeare’s plays and view their film adaptations. The course will introduce the elements of literature and explore how they can provide a structure for better understanding and analyzing literary and visual texts. Classroom discussion and writing assignments will focus on textual comprehension and discernment of style.

### Developing You: Foundations in Leadership
**ENGL202** 3 credits
Developing You: Foundations in Leadership will focus on leadership and identity development. The course will span the spectrum of leadership theory and emerging trends of chaos theory and sustainable leadership. Student will have an opportunity to develop their working understanding of leadership and will be challenged to “shadow” an individual that is “living” leadership. Students will also role play and develop presentations that turn theory into practice. Students will explore their own leadership style through participation in the national research project LPI - Leadership Practice Inventory.
Advanced Topics in English
Course offerings vary each semester. Students choose one course from the following offerings:

Creative Nonfiction
ENGL400 3 credits
This class focuses on the autobiography, biography, and essay as examples of “creative non-fiction,” a genre developed in book form and in many magazines like Atlantic Monthly and The New Yorker. In addition to weekly reading and writing assignments, students write a personal essay as their final project.

Science Fiction Literature, Film, and Theory
ENGL400 3 credits
This course examines selected fiction, critical theory, and film as it pertains to the “cyberpunk” aesthetic. Focusing on the germinal sources of cyberpunk as well as the many motifs, artistic styles, and physical elements that comprise this radical hyper-real ethos of yesterday/today/tomorrow, concentration is on the works of William Gibson—the “demiurge” of the cyberpunk experience-and on science fiction as an artistic genre.

Creative Writing Workshop
ENGL400 3 credits
This course is an introduction to the experience and practice of writing fiction and poetry. Most of the course takes place in a workshop setting, including visits by guest writers. Students produce a portfolio of writing done in the course of the semester in revised and publishable form.

Gods and Artists
ENGL400 3 credits
This course will consider the impact of the Bible on western culture. A profound and compelling literature, for thousands of years the collection of books known as the Bible has shaped understandings of creation and creativity, identity, and destiny, war and peace, our place in the world and the fate of the earth. This class will survey key characters, events and themes in the Bible, together with the Bible’s impact on western art, literature, language, music, justice and ethics.

Film Noir
ENGL400 3 credits
This course examines the film noir genre of American film with a focus on changing forces in American culture after World War II. Readings analyze the relationship of film noir to perceptions of American social history.

The Graphic Novel
ENGL400 3 credits
This course focuses on the graphic novel, analyzing texts from diverse critical positions, along with examination of critical approaches to comics as a medium, narrative form, and a set of cultural and social practices. Readings are centered on visual narratives, comic art, and the rhetoric of the image. The course examines the interaction of text and image in sequential art, as well as the literary and critical themes and tropes within this genre.

Los Angeles Literature
ENGL400 3 credits
Love it. Hate it. Los Angeles is a provocative place. A city of dreams, a clash of cultures, a city of tomorrow, an impossible mess, a place of opportunity, a hotbed of illusion. Add earthquakes, riots, sunshine and smog, beaches and freeways. Add 15 million people. This course considers Los Angeles through the lenses of writers and other artists who have lived in L.A.

Film and Literature
ENGL400 3 credits
Students analyze narrative conventions in works of literary fiction and in film with attention to the similarities and differences between literacy and film art. They learn to appreciate the literature devices and styles evident in individual works and the commentary made by these works on moral, social and aesthetic issues. This course includes discussion of adaptation issues.
Literature of Propaganda:
ENGL400 3 credits
What is propaganda? Essentially, it is media that seeks to convince its audience with a message. Mass media has been used to convince people to buy a product, vote for a certain candidate or even believe in certain ideologies. In all of these media, there is a specific rhetoric used to convince the audience through images, sounds, words or the moving image. In this class students will dissect the media of propaganda and learn how it is used to convince a mass audience by reading speeches and literature and watching ad campaigns that include these hidden messages around propaganda.

Writing the Short Screenplay
ENGL400 3 credits
“Writing the Short Screenplay” is a hands-on creative writing workshop in which students learn the art and craft of writing for film. Through online and class discussions, students will read, watch and analyze a number of films to understand how a script translates to the screen. In the first portion of the class, students will develop story concepts by fleshing out plot, character development and more. Then, the second half of the class will consist of story workshops where students write their pages and receive peer review through class/online discussions. By the end of the semester, students turn in revised, polished copies of their short film scripts.

Business Writing and Communication
ENGL400 3 credits
Business Writing & Communication introduces students to principles and writing practices necessary for producing effective business letters, memos, reports, and oral presentations in professional contexts. The course focuses on getting ideas across succinctly and directly, addressing readers’ needs while representing your own best interests and those of your organization. Students will get practice in three different formats of organizational writing – to inform, to persuade and to build goodwill – while honing their written and oral communication skills.

Integrated Learning Courses

Integrated Learning Liberal Arts Elective
ILML200 3 credits
Designed especially for sophomores, the Integrated Learning Liberal Arts elective enables students to work in trans-disciplinary teams with a community. This course emphasizes collaborative methodology, synthesizing diverse perspectives, creativity, critical thinking, clear communication and information literacy and enables students to engage in issues that extend beyond the traditional classroom. See department for course offerings.

Liberal Studies Courses

Concepts and Issues in Media Arts
LIBS217 2 credits
This course explores the impact of technologies on the creation and perception of images. Fundamental issues in ethics, copyright, aesthetics, as well as the business of art are in flux. This class brings a rational perspective to the rapid changes in technology, an assessment of where we are today, and the skills to prepare for the future. Required for Digital Media majors.

Microeconomics: Economics in the Product Market (PD Majors)
LIBS235 2 credits
This course is a survey of Microeconomic principles, including supply and demand, consumer preferences, elasticity of demand, costs, and market structures. The effects of each of these in determining prices in various types of product markets will be examined in connection with current student projects.
<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Community Arts in LA</th>
<th>LIBS245</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course will provide students an opportunity to explore the aesthetic, historical, political and socio-cultural aspects of community based art. Students will learn about the myriad of community arts throughout Los Angeles. Class lectures, discussions, readings and writing assignments will focus on the theoretical exploration and practical application artist led art practices affecting positive change. Alternating site visits (held every other week) will include museum education departments such as LACMA, MOCA, SMMoA, The Getty, and arts/cultural organizations, such as Side Street Projects, Armory Art Center, Machine Projects, Watts House Project, The HeArt Project, Echo Park, Film Center, A Window Between Worlds, First Street Gallery Art Center. These may change each semester.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Communication Arts Senior Thesis/Research Paper</th>
<th>LIBS404</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course is aimed at helping students define, analyze, and develop a comprehensive design proposal and creative brief for their senior projects. The course emphasizes critical thinking and writing, and the role of the citizen designer in the 21st century. Required for Graphic Design, Illustration, and Advertising Design majors.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Senior Liberal Studies Capstone</th>
<th>LIBS440</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Liberal Arts and Sciences capstone is a senior-level course where students identify and critically reflect on a theme that intersects their own studio practice or discipline and their work in Liberal Studies. The capstone encompasses work relevant to a wide range of disciplines, representing the culminating expression of a liberal arts education and outcomes that prepares art and design students for future success in a wide range of personal, professional, and social endeavors. In addition to a major research and writing component, students may demonstrate learning through the inclusion of projects that represent their individual studio interests. A grade of C or better is required to pass capstone.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Food Customs and Symbolism</th>
<th>LIBS410</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Along with air, water, shelter and sex, food is considered a basic human need. Class, gender, ethnicity, environment, vocation, religious belief, and social values are all topics that affect what, when, and how we eat. In this course we will read essays, see films and through thoughtful class discussion, analyze the role of food in contemporary culture. We will examine why certain foods are taboo to certain people, consider issues of nutrition and health, and the dichotomy of a world with problems of hunger and obesity. In addition to these very serious topics, we will also look at the social aspects of food, and the ways we enjoy being social through eating, especially as it relates to meeting, mating and celebrating.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>History of Jazz</th>
<th>LIBS410</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This class explores jazz from its roots to its most current forms. Hear the music, study its contributions, and explore the cultural patterns and trends that surround its development. Students will develop a comprehensive understanding of the history of jazz and the ways that jazz has influenced contemporary visual culture.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Myths, Fairy Tales and Storytelling</th>
<th>LIBS410</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Everybody loves a good yarn. Students will explore the worlds created in oral narratives. The types of tales discussed include myths, folktales, urban legends and personal experience narratives. We will examine these rich narratives as well as the history and theory surrounding them. Students will perform ethnography with their choice of storyteller and write a field research paper about their tale-telling. Students will also read lots of great stories, watch film adaptations of well-known folktales, and tell tales of their own.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Witchcraft in Religion and Society</th>
<th>LIBS410</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This class explores a variety of perspectives on witchcraft. Discussion includes the Biblical injunctions against magic, the Medieval and Renaissance persecutions, the Salem trials, and literary and artistic views of the witch as a demonic, anti-Christian figure. This class also explores modern pagans and wiccans and how their practices effect perceptions of witchcraft.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Liberal Arts and Sciences

Anthropology of Religion
LIBS410 3 credits
This course examines the role of religious beliefs and practices in various cultures, including its effect on art, its relationship to the environment, etc. Emphasis is on cross-cultural and intercultural experiences in the U.S.

World Music
LIBS410 3 credits
The class explores world music traditions and the role that music plays in the lives of the people who perform it and those who listen. Students investigate music in terms of its social, religious, cultural, and political aspects. The class also examines the interrelationships of traditional music and contemporary styles through lecture, listening, slides, films, videos, independent research projects, readings, field trips, and guest lecturers and musicians.

Afro-Caribbean Ritual Art
LIBS410 3 credits
The focus of the class is an inquiry into the ritual art of the Caribbean. The course analyzes the changes and transformations African aesthetic conventions underwent as they came in contact with other cultures. Concepts of creolization, migration, adaptation, syncretism, and transformation are defined in the context of the cultures explored with African and West African art serving as a reference point.

Science Fiction in Literature, Film, and Culture
LIBS410 3 credits
Science fiction stories, novels, and films are perused and analyzed to understand their influences and development. Sci-fi inspired cultural groups, their behaviors and materials are discussed. The course emphasizes the various perspectives regarding media and popular culture and its symbiotic relationship with culture and traditional folklore.

Contemporary Music Issues
LIBS410 3 credits
This course develops an understanding of the issues and processes that have shaped contemporary music culture, making a connection between static and non-static arts.

Latin American Folklore
LIBS410 3 credits
This is a survey of the folk practices, beliefs, and rituals of Latin America. The area is united by a common Spanish culture. The folk beliefs and practices inherited from Spain are informed by native, African, and Asian traditions. The course uses a variety of media such as scholarly readings, slides, and video to explore the rich and varied culture of the area.

African Folklore
LIBS410 3 credits
Africa, along with native cultures, is the single most influential cultural force in the New World. From folk beliefs and practices to material culture, Africa’s rich heritage informs almost every aspect of the cultural life of the hemisphere. This class is a laboratory to explore the diverse and rich areas of the direct and indirect influences of Africa in three major cultural areas: English, French, and Spanish Creole societies.

John Cage
LIBS410 3 credits
In this interdisciplinary course students explore the work of John Cage as composer, writer, performer, and thinker, examining his diverse influences as well as the extent of his influence on creative practice from the 20th century to the present.

The Creative Process
LIBS410 3 credits
This course introduces students to the interdisciplinary theories of creativity. Students examine the lives of highly innovative thinkers to determine individual traits and environmental conditions that stimulate groundbreaking work, while gaining practical experience generating ideas in group and individual settings through in-class exercise and outside assignments.

Ethics and Sustainability
LIBS410 3 credits
This course discusses the (un-)sustainability of environmental, agricultural, energy, political, and economic systems and practices. The course addresses sustainability descriptively, drawing on empirical science, but the primary intent of the course is prescriptive and normative. The major purposes of the course are to examine what practical considerations should guide our efforts to foster sustainability and, above all, to explore ethical issues related to sustainability.
<table>
<thead>
<tr>
<th>Course Description</th>
<th>Signs, Ritual, and Politics</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS410</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>This course examines the semiotics of ritual and the politics of ritual through an interdisciplinary approach combining visual and cultural analysis. Issues will range from how ritual behavior is embedded in visual communication to its impact on political discourse. We will explore three main domains: semiotics of ritual and politics; ritual behavior in religion; and institutions and mass media representation through rite and signification. In the first section of the course we will focus on some key semiotic and cultural analyses which will later be applied by students to assigned field projects.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>The History of Rock and Roll</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS410</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>We all listen to music almost every day of our lives; however, few of us know much about this music’s history. Students examine the evolution of this truly American art form, from its Gospel and Blues roots, to the fusion of R&amp;B and Country, through Doo-Wop, right up to its present day manifestations. They look at the music but also the culture that developed around it, and how it inspires work, morality and fashion.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Vampire Literature and Lore</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS 410</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>The vampire is deeply embedded in numerous mythologies, legends, folk beliefs and popular culture products. In this course, we will explore how the image of the vampire has changed through the ages and cross-culturally, delving into social movements that have inspired a penchant for the undead. We will discuss modern vampires who take blood, read Anne Rice, have beliefs about their non-human abilities or go clubbing clad in pvc. We will explore how and why the vampire has captured our cultural imagination through the ages.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Virtual Worlds</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS 410</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>This online course, offered during Summer, explores the currently burgeoning online and gaming spaces termed virtual worlds. We will discuss these created communities, their history and their realities, avatars and character invention, narrative threads in these spaces, emerging real/virtual economies and the cultural implications of these behaviors and places. Virtual worlds addressed include The World of Warcraft, Webkinz, the SIMS and Second Life.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Secret Societies and Conspiracy Theories</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS 410</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>Conspiracy theory is a term that refers to any claim of civil, criminal or political conspiracy. It has become largely pejorative and used almost exclusively to refer to any fringe theory which explains a historical or current event as the result of a secret plot by conspirators. Our class is an examination of the most known and current Conspiracy Theories and how they emerged. We will explore their influence in popular culture, art and their relationship with secret societies as well.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Teaching for Learning II</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS412</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>In this course emphasis will be on the stages of human and aesthetic development in the youth and adult. Students will synthesize study of cultural backgrounds, learning styles, and proficiency levels as they relate to the role of the visual arts in human development. Topics include art museum and community based audiences, public artists working with city planning boards, Classroom management, ESOL, Special Education, health and safety, engaging teaching styles, and best practices.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Senior Thesis (Fine Arts)</th>
<th>3 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS455</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>Through “visiting artist” style presentations followed by group discussions, students consider the salient themes in their artwork and clarify the language and style they use to talk about it. These presentations give students the opportunity to develop and present in lecture form the topics they have developed in their thesis paper. The Senior Review is designed to function in concert with the Senior Thesis course offered by the Liberal Studies Department. Both courses are ultimately focused on helping the students prepare for professional presentation of their work, either through written or spoken word. Spring only. Required for Painting, Photography, and Sculpture/New Genres majors.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Business Practices</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Code</td>
<td>LIBS454</td>
<td></td>
</tr>
<tr>
<td>Description</td>
<td>The first half of this course provides an introduction to business strategy, economics, finance, and marketing. The second half teaches students how to write a business plan for their own companies. Lectures by visiting toy industry professionals are included. Required for Toy Major Seniors</td>
<td></td>
</tr>
</tbody>
</table>
Mathematics Courses

**Math For Artists and Designers**
MATH136 3 credits
This course explores the connections between math and art in two and three dimensions. The class includes an exploration of Escher’s work, tiling the plane, fractals, and the golden ratio. It also covers topics such as graphing equations and geometric constructions.

**Applied Trigonometry**
MATH246 3 credits
This course covers topics in analytical geometry and trigonometry. There is an emphasis on algebraic manipulation and on applications of the topics covered to the design field.

**Symbolic Logic**
MATH336 3 credits
An introduction to the study of symbolic logic and the application of mathematical methods in the study of reasoning, in which certain symbols are used to represent certain relationships. The course looks at the ways that logical forms can be used in deductive reasoning and how language can be analyzed using abstract symbolic structures.

Natural Science Courses

**Natural Science Requirement**
NSCI307 3 credits
Fashion Design, Toy Design, and Interactive Product Design offer Natural Science courses that are specific to their curricula. All other majors choose one course from the following offerings:

**The Psychology of Seeing**
NSCI307 3 credits
This course explores the mechanisms we employ in understanding and interpreting visual information. Through lectures and exercises students gain understanding of various visual phenomena. Psychological and physiological topics include: the complexity of the eye, brain structures, optical illusions, as well as the perception of brightness, movement, color, and form.

**Imagination and the Brain**
NSCI307 3 credits
This course explores various aspects of the phenomenon of visualizing (mental imagery) by combining insights from neurology, psychology, and philosophy. Topics include: visualizing in relationship to other visual phenomena; visualizing as one form of sensory imagination; visualizing as a component of non-conceptual cognition; and the continuities and discontinuities between mental images and the artist-made images (drawing, painting, and photography) which are based on such visualizations.

**The Science of Sleep and Dreaming**
NSCI307 3 credits
A multidisciplinary natural science class about sleeping and dreaming, focussing on the content and structure of dreaming and “dream logic.” Students will learn about the physiology of sleep and sleep disorders and about the neurology and phenomenology of dream content.

**Juvenile Anatomy and Ergonomics**
NSCI308 3 credits
Anatomy is the science that includes a study of the structures and functions of the human body, and ergonomics is the applied science of equipment design. This course examines the human anatomy and its implications for the ergonomic design of toys for children at different stages of physical maturation. Required for Toy Design majors.

**Anatomy and Ergonomics: Human Factors**
NSCI319 3 credits
This course utilizes the principles of physics to understand human anatomy as a mechanical system. Emphasis is placed on physiological issues related to age, gender, and physical disabilities. Consideration is also given to the implications of these principles for applied ergonomics. Required for Product Design majors.

**Textile Science I**
NSCI511 2 credits
Students study fibers, yarns, and fabrics and acquire a practical understanding of how each affects the appearance and performance of the textile product. Issues of sustainability are examined as they relate to the cultivation and production of fibers. Students learn to make fabric choices based on an understanding of the woven structure and knowledge of individual fabric properties.
**Textile Science II**  
NSCI312  2 credits  
Students study knit construction, its design possibilities, and how it affects the performance of the fabric and finished product. Students knit swatches using a variety of stitches, combining yarns and varying gauge. Other topics include dyeing, printing and finishes as processes which affect the aesthetic appeal of the finished product, and as functional finishes which enhance performance. The impact of these processes are examined. Required for Fashion Design majors. Lab Fee: $35.

**Cultural Anthropology**  
SSCI210  3 credits  
This introductory social science course is a tool kit for looking at universal patterns and infinite variations of the human response. Course objectives are to introduce students to contemporary theories of anthropology, including Marxist, feminist, critical and aesthetic points of view, and to prepare them for field research.

**The History of Rock and Roll**  
SSCI210  3 credits  
We all listen to music almost every day of our life; however few of us know much about this music’s history. The History of Rock and Roll will focus on the evolution of this truly American art form. From its Gospel and Blues roots, to the fusion of R&B and Country, through Doo-Op, right up to its present day manifestations, we will not only look at the music but also the culture that developed around it. Rock and Roll inspires our work, our morality and our fashion. Now it is time to learn more about it.

**The Origins of African American Music**  
SSCI210  3 credits  
From its earliest forms to today’s top ten, this course examines African American popular music in terms of its social and cultural significance. The main goal is to foster an understanding of how social conditions and music intersect in African American communities.

**Science Fiction in Literature, Film, and Culture**  
SSCI210  3 credits  
Science fiction stories, novels, and films are perused and analyzed to understand their influences and development. Science fiction inspired culture groups, their behaviors, and materials are discussed. The course emphasizes various perspectives regarding media and popular culture and their symbiotic relationships with culture and traditional folklore.

**Video Game History and Culture**  
SSCI210  3 credits  
The course examines the world of computer and video games through a socio-cultural lens. From the earliest experiments to the current hot sellers, including all major game genres and platforms, students delve into the images, symbolism, and narratives that shape the video game universe and captivate its visitors.
### Liberal Arts and Sciences

<table>
<thead>
<tr>
<th>Course Description</th>
<th>Credits</th>
<th>Course Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The Creative Process</strong></td>
<td>3</td>
<td>SSCI210</td>
</tr>
<tr>
<td>This course introduces students to interdisciplinary theories of creativity. Students examine the lives of highly innovative thinkers to determine individual traits and environmental conditions that stimulate groundbreaking work, while gaining practical experience generating ideas in group and individual settings through inclass exercises and outside assignments.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Child Psychology</strong></td>
<td>3</td>
<td>SSCI211</td>
</tr>
<tr>
<td>A comprehensive overview of child development from conception to adolescence, including developmental stages, critical periods, effects of early stimulation, environmental enrichment, and how to apply this information when designing children’s toys, books, games, products, and entertainment. Special attention is given to toy design issues of aesthetics, safety, age-relevance, socio-cultural parameters, marketability, and characteristics of successful toys. Required for Toy Design majors.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Introduction to Psychology</strong></td>
<td>3</td>
<td>SSCI210</td>
</tr>
<tr>
<td>This class will provide a foundation for understanding theories and basic concepts in psychology. The course will increase comprehension of the various applications of psychology to everyday life.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>History of Jazz</strong></td>
<td>3</td>
<td>SSCI210</td>
</tr>
<tr>
<td>This class explores jazz from its roots to its most current forms. Hear the music, study its contributions, and explore the cultural patterns and trends that surround its development. Students will develop a comprehensive understanding of the history of jazz and the ways that jazz has influenced contemporary visual culture.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Teaching for Learning I (A.C.T. ONLY)</strong></td>
<td>3</td>
<td>SSCI212</td>
</tr>
<tr>
<td>This course provides a historical overview of education and art development theories and philosophies as well as social and liberation theories. Students are introduced to models of art education such as student centered, discipline based, and curriculum based teaching through the arts. Topics will include student populations, popular youth culture, diversity, inclusion, and learning styles. Contemporary artists who teach as part of their practices will be discussed. Required for students in the Community Arts Engagement track of the ACT program.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Liberal Arts and Sciences

Department Faculty

Debra Ballard
Chair
MA (English) Cal St Univ. Northridge. BA (English) Univ. of Maryland; Publication editor, educator with extensive curriculum design experience; published articles on education, portfolio use, and conference presentations.

Parme Giuntini
Director Art History
PhD, MA (Art History) UCLA. BA (History) UCLA. Specialization in 17th-20th art with a focus on the construction of modern identity, gender, and fashion. Actively involved in curriculum design and educational pedagogy.

Sung Ju Ahn
Lecturer
MFA(Screenwriting) American Film Institute; BA(Multi-Media Performance Art) Pomona College. Writer, producer, and copyrighter. Plays performed at the Oregon Shakespearean Festival Association, Hong Kong Arts Center and Los Angeles Theatre Center, and in 1992, she received the LA Arts Recovery Grant for “Love In the Riots.” Currently writing her first novel, “Midwife Shin.”

Michael Albright
Lecturer
MA (Cinema and Media Studies) UCLA and is finishing his PhD in Film and Media Studies at UCSB. He also actively produces and directs documentaries for his independent company, Moonpix as well as for his non-profit, Project Moonshine. His research interests include documentary, film noir, production culture, and phenomenology.

Sharon Bell
Lecturer
MA, BA (English) Vanderbilt Univ. Magazine writer and Arts and Music editor. Award-nominated television writer of episodic cable US and documentary for NHK Japan. Bronze medal for a screenplay at the Charleston Film Festival. Teacher Excellence Award from West Los Angeles College Honor Society.

Guy Bennett
Professor
PhD, MA, BA (French Literature) UCLA. Extensive publications in poetry, reviews, criticism, and translation.
Rocío Carlos
Lecturer
MFA (Candidate) Otis College of Art and Design, BCLAD Credential (English Language Arts), BA (Psychology) California State University. She is seeking publication of her first novel, The River’s Blue, and is working on a second. Taught English in public secondary school for nine years.

Perri Chasin
Adjunct Assistant Professor
MA (Speech Communication) Queens Coll. City Univ. of N.Y.; BA (Speech and Language), City College, City Univ. of N.Y. Broadcast writer/producer and speech and language specialist. Former CBS Records International executive, National Celebrity Coordinator for “Hands Across America” and co-producer of the documentary “The Story of Hands Across America.” Wrote and produced television news, entertainment specials, several reality series, live events and a critically acclaimed series for public radio.

Scarlett Cheng
Senior Lecturer

David Chierichetti
Lecturer
MFA (Motion Picture History) UCLA; BA (History). Author of several books including Hollywood Costume Design and Hollywood Director: The Career of Mitchell Leisen and Edith Head: The Life and Times of Hollywood’s Celebrated Costume Designer.

Melissa Clark
Lecturer

Heather Cleary
Lecturer
MLIS UCLA; BA (English) Reed Coll. Librarian specializing in cataloging and visual materials; on executive board for Artists’ Books Conference LA 2004 conference; given several presentations at conferences.

Lorraine Cleary-Dale
Lecturer
MFA (Studio Art) Claremont Graduate Univ. BFA (Studio Art) CSU Long Beach. Director of Professional Development, Armory Center for the Arts, Consultant/Trainer, Los Angeles County Arts Commission, Active in the College Art Assn.

Meg Cranston
Chair, Fine Arts

Diane Cunningham
Lecturer
Ph.D. UC Irvine; MA, UC Irvine; MA, CSU Fullerton; MA, BA, UCLA. Varied background ranging from performing arts to forensic economics. Current focus on American popular and consumer culture, individual economic choice, and the sociology of death and dying.

Mario Cutajar
Lecturer
MFA (Candidate) Art Center, BA (Philosophy) University of Toronto. Regular contributor to Artscene. Past Artweek contributing editor. His writing has also appeared in Art + Text, LA Weekly, Visions, and other publications.
Department Faculty

Andrew Davis
Adjunct Assistant Professor
Ph.D. (Performance Studies) New York Univ.; M.A. (Folklore) UCLA; B.A. (English) San Francisco St. Univ. Writes and curates museum exhibitions on theatre related topics. His company, Baggy Pants Productions, produces shows and events in the L.A. area.

Marlena Donohue
Associate Professor
ABD, MA (Art History) USC; BA (Psychology) UCLA. Art critic for several newspapers and magazines, including Sculpture Magazine, The Los Angeles Times, Artweek, and London Art Newspaper.

Xarene Eskendar
Lecturer
PhD candidate (Media Arts and Technology) UC Santa Barbara; MFA (Design and Media Arts) UCLA; BS (Industrial and Interior Design), University of Cincinnati.

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

Enjoli Flynn
Lecturer
MFA (Writing) Otis College of Art and Design; BA (Political Science) University of San Francisco. Copy Editor for IW Group (Asian advertising agency), and currently in the final stages of completing her first novel (not yet titled).

Jason Gendler
Lecturer
PhD candidate (Cinema and Media Studies) UCLA; MA (Cinema and Media Studies) UCLA; BA (Communication Arts), University of Wisconsin - Madison. Currently he is working on his dissertation, “The Narration of Beginnings in Narrative Cinema.”

Tiffany Graham
Lecturer

Marla Hernandez
Lecturer
PhD candidate (World Arts and Cultures) UCLA. Extensive publications including Fit for a Queen: Analysis of a Consecration Outfit in the Cult of Yemaya. Has presented papers at the Fowler Museum and the St. Louis Museum.

Marsha Hopkins
Senior Lecturer
Lecturer
MFA (Writing), BFA (Painting) Otis College of Art and Design. Published in Garb: A Fashion and Culture Reader and in Otis Review. Her short story “Stalker” was published by Nothing Moments.

Heather Joseph-Witham
Associate Professor
PhD, MA (Folklore and Mythology) UCLA; BA (Political Science), Author of many articles including “Ironic Bodies and Tattooed Jews,” “The Magical Harry Potter,” as well as Star Trek Fans and Costume Art. Provides commentary for various media regarding folklore. This includes programs such as Mythbusters.

Laura Kiralla
Dean of Student Affairs

Candace Lavin
Adjunct Assistant Professor
BA(Graphic Design) CSU Northridge. Dr. Toy award winner. Professional experience includes environmental graphic design for Walt Disney Imagineering, product design of toys, collectibles, and specialty gifts for Applause, Warner Bros. and Disney.
Maggie Light
Lecturer
MFA (Writing) Otis. BA (Theater) Univ. of Virginia.

Joyce Lightbody
Adjunct Associate Professor

Sue Maberry
Director of the Library
MLS San Jose St. Univ.; BA (Art/ Women’s Studies) Pitzer College. Created Otis’ Information Literacy Curriculum.

Michele LeCuona McFaull
Lecturer
MA (Art History) and MA (Education, Curriculum and Instruction) UC Riverside, BA Regis Coll. MA thesis: “Patroness of the Gilded Age: Isabella Stuart Gardner.” Active member CAA, AHSC, Board member of Jonathan Arts Foundation, L.A. and AMA.

Jennifer Moorman
Lecturer
PhD candidate (Cinema and Media Studies) UCLA; MA (Cinema and Media Studies; Concentration in Women’s Studies) UCLA; BA (English Literature and Film Studies), Smith College. Currently she is working on her dissertation, tentatively titled “The Softer Side of Hardcore? Women Filmmakers in the Adult Video Industry.”

Jessica Ngo
Lecturer
MPW (Professional Writing, Creative Nonfiction) USC; BA (Creative Writing) Pepperdine University. Author of the memoir Second Twin, First Twin (SabellaPress 2009). Currently working on a nonfiction book about twinship in Nigeria.

Tucker Neel
Lecturer
MFA (Fine Arts), Otis College of Art and Design; BA (Art History and Visual Arts), Occidental College. Artist, curator, writer, Vice President of GYST-Ink and founder of (323)

Selena Thi Nguyen-Rodriguez
Lecturer
PhD (Health Behavior Research / Preventive Medicine) USC; MPH (Public Health) USC; BA (Psychology) CSULB. Her research focuses on the psychosocial factors that influence health behaviors in minority youth.

Karri Paul
Lecturer
MFA (Studio Art) Univ of Texas, Austin; Univ of Iowa, Univ of Tenn. Published in The Boston Review, Fence, and The Iowa Journal of Cultural Studies, and her poem “Weather Update” was selected for The Pushcart Prize: Best of the Small Presses.

Leena Pendharkar
Lecturer
MA (Journalism) UC Berkeley; BA (English/public policy analysis) Univ of N. C. Chapel Hill. Writer and filmmaker with a background in interactive design, has made several award-winning short films, and recently completed her feature film debut, “Raspberry Magic.”

Marisol Perea
Lecturer
JD, BA University of Southern California. Currently pursuing a Master’s Degree in Writing at Otis.

Andrew Plakos
Lecturer
MBA Univ. of St. Thomas, St. Paul MN; BA (Industrial Arts) Cal St Univ. L.A.. V.P. of Engineering and Preliminary Design at Strottman International; design and production experience.

Bridgette Robinson
Lecturer
MFA Candidate (Writing/Poetry) Otis. BA (English) Howard University. Published in the Drum-Voices Revue. Currently working on a collection of poetry.
Yael Samuel
Adjunct Assistant Professor
MA (English) CSU Dominguez Hills. Artists’ books text editor for Edition JS including works by Marina Abramovic, Guillermo Kuitca, Gabriel Orozco, Meredith Monk, Miroslaw Balka, Frank Gehry, Dan Graham, Andrea Zittel, and Chris Burden. 10,000 Kites Executive Director.

Terry Saunders
Senior Lecturer
Ph.D., MA, BA (Folklore and Mythology) UCLA. Co-edited the UCLA Folklore and Mythology Studies Journal, and published several articles including “Santeria in Los Angeles” and “The Myth of Wrestling.”

Richard M. Shelton
Director of Integrated Learning
MFA Cal Arts, BFA Minneapolis Coll. of Art and Design. Produces both client-based work and personal work for exhibitions. Recent exhibitions and clients include The Walker Art Center, MN; Jung and Pfeffer, Amsterdam/Germany and he is a partner in GD4Love&$, Los Angeles.

Rob Spruijt
Adjunct Associate Professor
Ph.D. (Psychology and Epidemiology) Amsterdam Univ.; BFA Otis. In addition to his extensive academic articles and publications on human psychology and perception, Spruijt is a technical expert on Dutch still life painting and produces contemporary still life paintings in oil on panel.

Kerri Steinberg
Associate Professor
Ph.D. (Art History) UCLA. Specializes in modern art and photography, and has published articles and reviews on visual culture and American Jewish self-representation. Currently researching the critical role played by graphic design in popular culture.

Robert Summers
Lecturer
ABD, UCLA (Art History and Critical Theory); MA, BA (History of Art), UC Riverside. Studied critical theory and contemporary art; specialized in continental philosophy, feminism, queer theory, contemporary art, performance and body art, and history of Photography. Published papers in anthologies, writes for ArtUS; presented research and chaired panels at conferences across the globe, and has curated exhibitions and organized academic conferences internationally.

Joan Takayama-Ogawa
Associate Professor
MA (Education) Stanford Univ.; BA (Geography/East Asian Studies) UCLA. Educator and ceramic artist in public collections of Renwick Gallery, Smithsonian Institution; LACMA, Oakland Museum, Long Beach Museum of Art, Celestial Seasonings, Hallmark Racene Art Museum.

Jean-Marie Venturini
Lecturer
MFA (Writing) Otis. BA (Classics and Classical Civilizations, Minor in Archaeology) Loyola Marymount University.

Frauke von der Horst
Senior Lecturer
PhD (Art History), UCLA; MA (German Literature) Cal St Univ. Long Beach; BS (Pedagogy/Mathematics) Hamburg Univ. Specializes in critical theory, museology, and modernism. Has lectured extensively on museology both in the U.S. and Germany, and has curated exhibitions at Illinois State Museum, and Long Beach Museum of Art.

Nathan Westbrook
Adjunct Assistant Professor
MA (Philosophy) UC Riverside; BA Philosophy, with French minor) Brigham Young University. Interest include philosophy of mind, cognitive science, free will and moral responsibility, epistemology, logic and philosophy of science. Has taught philosophy and psychology courses at UCR and UCI.
Jeanne Willette  
Associate Professor  
PhD (Art History), UC Santa Barbara; MA (Art History) Cal St Univ. Long Beach; BA (Fine Arts) Cal St Univ. L.A. Specializes in modern and contemporary art, and critical theory with a particular emphasis on photography. Extensive publication record in both professional journals and exhibition catalogues.

Michael Wright  
Professor  
BA (European History) and BFA (Painting and Drawing) Univ. of Washington. Widely exhibited digital artist.
This program prepares students for careers in the field of product design, providing a wide career path in a variety of consumer product-related industries. The emphasis of the program is on creativity, communication of ideas in 2D graphics and 3D construction and the integration of research, art and design methodology, materials, processes, technology, strategic thinking and entrepreneurial skills to create innovative solutions that address cultural, social, and marketplace needs. Students develop design skills in two broad product categories of “soft-line” and “hard-line” products that comprise the broad spectrum of consumer product industries. Sequential courses enable students to develop their own unique personal vision and creative practices and design methodology that utilizes a wide variety of skill-sets, business practices, strategic thinking and entrepreneurial skills.

Students will gain:

- Understanding of the Product Design and Development Process and using it as a means for project management.
- Proficiency in research and analysis methodologies as it pertains to the product design process, meaning and design intent.
- Ability to apply creative process techniques in problem solving and critical thinking.
- Ability to demonstrate drawing and drafting principals to convey concepts.
- Computer proficiency in graphic and computer aided design programs.

- Proficiency in basic fabrication methods to build proto-type models.
- Basic understanding of engineering, mechanical and technical principals.
- Basic understanding of materials including sustainable materials and manufacturing processes.
- Proficiency in effective verbal and written communication.
- Proficiency in strategic thinking, business and entrepreneurial practices, professionalism and ethics.
## Product Design

### Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRDS200/201</td>
<td>Design Studio I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>PRDS220/221</td>
<td>Integrated Design I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS240/241</td>
<td>Forms &amp; Structures I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS250/251</td>
<td>Visual Communication I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS270/271</td>
<td>Digital Design I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>AHCS225</td>
<td>Product Design History</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 17.0

### Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRDS300/301</td>
<td>Design Studio III/IV</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td>PRDS320/321</td>
<td>Integrated Design III/IV</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS370/371</td>
<td>Digital Design III/IV</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS385/386</td>
<td>Methods &amp; Materials I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*ILMS300</td>
<td>Integrated Learning Studio</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>AHCS310</td>
<td>Art History Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS410/ENGL400</td>
<td>Liberal Studies Elective</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>NSCI319</td>
<td>Anatomy &amp; Ergonomics</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>MATH136</td>
<td>Math for Artists &amp; Designers</td>
<td>3.0</td>
<td>—</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 16.0

### Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRDS400/401</td>
<td>Design Studio V/VI</td>
<td>4.0</td>
<td>5.0</td>
</tr>
<tr>
<td>PRDS420/421</td>
<td>Integrated Design Studio V/VI</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS430/431</td>
<td>Professional Practice I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>PRDS470/471</td>
<td>Digital Design V/VI</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>*SSCI 210</td>
<td>Social Science Elective</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>*LIBS 440</td>
<td>Liberal Studies Capstone Elective</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>LIBS235</td>
<td>Economics and Product Market</td>
<td>—</td>
<td>2.0</td>
</tr>
</tbody>
</table>

Total Credits per Semester: 15.0

*These courses may be taken during the Fall or Spring Semester.
# Product Design

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Design Studio I/II</th>
<th>Visual Communication I/II</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRDS200/201</td>
<td>3 credits/3 credits</td>
<td>PRDS250/251</td>
</tr>
<tr>
<td>Integrated Design Studio I/II</td>
<td>2 credits/2 credits</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>PRDS220/221</td>
<td></td>
<td>This is a project-based studio focused on developing hand-drawing skills as a core skill and primary means by which to engage in the process of ideation and communication. Students develop skills in both rapid visualization and more methodical drawing techniques. In-class exercises in sketching and rendering emphasize shape, perspective, dimensionality, and surface characteristics. Students explore the integration of varied media and techniques to foster their own personal vision and style. Course projects complement the main Design Studio I/II projects.</td>
</tr>
<tr>
<td>Co-requisite for PRDS 200/201 Design Studio</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Digital Design I/II</td>
<td>2 credits/2 credits</td>
<td>2 credits/2 credits</td>
</tr>
<tr>
<td>PRDS270/271</td>
<td>These courses integrate 2D graphic design and 3D computer-aided-design (CAD) as a means to communicate ideas and as a process for design and digital modeling. The emphasis in Digital Design I is on 2-dimensional graphic design as a primary design tool to complement hand drawing skills and in the development and presentation of design concepts. Students learn to integrate typography, image manipulation, aesthetics, storytelling, and audience with intent to persuade. In Digital Design II, students are introduced to computer-aided-design (CAD) as a primary means to translate visual ideas into various types of technical drawings and three-dimensional renderings. Techniques include wire-frame models, orthogonal projection, pictorials auxiliary views, tolerances and applying textural surfaces. Students learn to prepare files for the rapid prototype technology, tabletop laser cutting and the CNC equipment to produce parts, sculptural and design effects automatically. In class projects complement the main Design Studio I/II projects.</td>
<td></td>
</tr>
<tr>
<td>Co-requisites: PRD200/201 Design Studio I/II projects</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Co-requisite for PRDS 200/201 Design Studio
Course Descriptions

**Product Design**

**Design Studio III/IV**
PRDS300/301  4 credits/4 credits
This course is divided into two separate studios – a hard-goods studio that focuses on durable products and a soft-goods studio that focuses on non-durable products. In the hard-goods studio students learn design and construction skills related to products that utilize hard or rigid materials. These products include; furniture design, home and office decor, consumer electronics, personal care products, and more. In the soft-goods studio students learn design and the fabrication skills related to products that utilize fabrics or flexible materials. These products include; shoe design, fashion accessories, home decor and other products. Both studios focus on ideation, creativity, and problem solving in the design process. Students explore design ideas, create concept drawings, and develop working prototype models. Emphasis is placed on the integration of culture, design, aesthetics, functionality, and technology. Consideration is given to emerging consumer trends, products, and product applications. Students are required to take one semester of each studio.

Co-requisites: PRDS385/PRDS 386 Methods and Materials I/II

**Integrated Design Studio III/IV**
PRDS320/321  2 credits/2 credits
This is an advanced course on the process of creativity that enhances the development of creative impulses, personal vision, problem solving and innovative thinking. Through a series of projects, students learn to think laterally and express their ideas through the integration of research, resource, art and design, color, texture, materials and methods and various technologies.

**Digital Design III/IV**
PRDS370/371  2 credits/2 credits
This is an advanced computer lab intended to build upon principles introduced in Digital Design II. They explore advanced 3D software applications to address industry standards in the industrial design process and presentation. Content focuses on the advanced design and use of computer program output information as a means to utilize computer-aided rapid prototyping technology and fabrication methods.

Co-requisites: PRD300/301 Design Studio III/IV

**Methods And Materials I/II**
PRDS385/386  2 credits/2 credits
These courses are divided into two sections each related to the corresponding Design Studio areas of hard-goods design and soft-goods design. In the hard-goods course emphasis is placed on a basic understanding of mechanisms and the relationship between internal components, structure and form, and the means by which multiple parts (including digital technology) are integrated in the final product. Consideration is given to the relationship between design solutions and issues related to manufacturing feasibility, product cost, product performance, utility, sustainability and marketability. In the soft-goods course the focus is on introducing the basics of sewing, pattern drafting, draping and other topics related to fashion trends, color, materials, processes and practices related to non-durable goods. Through lectures, field trips, and workshops, students comprehensively explore the characteristics, properties, and appropriate uses of materials for the mass production in both of these two broad areas of products. Students are required to take one semester of each studio.

Co-requisites: PRDS300/301 Design Studio III/IV

**Design Studio V/VI**
PRDS400/401  4 credits/5 credits
The emphasis in the first semester is on the development of advanced product design skills, through the application of a design methodology, the integration of strategic design and the user experience. Studio courses and projects are structured into two areas of focus; soft goods and hard goods design. Students can elect to have a focus in one of these areas or can choose to take both areas. Students engage in projects of varying complexity to explore the issues of user interface, technology, user experience and interaction design. In the second semester students have the opportunity to choose a product area and develop a thesis project that addresses a cultural, social, economic, marketplace or user need and demonstrates the culmination of their undergraduate training as a product designer.
<table>
<thead>
<tr>
<th>Course</th>
<th>Descriptions</th>
</tr>
</thead>
</table>
| **Integrated Design Studio V/VI** | PRDS420/421 2 credits/2 credits  
These two-semester courses explore emerging technologies and interaction design based upon user experience research. Students engage in research and apply functional analysis techniques, task and user modeling methodologies that lead to strategic thinking in their designs. Emphasis is placed on developing a proficiency in communicating complex information in simple terms for client presentation and product development. In class projects complement the main Design Studio and thesis projects.  
*Co-requisites: PRDS 400/401 Design Studio V/VI.* |
| **Professional Practice I/II** | PRDS430/431 2 credits/2 credits  
These courses prepare students for the transition to the professional world. The first semester is a trans-disciplinary course between the Otis and Loyola Marymount University (LMU) campuses. Otis students and Loyola Marymount Entrepreneurial students share classes in entrepreneurial studies and strategic design and form collaborative teams to develop a product idea, service or business, with a marketing and business plan. The emphasis is on strategic thinking and entrepreneurial practices. In the second semester Otis students engage in a focused business course related to professional practices for designers and life-long learning skills. Discussion and class assignments address self-promotion, intellectual property rights, bidding and estimates, contractual agreements, taxes and billable expenses, client communications, business management, entrepreneurial and interpersonal skills, ethics, and professional codes. |
| **Digital Design V/VI**       | PRDS470/471 2 credits/2 credits  
Emphasis is placed on a full range of strategies and skills required to organize accumulated work into a market-ready professional portfolio and presentation. Students learn a variety of computer software skills that includes; advanced Illustrator and Photoshop, Flash, DreamWeaver, motion graphics, and typography. Emphasis is on developing a proficiency in tactical presentation strategies that deliver impact with visual and rhetorical force that will persuade the audience. In class projects complement the main Design Studio, thesis and Senior Show projects. |
Steve McAdam  
Chair  

Michael Kollins  
Assistant Chair, Associate Professor  

Tanya Aguiñaña  
MFA (Furniture Design) RISD, BA (Furniture Design) San Diego St Univ. Member of the Binational artist collaborative BAW/TAF and artist/designer. Exhibited in Milan, Mexico. Publications include (ital) Wallpaper and “Pure Design: Objects of Desire” (Spain). US Artist Fellowship, USA Target Fellow.

Steve Boyer  
Senior Lecturer  

Igor Burt  
B.S. (Product Design) Art Center. Founder of Protein Industrial Design in La Jolla California specializing in footwear, sports equipment and apparel, consumer electronics, and toys. Clients include Adidas, Salmon Sports, Clive, Eagle Creek, Redley, Flexfit, Adio, Targus, Patagonia, Nokia, Mattel, Hughes Aerospace, MGA Entertainment, and Seismic Skateboards. Award Outside Magazine’s Gear-of-the-Year Award. Exhibited at SFMoMA “Design Afoot.”

Jason Burton  
Assistant Professor  

Jonathan Fidler  
Senior Lecturer  
BA (Graphic Design/Typography) Univ. Plymouth, Exeter, U.K. Higher National Diploma (HND) (Design/Photographic Mgt.) Fylde College Blackpool U.K. Founder and principal of Soluble, a full-service communication/graphic design agency. Formerly Creative Director for Cluworks Multimedia, Director of Sales for AVID Telecom, and served in various creative and design capacities for Colliers Seeley, Digital Boss, Illuminate Magazine and UPSU Exeter. Member of the Board of Directors for the Foundation of Art Resources.
## Product Design

### Faculty

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Degree/Bachelor</th>
<th>Experience/Projects/Exhibitions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Maggie Hendrie</strong></td>
<td>Senior Lecturer</td>
<td>Diplôme Des Études Approfondies (DEA) Multimedia Design &amp; Communication, Paris VIII Univ., France; MSc Communication &amp; Information Science, Nouvelle Sorbonne University, France; MA (ord), Edinburgh University, Scotland; Currently director of User Experience at Sony Pictures Entertainment, with over 18 years innovating and delivering successful retail, consumer and software products for large and small companies in Europe and the U.S. Clients include Harley Davidson, Toyota Financial Services, Sony Corp., Houghton-Mifflin and Hachette.</td>
<td></td>
</tr>
<tr>
<td><strong>Linda Hudson</strong></td>
<td>Associate Professor</td>
<td>MFA Art Center, BA CSU Northridge</td>
<td>Artist and designer. Design consulting projects include extensive space planning, lighting, furniture design for commercial and residential interiors, consultation on color and materials for interiors and exterior. Recent projects include a 4,000 sq ft home of reclaimed materials and local stone adjacent to Yosemite, and 52 low-income units for Palm Springs. Solo art exhibitions at Univ. Art Museum Berkeley and Santa Monica Museum of Art. Group exhibitions at Whitney Equitable Center, New York, Nevada Institute of Contemporary Art and Pittsburgh Center for the Arts. Reviews in Art News, New York Times, Arts, and Výtvarné Umení: The Magazine for Contemporary Art.</td>
</tr>
<tr>
<td><strong>Mikyung Oh Hunt</strong></td>
<td>Lecturer</td>
<td>BFA (Architectural Interior Design) California State University Long Beach</td>
<td>Founding partner and principal of Studio E, a multidiscipline design consultancy that specializes in the development of conceptual design and communication design concepts for clients in various industries that include retail department stores, outdoor entertainment and amusement park attractions and furniture design refinement. Clients include: Gensler, HOK, Cole Martinez Curtis &amp; Associates, Show concepts. Awards: Store Renovation of the Year - Frederick &amp; Nelson of Seattle and I Magrino of California, and New Store Award - Goldwaters of Arizona.</td>
</tr>
<tr>
<td><strong>Patricia Kovic</strong></td>
<td>Assistant Professor</td>
<td>BFA SUNY Buffalo</td>
<td>Graphic designer and principal at Studio Morris. Offices in L.A. and N.Y. for Fortune 500 companies. Design awards from the AIGA, N.Y. Art Directors' Club, Communication Arts magazine and Communication Graphics</td>
</tr>
<tr>
<td><strong>Marcus Maciel</strong></td>
<td>Lecturer</td>
<td>BFA (Toy Design) Otis</td>
<td>Senior Digital Designer, Digital D&amp;D Support Group Mattel, co-manager Digital Training Center at Mattel. Previously worked in Hot Wheels Engineering group modeled/reversed engineered Ferrari, Ford, Dodge, GM, Chrysler, Toyota, and Honda company vehicles.</td>
</tr>
<tr>
<td><strong>Elena Manferdini</strong></td>
<td>Senior Lecturer</td>
<td>MS (Architecture) UCLA and professional degree (DAPT) Engineering Univ., Bologna Italy</td>
<td>Architectural design, sculpting and product design in various industries such as fashion, object design, aeronautics, car design, architectural designs and installations. MAK residency at the Schindler House; Iceberg Award for Industrial Design (Italy 2000); AIA Award (USA, 2000 and 1999). Exhibitions: MAK Center; Japanese American Cultural Center, L.A.; Santa Monica Museum of Art, Armand Hammer Museum, and American Pavilion Architecture Venice Biennale 2000.</td>
</tr>
</tbody>
</table>
Adam O’Hern  

Drew Plakos  
Senior Lecturer  
MBA, Univ. of St. Thomas, MN; BA (Industrial Arts), CSU LA. Owner InSight Out LLC, providing product development services to the toy and premium trades. Extensive experience conceiving, developing, designing and manufacturing premiums, toys, children’s articles, housewares, and leisure products for Mattel, Lakeside Games, Schaper, Thermos, and Strottman Int’l.

Karen Regoli  
Adjunct Assistant Professor  
AFA (Fashion) Otis, Royal College Of Art U.K., Fullerton College. In-depth experience in various areas of fashion design with a specialty in custom designed wedding gowns, costumes and unique fashions and performance wear. Member of the LACMA Costume Council.

Norene Roxbury  
Senior Lecturer  
AA (Fashion Design) Fashion Inst. of Design and Merchandising. Freelance designer specializing in toy design, 3D prototyping, children and misses apparel, pattern making and illustrated presentations. Former creative manager at Applause working on licensed brands such as Children’s Television Workshop, Warner Brothers, Disney, Hanna Barbera, and Paramount.

Joan Takayama-Ogawa  
Associate Professor  
MA (Education) Stanford Univ.; BA (Geography/ East Asian Studies) UCLA. Educator and ceramic artist in public collections of Renwick Gallery, Smithsonian Institution; LACMA, Oakland Museum, Long Beach Museum of Art, Celestial Seasonings, Hallmark Racene Art Museum.

Randall Wilson  
Professor  

Department  
Faculty
Toy Design

The Toy Design Department prepares diverse students through a high-quality curriculum, taught by experienced faculty, to develop the marketable skills necessary for professional success as a designer in the toy industry or related fields. Students in the Toy Design Department will:

- Develop their individual expression and an entrepreneurial attitude, which results in unique, creative, innovative concepts and designs.
- Gain industry knowledge by learning the key areas of design and different categories recognized within the industry.
- Learn the necessary technical design skills used in the industry, including concepting, drawing, model-making, and computer skills.
- Develop their professionalism by practicing strong work ethics, as well as effective communication and presentation skills.
- Build mentoring relationships with guidance by professionals through corporate sponsorships, industry critiques, and internship programs.
- Learn to design with intent by understanding a designer’s role as it relates to marketing and engineering.
# Toy Design

## Sophomore Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOYD200/201</td>
<td>Toy Design I/II</td>
<td>3.0</td>
<td>3.0</td>
</tr>
<tr>
<td>TOYD220/221</td>
<td>Drawing I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD230</td>
<td>2D Visualization</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>TOYD231</td>
<td>3D Visualization I</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD240/241</td>
<td>Model Making I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD250/251</td>
<td>Methods &amp; Materials of Production I/II</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD261</td>
<td>Conceptual Problem Solving &amp; Brainstorming</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>SSCI211</td>
<td>Child Psychology</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>ENGL202</td>
<td>Sophomore English</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>ILML 200</td>
<td>Integrated Learning Lecture</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>17.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

## Junior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOYD300/301</td>
<td>Toy Design III/IV</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td>TOYD320/321</td>
<td>Drawing III/IV</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD330/331</td>
<td>3D Visualization II/III</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD340</td>
<td>Model Making III</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td><strong>TOYD455</strong></td>
<td>Portfolio Development</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>*ILMS300</td>
<td>Integrated Learning Studio</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>MATH 136</td>
<td>Math for Artists and Designers</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS236</td>
<td>History of Toys</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS220</td>
<td>Contemporary Perspectives in Art and Design</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>16.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

## Senior Year

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOYD400/401</td>
<td>Toy Design V/VI</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td><strong>TOYD415</strong></td>
<td>Career Development</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>TOYD420/421</td>
<td>Drawing V/VI</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD425</td>
<td>Games and Game Theory</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>TOYD430</td>
<td>Package Design</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>TOYD450</td>
<td>Toy Industry Practices</td>
<td>2.0</td>
<td>—</td>
</tr>
<tr>
<td>LIBS454</td>
<td>Business Practices</td>
<td>—</td>
<td>2.0</td>
</tr>
<tr>
<td>NSCI308</td>
<td>Juvenile Anatomy and Ergonomics</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>Advanced Topics in English or</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>LIBS410/ENGL400</td>
<td>Liberal Studies Elective</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>AHCS 310</td>
<td>Art History Elective</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>LIBS 440</td>
<td>Senior Liberal Studies Capstone</td>
<td>—</td>
<td>3.0</td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td></td>
<td>18.0</td>
<td>16.0</td>
</tr>
</tbody>
</table>

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

**Note:** TOYD455 Portfolio Development: Though the coursework portion of this class is offered during the spring semester, students are encouraged to participate in an industry internship during the summer between sophomore and junior years.

***Note:** TOYD415, Career Development: Though the coursework portion of this class is offered during the fall semester, students are encouraged to participate in an industry internship during the summer between junior and senior years.

Important note: All students must pass with a “C” grade or better in Toy Design studio and Drawing classes at all levels in order to continue with the Toy Design program. Participation in an industry-sponsored class is considered an earned privilege, not a right; therefore students are required to maintain a “C+” g.p.a. in Toy Design studio classes throughout the design process in order to participate in an Industry sponsored class if the opportunity exists.
### Toy Design

<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Toy Design I/II</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOYD200/201</td>
<td>3 credits</td>
<td>In these courses, students develop an understanding of the creative process of toy design. Emphasis is placed on developing toys which engage children in what is referred to in the toy industry as “play patterns.” Students apply skills in drawing, model making, and fabrication to create original toys which engage children in imaginative play and development of skills and decision-making, socialization and creativity. The students learn to conduct market research and analysis to ensure that their designs are appropriate for the category of toys they are designing. Using various fabrication techniques, students will translate their ideas into 3D models, and present the final prototypes to faculty and visiting toy industry professionals.</td>
</tr>
<tr>
<td>Lab Fee - Toy Design I/II - $50.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Toy Design I is prerequisite for Toy Design II</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Drawing I

| TOYD220         | 2 credits      | The purpose of this class is for students to become fully articulate in a new drawing language called Visual Communication. To communicate effectively, a designer needs to have at their disposal a broad range of drawing skills. Students spend the semester becoming familiar with the principals of perspective and more importantly, they learn the useful particulars and shortcuts pertaining to sketching. |

### Drawing II

| TOYD221         | 2 credits      | This second semester course is an introduction to the theory and practice of sketching, drawing, and rendering techniques as applied to toy product. Focus is on rapid visual rendering as well as marker rendering, which enable the designer to convey information about surface characteristics such as color, texture and material. |
| Prerequisite: ToyD 220 Drawing I |

### 2D Visualization

| TOYD230         | 2 credits      | In this course students acquire the skills necessary to take a concept from a rough sketch to a refined set of technical illustrations. Students will learn to produce illustrations accurately that will convey their design intent and serve as a blueprint when creating prototype models. The students are introduced to the basic drawing tools in Adobe Illustrator. The skills learned during this course will continue to be utilized throughout the remainder of the Toy Design studio courses. |
| Prerequisite: TOYD221 Drawing II |

### 3D Visualization I

| TOYD231         | 2 credits      | This class examines the computer as a means to construct and render an idea via 3D-modeling, and then to output that information for computer aided rapid prototyping. It introduces Computer Aided Design (CAD) programs as toy design tools. Students start with Rhino, a 3D-modeling program that emphasizes the 3D construction and surface rendering of ideas and output to the rapid prototyping machine. |
| Prerequisite: TOYD 230 2D Visualization |

### Model Making I

| TOYD240         | 2 credits      | This course introduces students to plastic fabrication and proto-type concepts through the use of various methods. |
| Lab Fee - $245.00 |
| Open to Toy Design Majors Only |

### Model Making II

| TOYD241         | 2 credits      | This course teaches the basics of sculpting licensed characters from 2-D turnaround drawings. Students then learn to make molds of the sculpted figures, to cast them in resin, and then to paint the cast figures. |
| Lab Fee - $100.00 |
| Prerequisite: TOYD 240 Model Making I |
| Open to Toy Design Majors Only |
Course Descriptions

Methods and Materials of Production I
TOYD250  2 credits
Materials used for manufacturing within the industry are important because they determine the durability and safety of toys, toy use by consumers, and the methods and costs of production. Each of these issues must be considered in order to successfully design and market a toy. This course focuses on different manufacturing processes as well as the understanding of and use of materials used in toy design. Of special interest are issues regarding sustainability.

Methods and Materials of Production II
TOYD251  2 credits
This second-semester course explores more advanced manufacturing processes and materials. Discussion focuses on the fundamentals of plastic components and on design, exploring the possibilities and limitations associated with plastic toy components. Of special interest are issues regarding sustainability.

Prerequisite: ToyD 250 Methods and Materials I

Conceptual Problem Solving and Brainstorming
TOYD261  2 credits
Brainstorming is an essential part of the toy design process; therefore, this class emphasizes creativity through brainstorming techniques. Additional focus is on cobbled up quick toy ideas, given a specific design category.

Prerequisite: ToyD 200 Toy Design I

Toy Design III/IV
TOYD300/301  4 credits
In these courses, students will expand on and apply principles they have learned in Toy Design I and II to create original toys which can be expanded to become a toy brand with line extensions. Students will utilize analog and digital drawing skills, technology including digital design software for rapid prototyping, and explore methods of fabrication using a variety of materials. Students will learn the most effective methods of presenting their toy concepts visually, demonstrating new features digitally when it is the most effective way of communicating play patterns and function. Corporate sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals.

Prerequisite: ToyD 200/201 Toy Design III

Drawing III
TOYD320  2 credits
Students focus on the full understanding of material indication. Topics covered include concept sketching, composition, layout, perspective drawing, using sketching as a design tool, and understanding and rendering reflective forms.

Prerequisite: ToyD 221 Drawing II

Drawing IV
TOYD321  2 credits
This course introduces the computer as a digital tool, building upon sketching and rendering techniques learned in previous drawing classes.

Prerequisite: ToyD 320 Drawing III

3D Visualization II
TOYD330  2 credits
A more advanced version of 3D Visualization I, this course continues the use of Rhino, the 3D modeling program used in the construction of prototyping models. By using Computer Aided Design (CAD) programs (the same as in the toy industry) students learn advanced modeling and prototyping techniques. Students will be introduced to Studio MAX for several styles of rendering and basic animation skills. This course combines instruction on the computer with guidance in the standard requirements for the production of 3D models through output to the rapid prototyping machine.

Prerequisite: ToyD 231 3D Visualization I

3D Visualization III
TOYD331  2 credits
This is an advanced computer lab course that allows students to continue to develop their 3D modeling skills with Rhino and learn more advanced modeling techniques. Students will continue to develop their Studio MAX skills with more advanced rendering and animation skills. The course will introduce Adobe After Effects as a means to create more compelling digital video presentations with animation, titles, sound effects, and transitions. Content focuses on the advanced use of computer programs to output models for on-going projects. Students apply acquired learning to improve toy design projects for use in their portfolios.

Prerequisite: ToyD 330 3D Visualization II
<table>
<thead>
<tr>
<th>Course Descriptions</th>
<th>Model Making III</th>
<th>TOYD340</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This course focuses on advanced model making skills and techniques involving the lathe and milling machine with an emphasis on the issues and problems related to the projects developed in Toy Design III. Also included is an emphasis on advanced sculpting, molding, casting techniques, and building articulated armatures for action figures. Lab fee - $150.00.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Prerequisite: ToyD 241 Model Making II</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Portfolio Development</th>
<th>TOYD455</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course concentrates on the organization and presentation of the student’s portfolio. Additional attention is given to interviewing skills and techniques. Students will also develop a promo sheet and resume. All work will be presented in both analog and digital formats.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 201 Toy Design II</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Toy Design V/VI</th>
<th>TOYD400/401</th>
<th>4 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>These courses are advanced level courses in which students continue in their development of conceptual, technical, and creative skills and methodologies relating to toy design. Emphasis is placed on identifying future trends and technology and integrating them into the toy design process. Students will have been exposed to the unique and different categories of toys and children’s products and how those products are part of larger brands and entertainment properties. Corporate-sponsored projects may occur during either semester, but regardless, critiques will include visiting toy industry professionals. The students may have had the opportunity to participate in summer internships where they gained “real world” experience, and will be able to apply that learning as well as their classroom experience to design and prepare their senior show. It will showcase their talents, and is held at the end of the spring semester.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 300/301 Toy Design III/IV</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Career Development</th>
<th>TOYD415</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course will cover interviewing skills, research and targeting potential job prospects, and preparation of oral and written communications.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: Toy D 455 Portfolio Development</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drawing V</th>
<th>TOYD420</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Understanding of form and material indication from the previous semester is now executed in full color. The course starts with the application of color to backgrounds and other simple elements used in concept sketching. By the end of the course, students are rendering at photo-realistic levels using the computer as a digital tool. Students learn how to render a toy of their own design in full color at a professional level.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 321 Drawing IV</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drawing VI</th>
<th>TOYD421</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This is an advanced computer lab course that allows students to apply their knowledge from prior drawing classes to on-going projects in an effort to build their portfolios.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 420 Drawing V</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Games and Game Theory</th>
<th>TOYD425</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>This course focuses on game theory from a behavioral science perspective, and applies that perspective to an understanding of a variety of games. The course includes a historical and cross-cultural emphasis. Students create an original game.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 301 Toy Design IV</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Package Design</th>
<th>TOYD430</th>
<th>2 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Package design focuses on creating three dimensional solutions to solve a variety of packaging and retail problems. In addition to marketing issues, package design addresses a variety of storage and safety concerns. The students address these issues as well as the graphic treatment of the package. Of special interest are issues regarding sustainability.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisite: ToyD 400 Toy Design V</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Course Descriptions</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Toy Industry Practices</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOYD450</td>
<td>2 credits</td>
<td></td>
</tr>
</tbody>
</table>
| This course provides an introduction to marketing and product management within the toy industry. Discussion focuses on the four guiding principals of brand management: product, packaging, placement, and promotion. Various topics include consumer behavior, market research, product design, pricing, retail sales, merchandising, advertising, and promotions.  
Prerequisite: ToyD400 Toy Design V |

| **Independent Study**  |
| TOYD999 | 1-6 credits |
| Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students. |

| **Special Topics: 3D Visualization IV**  |
| TOYD460 | 2 credits |
| This elective class is designed as an advanced computer class for senior Toy Design students where they will explore open-ended projects of their own design, building on skills from prior classes in 3D Visualization III. Students will explore advanced techniques of design with Rhino using the software itself as well as specialized plug-ins such as T-Splines for modeling and V-Ray for rendering. The class will also cover techniques and strategies for post processing of renderings in Photoshop, allowing students to work faster and smarter in a professional production environment.  
Prerequisite: ToyD 331 3D Visualization III |
Toy Design

<table>
<thead>
<tr>
<th>Department Faculty</th>
<th>Deborah Ryan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chair</td>
<td>BS (Design) Magna Cum Laude University of Cincinnati College of Design, Architecture, and Art. Award-winning designer with extensive experience in designing toys, licensed products, apparel, dolls, feature plush, novelties, gifts, and other consumer products for Mattel, Disney, Applause, and Kenner Toys.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rebecca Salari Taylor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assistant Chair, Professor</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Michael Albert</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior Lecturer</td>
</tr>
<tr>
<td>BFA (Design) Columbus College of Art &amp; Design Texas A &amp; M, (Aerospace Engineering) Owner/Designer Dream Themes; Owner/Designer, Innovation Design Concepts; Project Designer, Mattel Toys; Manager R &amp; D, Planet Earth Entertainment; Sr. Animation Designer, Walt Disney Imagineering. Consultant with extensive conceptual design and engineering experience.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Angela Alcerro</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecturer</td>
</tr>
<tr>
<td>BA (Spanish Literature &amp; Art History) UCLA; Studied at Art Center, MA (Media Arts and Design) Antioch University McGregor; Digital artist with over 20 years experience in pre-visualization and digital illustration for toy, entertainment and educational products. Former supervisor, Special Effects Group, Mattel Packaging. Product lines included Barbie Collectibles, Hot Wheels, Disney Classics, Polly Pocket, Winx, Batman &amp; Yu-Gi-Oh. Color Expert, Lakeshore Learning Materials. Independent digital media artist and bilingual writer.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Michael Andrews</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecturer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Candace Correa</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior Lecturer</td>
</tr>
<tr>
<td>BA Colby College; MBA Anderson School, UCLA; MA (Latin American Studies) UCLA. Seasoned marketing professional with over 13 years experience in marketing, strategic planning and brand management. International Marketing, The Walt Disney Company; Multi-cultural Marketing, Sears; Global Product Marketing, Eastman Kodak Company; Product Manager, Mattel; CMO of her own product company.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Dan Garr</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior Lecturer</td>
</tr>
<tr>
<td>BA (International Relations) UC Davis. President of Hot Buttered Elves, Inc. Clients include Disney, Warner Bros., Hit Entertainment, Dreamworks, and Marvel. Extensive special effects for “Forever Young,” “Heart and Souls,” “Leprechaun,” and “Titanic.” Invented and patented Wallables.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Jeannie Hardie</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecturer</td>
</tr>
<tr>
<td>MA (Writing and Film) Regent University. BA (English Literature) Oral Roberts University. Creative Director Deadline Creative. Toy, game, and licensing consultant. Previously Senior Design Manager, Mattel Games &amp; Puzzles. Licensed product lines for Yu-Gi-Oh, Harry Potter, Batman, Looney Tunes, Justice League, and Sponge Bob.</td>
</tr>
</tbody>
</table>
Toy Design

Virginia Hein
Senior Lecturer
MFA (Fine Art) CSULB. Independent artist and designer. Concept design of girls toys and accessories, preschool toys, plush, home décor, gifts and jewelry, painting and illustration. Formerly Staff Designer at Mattel Toys, Applause and Galoob Toys. Past projects include licensing product concepts for the Vatican Library.

Rebecca Kimmel
Senior Lecturer

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

Lee Loetz
Senior Lecturer
BA UC Davis; studied at California Institute of the Arts CharacterAnimation; Experienced Creative professional with over 15 years in the product and entertainment industry at Walt Disney Company/Disney owner of Consumer-Products. Currently run my own design firm, Popfly Design.

Marcus Maciel
Lecturer
BFA (Toy Design) Otis

Joyce Mesch
Lecturer
Attended California College of Arts and Crafts. Extensive experience in the design and development of girls, infant and pre-school toys, feature plush, novelties, pet products and jewelry. Former Staff Designer at Fisher-Price, Senior Project Designer at Mattel, freelance graphic designer, and Art Director at Discover Magazine.

Manny Montano
Senior Lecturer
Partner/Managing Director at Black Design Associates. Product Design and Development Professional with over 16 years real world experience in Toy industry. Conceptual sketching, bread boarding, rendering, packaging, branding, prototyping, sculpting, traditional modeling and CADD, Colors, finishes, materials, final beauty presentation, manufacturing /tooling and safety issues. Managed clients and projects from: Disney, Mattel, Jakks, Playmates, Spin Masters, Pixar, Hasbro, DreamWorks, Lucas, Equity Marketing, Warner Bros. Also co ‘inventor on a number of patents.

Cassidy Park
Senior Lecturer
BFA Otis College of Art & Design.
More than 20 years designing and developing toys, fashion brands and lifestyle products. 16 years at Mattel Toys, as Vice President-Barbie Design and Development, leading the creative efforts on the world’s largest and most fashionable doll brand.

Hanjin Park
Senior Lecturer
BFA Otis College of Art and Design. Toy Designer at Jakks Pacific Inc. Responsible for the design of toys including GX Racers, Laser Challenge and other major brands as well as seasonal items.

Drew Plakos
Senior Lecturer
MBA, Univ. of St. Thomas, MN; BA (Industrial Arts), CSU LA. Owner InSight Out LLC. Providing product development services to the toy and premium trades. Extensive experience conceiving, developing, designing and manufacturing premiums, toys, children’s articles, housewares, and leisure products for Mattel, Lakeside Games, Schaper, Thermos, and Strottman Int’l.
Department
Faculty

**Norene Roxbury**
Senior Lecturer
AA (Fashion Design) Fashion Inst. of Design and Merchandising. Freelance designer specializing in toy design, 3D prototyping, children and misses apparel, pattern making and illustrated presentations. Former creative manager at Applause working on licensed brands such as Children’s Television Workshop, Warner Brothers, Disney, Hanna Barbera, and Paramount.

**Dave Schultze**
Senior Lecturer
MS (Industrial Design) Art Center, BA (Architecture) Univ. of Oklahoma Coll. of Design. Independent designer with a firm servicing clients including Microsoft, Mattel, LEGO, Applause.

**Alton Takeyasu**
Senior Lecturer

**April Wilson**
Lecturer
AA (Fashion Design) LA Trade Tech College. Freelance designer specializing in toy design, 3D prototyping, pattern making and illustrated presentations. Former Head Designer at Cal Toys working on licensed brands Warner Brothers, Disney, Hanna Barbera, and Paramount.

**Paul Winter**
Senior Lecturer
BA (Journalism and Advertising) San Diego State Univ. Creative Director and Staff Copywriter, Mattel. Product lines include Games, Barbie, Hot Wheels, Disney, and Nickelodeon.
Department Goals

The Graduate Fine Arts Program encourages young artists to think critically and challenge existing modes of expression. Students in Graduate Fine Arts will...

- Practice a high level of self-criticism needed for consistent development and growth in their work.
- Build on the communication skills needed to clearly and effectively express themselves.
- Learn from a variety of diverse experiences and resources representing a wide range of disciplines and points of view.
- Develop the technical and theoretical resources and confidence to realize their professional ambitions.
- Develop a working knowledge of and relationship to art history, criticism, and theory.
- Form the self-reliance and self motivation needed to sustain a professional career.
- Cultivate a sense of competition and camaraderie.
Graduate Fine Arts

<table>
<thead>
<tr>
<th>First Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>LIBS650/651</td>
<td>Critical Theory and Practice</td>
<td>3.0</td>
</tr>
<tr>
<td>GRAD 620/621</td>
<td>Graduate Studio I/II</td>
<td>3.0</td>
</tr>
<tr>
<td>GRAD 610/611</td>
<td>Graduate Critique</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS 575</td>
<td>Special Topics in Art History</td>
<td>2.0</td>
</tr>
<tr>
<td>*Electives</td>
<td></td>
<td>4.0</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td></td>
<td>15.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Year</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRAD 720/721</td>
<td>Graduate Studio III/IV</td>
<td>3.0</td>
</tr>
<tr>
<td>LIBS774/775</td>
<td>Thesis I/II</td>
<td>3.0</td>
</tr>
<tr>
<td>GRAD 710/711</td>
<td>Graduate Critique</td>
<td>3.0</td>
</tr>
<tr>
<td>AHCS 575</td>
<td>Special Topics</td>
<td>2.0</td>
</tr>
<tr>
<td>GRAD 774</td>
<td>Professional Practice</td>
<td>1.0</td>
</tr>
<tr>
<td>GRAD 775</td>
<td>Exhibition Preparation</td>
<td>——</td>
</tr>
<tr>
<td>*Electives</td>
<td></td>
<td>3.0</td>
</tr>
<tr>
<td><strong>Total Credits per Semester</strong></td>
<td></td>
<td>15.0</td>
</tr>
</tbody>
</table>

*In addition to Independent Studies, electives may be taken from the offerings of Fine Arts, Liberal Arts and Sciences and other departments with departmental approval.*
### Graduate Fine Arts

#### Course Descriptions

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
</tr>
</thead>
</table>
| **Special Topics in Art History** | AHCS575 2 credits  
This course spotlights a different subject and instructor each semester. Instructors offer their own expertise on topics relating to contemporary issues involved in artistic practice. |
| **Graduate Critique**    | GRAD610/611/710/711 3 credits  
In this two-year course sequence, all graduate students, regardless of media, discuss common issues of studio practice. The course provides an in-depth discussion and investigation of how an artist’s work is perceived as a public statement, and how one’s work exists in the world. Required. |
| **Graduate Studio**      | GRAD620/621/720/721 3 credits  
This two-year course sequence focuses on each individual student’s practice, specifically directed towards aesthetic and technical issues arising out of their work. Students meet with a number of individual instructors on an independent basis, as they have work or issues prepared for discussion. Required. |
| **Critical Thought**     | GRAD651 2 credits  
This course builds on discussions from the Interdisciplinary Critiques, focusing the conversation to a more specific, in-depth level. From political, sociological or psychological points of view, the students and instructor explore what it means to have a critical practice and the ramifications of language and intent. Presentations are required. |
| **In Context**           | GRAD652 2 credits  
The instructor contextualizes presentations by visiting guest lecturers through readings and presentations. The class prepares students to evaluate guest lecture presentations in an informed and intelligent manner, and to see their work and the work of their colleagues more clearly. Presentations are required. Students who elect this course MUST also sign up for Visiting Artist Lecture Series. |
| **Professional Practices** | GRAD774 1 credit  
A seminar in which the intricacies, idiosyncrasies and responsibilities of the professional artist are discussed and deconstructed. |
| **Critical Theory and Practice I/II** | LIBS650/651 3 credits/3 credits  
The in-depth examination of a critical or theoretical text focuses on contemporary issues in art, philosophy, politics, or criticism. |
| **Thesis**               | LIBS774/775 3 credits  
This course encourages and trains students to write a thesis about their own work through the development of the requisite critical writing skills which will serve them in the future when applying for grants as well as preparing them for the literary demands of an artist’s career. |
| **Exhibition Preparation** | GRAD775 1 credit  
Each student in the final year works on the organization, planning, and installation of MFA exhibitions. The course focuses on exhibition psychology, design, and documentation. Additionally, the professional practices needed for well-planned entry into the art world are discussed. |
| **Visiting Artist Lecture Series** | GRAD789 1 credit  
This is a weekly lecture series where artists, theorists and curators present their own work and discuss some aspect of contemporary visual art that is of interest to the graduate student community. The class can be taken alone, or in conjunction with In Context. |
Graduate Fine Arts

Roy Dowell
Chair
MFA, BFA California Institute of the Arts. Nationally and internationally exhibited artist. Paintings, collages, and sculptures are included extensively in private, public, and museum collections. His work is the subject of a recent catalogue that presents selected works from 1981-2005, in conjunction with an exhibition at the Margo Leavin Gallery, Los Angeles. Recipient of the J. Paul Getty Fellowship and a regular Artist-in-Residence at the Anderson Ranch Art Center, Snowmass, Colorado. His work has recently been exhibited in New York at Lennon Weinberg Gallery and also at Galerie Schmidt Maczollek in Cologne, Germany.

Annetta Kapon
Assistant Chair, Professor

Judie Bamber
Senior Lecturer

Kathrin Burmester
Lecturer
MFA Otis College of Art and Design; BFA School of Visual Arts, N.Y.; Works exhibited at Lora Schlesinger Gallery, Santa Monica; Seeline Gallery, Santa Monica; LA Freewaves, UCLA Hammer Museum; Max Ophüls Film Festival, Saarbruecken, Germany. Recently exhibited work at Jim Kempner Fine Art in New York and Artower Gallery in Athens, Greece.

Cletus Dalglish-Schommer
Lecturer

Linda Hudson
Associate Professor

John Knight
Senior Lecturer
MFA (Fine Arts) University of California, Irvine. Exhibitions in Belgium, France and Spain. Interviews and texts include Texte Zur Kunst, Heft 59 o Art Since 1900: Modernism, Antimodernism, Postmodernism, Neo-Avantgarde and Culture Industry; Essays on European and American Art from 1955 to 1975, New Art in the 60’s and 70’s Redefining Reality, and Institutional Critique and After.
Graduate Fine Arts

Department Faculty

**Kori Newkirk**  
Senior Lecturer  
MFA University of California, Irvine, BFA  
School of the Art Institute of Chicago. Newkirk’s  
Recent solo exhibitions include the Studio  
Museum in Harlem, the Museum of  
Contemporary Art, San Diego, Art Gallery of  
Ontario, Toronto and the Museum of  
Contemporary Art, Cleveland.  
Group exhibitions include “Alien Nation,” ICA London, Dak’Art,  
7th Edition of the Biennale of Contemporary  
African Art, “Dakar”; the Whitney Biennial: “Day  
for Night,” Whitney Museum of American Art,  
and the California Biennial, Orange County  
Museum of Art, Newport Beach

**Renee Petropoulos**  
Associate Professor  
MFA (Studio Art), BFA (Art History) University  
of California, Los Angeles. Nationally and  
internationally exhibited artist. Recent exhibitions  
at Museum of Modern Art in San Salvador, El  
Salvador. Currently working on several projects to  
be located in the public arena, as well as a  
collaborative project in Oaxaca, Mexico. Grants  
include Durfee Foundation Fellowship and a  
COLA Individual Artist Grant. Represented by the  
Rosamund Felsen Gallery in Santa Monica.

**Benjamin Weissman**  
Senior Lecturer  
BFA California Institute of the Arts. Exhibited  
nationally and internationally including the  
Christopher Grimes Gallery, Santa Monica,  
Galerie Krinzinger, Vienna and the ICA in  
London. Publications include two books of short  
stories and has contributed numerous reviews and  
articles to magazines and journals such as  
Artforum, Parkett and Frieze.
Graduate Graphic Design

The Graduate Program in Graphic Design will provide a highly competitive academic environment for candidates interested in combining current practices with pursuing a master’s degree in graphic design. This program has three individual themes from which to study: typography and type design, social responsibility of the artist in society, and advancing the discipline through theory and innovation.

- Describe a trajectory of past and current design projects that inform his/her practice.
- Conceive, design and execute a successful body of work that advances the candidate’s practice and reflects current trends in the disciplines.
- Demonstrate the ability to frame questions, devise appropriate methodologies for answering them, and evidence an on-going perspective of critical inquiry.
- Successfully communicate the goals of their thesis and their relationship to the candidate’s future practice.
- Demonstrate an awareness of the importance of design pedagogy to the practice of contemporary graphic design.
- Propose and implement further documentation, representation or expressions of the candidate’s final project.
- Demonstrate creativity and the power of effective communication through their work.
- Explore in writing aspects of graphic design that are important to the field and visual arts in general.
# Graduate Graphic Design (Primary)

<table>
<thead>
<tr>
<th>First Year</th>
<th>Summer</th>
<th>Spring</th>
<th>Degree Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 500 Seminar I</td>
<td>6.0</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>AHCS 576 History + Theory: Cont Theories in Design</td>
<td>3.0</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>GRDS 620 Studio Topics Typography and Type Design</td>
<td>2.0</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>GRDS 630 Studio Topics: Soc Responsibility of the Designer</td>
<td>2.0</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>GRDS 640 Studio Topics: Advancing the Discipline</td>
<td>2.0</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>GRDS 799 Directed Studies</td>
<td>----</td>
<td>7.5</td>
<td></td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>15.0</td>
<td>7.5</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Year</th>
<th>Summer</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 600 Seminar II</td>
<td>6.0</td>
<td>----</td>
</tr>
<tr>
<td>GRDS 650 Visiting Artists Critique</td>
<td>2.0</td>
<td>----</td>
</tr>
<tr>
<td>AHCS 577 History of Graphic Design &amp; Vis Culture</td>
<td>3.0</td>
<td>----</td>
</tr>
<tr>
<td>*GRDS 621 Studio Topics Typography and Type Design</td>
<td>2.0</td>
<td>----</td>
</tr>
<tr>
<td>*GRDS 631 Studio Topics: Soc Responsibility of the Designer</td>
<td>2.0</td>
<td>----</td>
</tr>
<tr>
<td>*GRDS 641 Studio Topics: Advancing the Discipline</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>GRDS 799 Directed Studies</td>
<td>----</td>
<td>7.5</td>
</tr>
<tr>
<td><strong>Students must choose two of these courses</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>15.0</td>
<td>7.5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Third Year</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 700 Seminar III</td>
<td>6.0</td>
</tr>
<tr>
<td>GRDS 790 Final Project</td>
<td>4.0</td>
</tr>
<tr>
<td>AHCS 578 Special Topic in Design</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>GRDS 622 Studio Topics Typography and Type Design</strong></td>
<td>2.0</td>
</tr>
<tr>
<td><strong>GRDS 632 Studio Topics: Soc Responsibility of the Designer</strong></td>
<td>----</td>
</tr>
<tr>
<td><strong>GRDS 642 Studio Topics: Advancing the Discipline</strong></td>
<td>----</td>
</tr>
<tr>
<td><strong>Students must choose one of these courses</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>15.0</td>
</tr>
</tbody>
</table>
## Graduate Graphic Design (Alternate)

<table>
<thead>
<tr>
<th>Degree Requirements</th>
<th>First Year</th>
<th>Summer</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GRDS 500 Seminar I</strong></td>
<td></td>
<td>6.0</td>
<td>---</td>
</tr>
<tr>
<td>GRDS 620 Studio Topics Typography and Type Design</td>
<td>2.0</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td>GRDS 630 Studio Topics: Soc Responsibility of the Designer</td>
<td>2.0</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td>GRDS 640 Studio Topics: Advancing the Discipline</td>
<td>2.0</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td>GRDS 700 Seminar III</td>
<td>---</td>
<td>3.0</td>
<td>---</td>
</tr>
<tr>
<td>GRDS 799 Directed Studies</td>
<td>---</td>
<td>9.0</td>
<td>---</td>
</tr>
<tr>
<td>AHCS 576 Hist + Theory: Cont Theories in Design</td>
<td>3.0</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>15.0</td>
<td>12.0</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Year</th>
<th>Summer</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 600 Seminar II</td>
<td>6.0</td>
<td>---</td>
</tr>
<tr>
<td>GRDS 650 Visiting Artists Critique</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>*GRDS 621 Studio Topics: Typography and Type Design</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>*GRDS 631 Studio Topics: Soc Responsibility of the Designer</td>
<td>2.0</td>
<td>---</td>
</tr>
<tr>
<td>*GRDS 641 Studio Topics: Advancing the Discipline</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>GRDS 700 Seminar III</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td>GRDS 799 Directed Studies</td>
<td>---</td>
<td>6.0</td>
</tr>
<tr>
<td>AHCS 577 History of Graphic Design &amp; Visual Culture</td>
<td>---</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>12.0</td>
<td>12.0</td>
</tr>
</tbody>
</table>

*Students must choose two of these courses

<table>
<thead>
<tr>
<th>Third Year</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 790 Final Project</td>
<td>4.0</td>
</tr>
<tr>
<td><strong>GRDS 622 Studio Topics Typography and Type Design</strong></td>
<td>2.0</td>
</tr>
<tr>
<td><strong>GRDS 632 Studio Topics: Soc Responsibility of the Designer</strong></td>
<td>---</td>
</tr>
<tr>
<td><strong>GRDS 642 Studio Topics: Advancing the Discipline</strong></td>
<td>---</td>
</tr>
<tr>
<td>AHCS 578 Special Topic in Design</td>
<td>3.0</td>
</tr>
<tr>
<td><strong>Total credits per semester</strong></td>
<td>9.0</td>
</tr>
</tbody>
</table>

**Students must choose one of these courses
## Graduate Graphic Design (Accelerated)

<table>
<thead>
<tr>
<th>First Year</th>
<th>Course</th>
<th>Summer</th>
<th>Fall</th>
<th>Spring</th>
<th>Degree Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 500</td>
<td>Seminar I</td>
<td>GRDS 620</td>
<td>Studio Topics: Type</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>GRDS 630</td>
<td>Studio Topics: Soc. Res</td>
<td>GRDS 640</td>
<td>Studio Topics: Advancing the Discipline</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>GRDS 650</td>
<td>Visiting Artist Crit</td>
<td>AHCS 576</td>
<td>Hist + Theory: Cont Theories in Design</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>AHCS 576</td>
<td>Hist + Theory: Cont Theories in Design</td>
<td>GRDS 600</td>
<td>Seminar II</td>
<td>6.0</td>
<td></td>
</tr>
<tr>
<td>AHCS 577</td>
<td>History of Graphic Design</td>
<td>GRDS 622</td>
<td>Studio Topics: Type</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>GRDS 699</td>
<td>Directed Studies</td>
<td>GRDS 600</td>
<td>Seminar II</td>
<td>6.0</td>
<td></td>
</tr>
<tr>
<td>AHCS 578</td>
<td>LAS: Special Topics Design</td>
<td>Total credits per semester</td>
<td>17.0</td>
<td>8.0</td>
<td>18.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2nd Year</th>
<th>Course</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRDS 700</td>
<td>Seminar III</td>
<td>6.0</td>
</tr>
<tr>
<td>** GRDS 622</td>
<td>Studio Topics: Type</td>
<td>2.0</td>
</tr>
<tr>
<td>** GRDS 632</td>
<td>Studio Topics: Soc. Res.</td>
<td>2.0</td>
</tr>
<tr>
<td>** GRDS 642</td>
<td>Studio Topics: Advancing the Discipline</td>
<td>2.0</td>
</tr>
<tr>
<td>GRDS 790</td>
<td>Final Project</td>
<td>4.0</td>
</tr>
<tr>
<td>AHCS 578</td>
<td>LAS: Special Topics Design</td>
<td>3.0</td>
</tr>
<tr>
<td>Total credits per semester</td>
<td>17.0</td>
<td></td>
</tr>
</tbody>
</table>

*must be recommended by MFA portfolio committee

**Students must choose two of these courses
Graduate Graphic Design

Course Descriptions

Seminar I/II/III
GRDS500/600/700  6 credits
In this three-term course sequence, all graduate students, work on project-specific assignments. Faculty and visiting artists provide the opportunity for in-depth discussion, conceptual and formal investigation. The intention of this course is to find focus and specialization in the program.

Typography and Type Design
GRDS620/621/622  2 credits
The projects assigned, use theory, methodology, and personal interests to expand student, knowledge of typography and its role within graphic design. Each section will host a visiting type designer who will workshop with the students and establish the beginnings of designing a typeface.

Social Responsibility of the Designer in Society
GRDS630/631/632  2 credits
This course defines “social responsibility” as a nuanced and contextual idea, one whose meaning is constantly evolving and whose manifestations shift between cultures and generations. Specific project topics and themes rotate by semester. All projects will involve an intensive research component that includes both informational and formal/visual research (collecting and making).

Advancing the Discipline through Theory and Innovation
GRDS640/641/642  2 credits
Students will cultivate personal working methodologies and develop and test them throughout the course. Careful examinations of current/previous design vanguard with particular attention to the relationship between method and form. Students will produce a series of projects and will be critiques throughout the semesters by peers and faculty/guest faculty.

Visiting Artist Critique
GRDS650  2 credits
This course offers one-on-one studio critiques with visiting artists. The focus is on the individual student’s practice. In-depth discussion with artists and designers give students the opportunity to strengthen their conceptual and aesthetic development.

Directed Study: Mentorship (Spring Semester)
GRDS799  3.5 - 9 credits
Students produce academic texts related to design that are historical, critical, and/or theoretical. Through mentorship, students will begin to establish a body of work that can and should contribute to contemporary design discourse. Communication via digital technologies, telephone, or face-to-face meetings all contribute to the mentorship process Publication material in digital or analog form is required.

Directed Study: Developing a Typeface (Spring Semester)
GRDS799  3.5 – 9 credits
Students interested in designing typefaces, will work closely with a type designer over the Spring session to create their own typeface. Research, thorough formal investigations, and conceptual development play a critical role. Students are encouraged to choose a mentor whose thinking, work ethic, and craft are inspirational and will undoubtedly shape their own practice.

MFA Final Project
GRDS790  4 credits
This course focuses on assisting students as they research, produce, and complete their final project. Guided by faculty, classmates, and visiting artists, all MFA candidates seek to solidify their place in the field of graphic design by initiating a project that redirects, re-establishes, and challenges the practice as it is today.

History + Theory: Contemporary Theories in Design
AHCS576  3 credits
A diversity of critical approaches to twentieth and twenty-first century design are situated historically while introducing current themes and debates in contemporary design practice and related disciplines.
History of Graphic Design and Visual Culture
AHCS577 3 credits
The course is structured in three units: Reform and Revolution, focusing on the European avant-garde movements; Consumption and Mass Culture, looking at design in America and postwar Europe; and Media and Messages, exploring visual literacy and design responsibility through a consideration of design authorship, citizenship, and leadership in the postmodern world.

Considering Final Project
AHCS578 3 credits
Visiting Lecturers and Visiting Scholars who offer unique perspectives will be asked to design this special topics course to meet the needs of the candidates who are in their final stages to the program.

Visual Language
GRDS660 2 credits
This course is an advanced exploration of form-making and the relationship among image-making mediums, narrative structures, and communication. A process-intensive course, all project deliverables and outcomes are open-ended. Formal explorations are intended to expand possibilities for the final outcome of a graphic design project. The success of project outcomes is evaluated based on content and context-specific criteria. (Open to undergraduates based on portfolio review or departmental consent)
Graduate Graphic Design

**Department**

**Faculty**

**Kali Nikitas**  
Chair, Associate Professor  
MFA CalArts, Principal of Graphic Design for Love (+$); past Chair of the Design Department at the Minneapolis College of Art and Design and Assistant/ Assoc. Professor at the School of the Art Institute of Chicago. Co-programmed international symposia: “Just the Type,” “What Matters,” and “Untitled: Variations in Design Practice.” Lectured internationally, received awards from the ACD, AIGA, Graphis, and Type Directors Club.

**Juliette Bellocq**  
Senior Lecturer  
MFA CalArts, principal of Handbuilt Studio, prior studies in design and typography in Paris and the Netherlands. Art Director at Osborn Architects. Published New York Times, HOW Magazine International Design Awards and the AIGA.

**Maja Blazejewska**  
Senior Lecturer  
MFA CalArts, currently designer for LACMA for publications, marketing materials, special exhibition graphics and exhibitions’ visual identities. Recognition from AIGA, awards from Art Directors Club, output.

**Meg Cranston**  
Chair, BFA Fine Art, Professor  

**Yasmin Khan**  
Adjunct Professor  
MFA CalArts, partner in Counterspace, an LA-based design studio focused on design for cultural institutions and branding/identity in Web, broadcast, and print media. Recent clients: MOCA, the Orange County Museum of Art, Imaginary Forces, Arthur Magazine, HarperCollins, REDCAT.

**Kerri Steinberg**  
Assistant Professor  
Ph.D. Art History UCLA. Interests include visual culture, graphic design history, theory, design citizenship, advertising, and American Jewish visual culture. Currently working on a manuscript provisionally titled, Advertising the American Jewish Experience.

**Davey Whitcraft**  
Assistant Professor  

**Stuart Bailey**  
Senior Lecturer  
University of Reading, Werkplaats Typografie. Co-founder of the arts journal Dot Dot Dot, Since 2006, he has worked together with David Reinfurt as Dexter Sinister. Dexter Sinister has exhibited at the Centre d’Art Contemporain in Geneva, the 2008 Whitney Biennial, The Kitchen in New York, and Somerset House in London.

**Lauren Mackler**  
Senior Lecturer  
MFA RISD, Graphic designer, artist and curator whose practice includes making catalogs for exhibitions, posters, artist edition prints, videos, installations and curating group exhibitions in New York and Tokyo. Worked in motion graphics in N.Y.

**Aram Moshayedi**  
Lecturer  
Graduate Graphic Design

**Chris Oatey**
Coordinator, Lecturer
MFA Otis, Exhibitions include CB1 Gallery, Los Angeles; Kent State University, Ohio; Creative Artists Agency, Los Angeles; Cranbrook Academy of Art; Recipient of Durfee Foundation Grant and Ucross Foundation Fellowship.

**Renee Petropoulos**
Associate Professor
MFA UCLA, artist. Recent exhibition Museum of Modern Art in San Salvador, El Salvador. Currently working on several projects to be located in the public arena, as well as a collaborative project in Oaxaca, Mexico. Grants include a Durfee Foundation Fellowship and a COLA Individual Artist Grant. Represented by the Rosamund Felsen Gallery in Los Angeles.
## Visiting Artists

<table>
<thead>
<tr>
<th>Visiting Artists</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Åbäke</td>
<td>London</td>
</tr>
<tr>
<td>Doug Aitken</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Mark Allen</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>COMA</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Eames Demetrios</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Keetra Dixon</td>
<td>New York</td>
</tr>
<tr>
<td>Jori Finkel</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Denise Gonzalez Crisp</td>
<td>North Carolina</td>
</tr>
<tr>
<td>April Greiman</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Fritz Haeg</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Karrie Jacobs</td>
<td>New York</td>
</tr>
<tr>
<td>John Knight</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Sophie Krier</td>
<td>Rotterdam</td>
</tr>
<tr>
<td>Vinca Kruk</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Zak Kyes</td>
<td>London</td>
</tr>
<tr>
<td>Harmen Liemberg</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Henri Lucas</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Kate Moross</td>
<td>London</td>
</tr>
<tr>
<td>Marlene McCarty</td>
<td>New York</td>
</tr>
<tr>
<td>Leigh Okies</td>
<td>San Francisco</td>
</tr>
<tr>
<td>Florian Pfeffer</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Stephen Prina</td>
<td>New York</td>
</tr>
<tr>
<td>Erica Rothenberg</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Louise Sandhaus</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Erik Spiekermann</td>
<td>Berlin</td>
</tr>
<tr>
<td>Jon Sueda</td>
<td>San Francisco</td>
</tr>
<tr>
<td>Carolina Trigo</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Alice Twemlow</td>
<td>New York</td>
</tr>
<tr>
<td>Underware</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Jeffrey Vallance</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Daniel van der Velden</td>
<td>Amsterdam</td>
</tr>
<tr>
<td>Carol Wells</td>
<td>New York</td>
</tr>
<tr>
<td>Pae White</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Lorraine Wild</td>
<td>Los Angeles</td>
</tr>
<tr>
<td>Jan Wilker</td>
<td>New York</td>
</tr>
<tr>
<td>Mario Ybarra Jr.</td>
<td>Los Angeles</td>
</tr>
</tbody>
</table>
Graduate Public Practice

The Graduate Program in Public Practice explores new artistic practices based on observation, research, commentary and activism in the public realm.

- Design and execute an art-based public project with professional-level craftsmanship and aesthetic quality.
- Demonstrate successful communication with and ability to receive feedback from collaborators and communities in which they work.
- Translate this project for further telling, as an exhibition, website or other.
- Explore, in writing, aspects of public practice that are important to their work, to the field and to the visual arts in general.
- Demonstrate an on-going perspective of critical inquiry, including ability to frame questions and devise methodologies for answering them.
## Graduate Public Practices

<table>
<thead>
<tr>
<th>First Year</th>
<th>Fall</th>
<th>Spring</th>
<th>Degree Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUBP600/601</td>
<td>6.0</td>
<td>6.0</td>
<td></td>
</tr>
<tr>
<td>AHCS580</td>
<td>3.0</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>LIBS654</td>
<td>—</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>PUBP620/621</td>
<td>3.0</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>PUBP650</td>
<td>3.0</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>15.0</td>
<td>15.0</td>
<td></td>
</tr>
</tbody>
</table>

| Studio Electives | 3.0 | 2.0 |

<table>
<thead>
<tr>
<th>Second Year</th>
<th>Fall</th>
<th>Spring</th>
<th>Degree Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUBP700/701</td>
<td>6.0</td>
<td>5.0</td>
<td></td>
</tr>
<tr>
<td>PUBP770</td>
<td>—</td>
<td>1.0</td>
<td></td>
</tr>
<tr>
<td>LIBS655</td>
<td>2.0</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>LIBS784/785</td>
<td>3.0</td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td>PUBP790</td>
<td>2.0</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>PUBP792</td>
<td>—</td>
<td>2.0</td>
<td></td>
</tr>
<tr>
<td>Studio Electives</td>
<td>2.0</td>
<td>4.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>15.0</td>
<td>15.0</td>
<td></td>
</tr>
</tbody>
</table>
Graduate Public Practices

**Course Descriptions**

Because of the field-based and professional nature of this program, it might, at times, appear more demanding than other graduate programs, including being required to work longer hours than those designated by the assigned course times and to extend my work outside of the traditional 15-week semester.

**History of Public Strategies in Art**

AHCS580 3 credits

Seminar with lectures and readings tracing the history of public practices in art from 1930 to today, with a focus on public art, installation, contemporary research in art, and current trends. Students will be expected to identify definitions and arguments on challenging themes, such as globalism, ethics, community-based initiatives, etc.

**Public Realm Seminar**

LIBS654/655 2 credits

Theory perspectives on working in public, topics in art criticism, interdisciplinary topics regarding art/anthropology, civic policy, urbanism, etc. These are a changing set of topics determined by interest and relevance to their critical repertoire.

**Thesis I**

LIBS784 3 credits

A two-semester writing project that situates the student's final art project within contemporary criticism in a publishable text. Students will build a Case Study using their own work, exploring the applicable modes of perception and assessment according to critical paradigms. In the first semester, students will focus on defining and documenting their project, doing research on related artists works or theories, and identifying critical themes, areas for investigation. An outline and a first draft will be expected by the end of the first semester.

**Thesis II**

LIBS785 3 credits

In the second semester students will focus on refining their positions, redrafts and final edits. By the end of the term students will complete their thesis of 25 pages. It will include current and historical references, a case study of each student’s project, and a critical analysis that includes multiple kinds of data. The intervention of this written capstone project is to provide evidence that the student is able to articulate his/her intentions in the context of contemporary art practices.

**Production Studio I: The Process of Production**

PUBP600 6 credits

This series of four studios over two years forms the core of the MFA Public Practice program and is where the student’s Final Project is created. The first semester begins with a collaborative project under the supervision of a visiting artist and includes collaboration, formation of community relationships, critique, production, and a final presentation. Skills workshops in subjects like video or model production are determined based on the nature of the project.

**Production Studio II: Research and Design**

PUBP601 6 credits

This series of four studios over two years forms the core of the MFA Public Practice program and is where the student’s Final Project is created. In the second Production Studio, students will determine a topic and location, do research, find partners, and design their project individually or in collaboration with other students.

**Case Studies I: Overview of the Field**

PUBP620 3 credits

Focusing on specific examples from public practices, this course features an overview of collaborative and public practices based on either geographic location (in Los Angeles or elsewhere) or on relevant topics, such as eco-art or community-based art, with an understanding of how these works fit into various professional art scenes.

**Case Studies II: Focused Approach**

PUBP621 3 credits

Focusing on one or two specific examples from public practices, this course features in-depth analysis of significant works from the field, deconstructing both practice and theory, with accompanying readings and writing required. The development of an individual model (Case Study) of one’s work sets the stage for the Thesis courses in the following year.

**Field Methodologies for Artists**

PUBP650 2 credits

Seminar on research and other career/professional methodologies for artists. This seminar will feature discussions, readings, presentations by visitors and field trips. This is a companion course to Production Studio II.
Graduate Public Practices

Production Studio III: Implement and Critique
PUBP700 6 credits
This series of four studios over two years forms the core of the MFA Public Practice program and is where the student’s Final Project is created. In the second year we expect intensive, phased production on a project of student’s interest. In the third Production Studio, students will implement their plan and begin a critique process within their community. During this semester individual studio visits will focus on production critique.

Production Studio IV: Translations
PUBP701 5 credits
This concludes the studio portion of the MFA Public Practice program. In the final Production Studio, students will seek community critique and will design and implement a “translation” of their project in a final exhibition.

Thesis Review
PUBP770 1 credit
Over the course of the final semester students must pass periodic reviews by faculty, guest artists and a final critique that encompasses a review of all their work.

Field Internship Presentation
PUBP790 2-10 credits
Over the course of their study at Otis, students will select an internship with a professional artist working in public practice. This seminar provides an opportunity to reflect on learning and share with other students through presentations.

Pedagogy Practicum
PUBP792 2 credits
Experience in teaching is required, before or during the Program. Students are offered opportunities to assist teach in Otis’ undergraduate and other programs. In this seminar, students reflect on the relationship between teaching, public pedagogy, and their own practices. This requirement takes the form of a three session “insert” into the Production Studio IV course.

Studio Electives
Studio production electives are determined in consultation with the Chair in order to build specific skills for the student’s final project. These skills might include: photography, video, installation, landscape design, computer web design, etc. These courses (a minimum of 11 units overall) will be available each semester and will be sited in appropriate design or fine arts production labs. A student is expected to create a comprehensive skills learning plan with a convincing rationale, rather than make ad hoc skills course selections.
Department
Faculty
Graduate Public Practices

Note: All faculty do not teach every semester.

Suzanne Lacy
Chair
MFA Cal Arts; BA UC Santa Barbara
Internationally exhibited artist known for contributions in feminist, performance, public art. Co-founder Visual Public Arts Institute at CSU Monterey, author Mapping the Terrain: New Genre Public Art. As artist, educator, social activist, and writer, her work over the course of the last 30 years has focused on taking art out of the gallery and into the world to engage new audiences and galvanize a public discussion about race, poverty, and social justice.

S.A. Bachman
Senior Lecturer
MFA Tyler School of Art, BFA Arizona St. Univ. Socially engaged artist, educator and Co-founder of the THINK AGAIN collaborative. Bachman’s photo-text works manipulate popular media representations to reveal conformity, hegemony and sexism. THINK AGAIN recruits art in the service of public address and expects something political from art. Utilizing billboards, projections and interventions, they seek to prompt the political imagination, challenge indifference and dissolve the boundary between critique and action. Recent work interrogates: the criminalization of undocumented workers; queer memory; political brutality; and the correspondence between militarism and rape. THINK AGAIN has gift-distributed tens of thousands of posters, postcards and books worldwide. Exhibits: Museu d’Art Contemporani de Barcelona (Spain), Institute Contemporary Art (Boston, Philadelphia,) and Alternative Museum (NY). Awards: National Endowment for the Arts, Massachusetts Cultural Council and LEF Foundation. Publications: Artpaper, Social Text, Reframings: New Feminist Photographies, Graphic Agitation 2 and A Brief History of Outrage: THINK AGAIN.

Andrea Bowers
Senior Lecturer
MFA Cal Arts; BFA Bowling Green State Univ. Andrea Bowers has an MFA from CalArts and lives and works in Los Angeles. Recent solo shows include “Sanctuary” at Van Horn, Düsseldorf; “The Weight of Relevance” at ZKM/Zentrum für Kunst und Medientechnologie, Karlsruhe, The Power Plant, Toronto, the Secession, Vienna and Susanne Vielmetter Los Angeles Projects; “Vows” at Halle für Kunst, Lüneburg, and “Nothing Is Neutral” at REDCAT, Los Angeles and Artpace, San Antonio. Recent group shows include the 2008 California Biennial at the Orange County Museum of Art, Proyecto Civico at The Centro Cultural Tijuana (CECUT), Progress at the Whitney Museum of American Art, Index: Conceptualism in California from the Permanent Collection at the Museum of Contemporary Art, Los Angeles and the L.A. Anarchist Book Fair. Bowers is represented by Susanne Vielmetter Los Angeles Projects, Mehdi Chouakri in Berlin, Galerie Praz-Delavallade in Paris, and Van Horn in Düsseldorf. Bowers is currently a Visiting Artist at the California Institute of the Arts (Cal Arts).

Sara Daleiden
Senior Lecturer
BA Univ. Notre Dame; MPAS USC Daleiden is an artist, educator and organizer who focuses on participant experience through identity systems and interpretive services for developing landscapes. Her collaborators include the Community Redevelopment Agency of Los Angeles, Freewaves, Habeas Lounge, IN:SITE, Los Angeles Contemporary Exhibitions, MAK Center for Art and Architecture, Sara Wookey and Suzanne Lacy. She is a core member of the Los Angeles Urban Rangers with projects at the Canadian Centre for Architecture, High Desert Test Sites, International Architecture Biennale Rotterdam, Museum of Contemporary Art, Los Angeles, Museum de Paviljoens, Socrates Sculpture Park and University of California Institute for Research in the Arts, as well as the self-initiated Public Access 101 series in Malibu and Downtown LA.
Graduate Public Practices

Dana Duff
Professor
MFA Cal Arts; BFA Cranbrook Academy of Art

Malik Gaines
Lecturer
BA, UCLA; MFA, Cal Arts; Ph.D. Candidate UCLA. Malik Gaines is a writer and performer based in Los Angeles. Gaines is a member of the performance group My Barbarian, which has shown performance and video work, at venues including the Hammer Museum, Los Angeles; the New Museum, New York; The Power Plant, Toronto; Museo El Eco, Mexico City; De Appel, Amsterdam; El Matadero, Madrid; and the Townhouse Gallery, Cairo. My Barbarian was included in the 2005 and 2007 Performa Biennials, the 2006 and 2008 California Biennials, and the 2007 Montréal Biennale, and the 2009 Baltic Triennial. Gaines works as a curator at LAXART, has written arts journalism and criticism for numerous publications and exhibition catalogues, and has taught courses at CalArts, UCLA, USC, and others.

Kate Johnson
Assistant Professor
Johnson’s collaborative work has been seen in a variety of venues from the Cannes Film Festival, Museum of Modern Art in New York and the Institute of Contemporary Art in London, The Armand Hammer, Los Angeles Theatre Center, The Luckman Gallery, International Dance Film Festival, Istanbul, Columbia College of Chicago, Highways Performance Space, The History Channel, Channel 5 in France, the SIGGRAPH and DV Expo conferences, and in theatres and public spaces internationally. She is currently co-directing a feature documentary that is an NEA grant award recipient.

Bill Kelley Jr.
Lecturer
MA Univ. of N.M. Ph.D Candidate UCSD
Bill Kelley, Jr. is an educator, independent curator and theorist based in Los Angeles. He graduated with a Master’s in 19th Century Colonial Art Studies from the University of New Mexico, Albuquerque (UNM) in 2001. He is currently completing his Ph.D. in Contemporary Art, Theory and Criticism at the University of California at San Diego (UCSD) with a focus on collaborative and collective art practices in the Americas. He is the former Director and current Editorial Adviser of the online bilingual journal LatinArt.com.

Sandra de la Loza
MFA CSU Long Beach; BA UC Berkeley
Loza utilizes a variety of mediums such as photography, sound, printmaking, video and installation to navigate ideas and spaces. She has collaborated with other artists and activists to generate artist-led spaces for practice and critical dialogue. Such efforts have resulted in community centers, conferences, art events and discussion groups including “Transitorio Público” (2007), “From the Barrel” (2006-2008), “the October Surprise” (2004), and “Arts in Action” (2000-2004). She has received grants from the Center for Cultural Innovation, the California Community Foundation, the Durfee Foundation and the Department of Cultural Affairs. Recent exhibits include “Phantom Sightings: Art After the Chicano Movement,” organized by the Los Angeles County Museum of Art, “Vexing: Female Voices from East LA Punk” at the Claremont Museum of Art, and Puerto Vallarta: Arte Contemporaneo 2008.

Karen Moss
Senior Lecturer
BA, MA. PhD, USC Doctoral dissertation on “Fluxus and Intermedia in California.”
As an art historian, curator and educator, has worked in museum curatorial and education positions. Currently Curator of Collections and Director of Education and Public Programs with the Orange County Museum of Art. Other experience includes SFAI, Walker Art Center, Santa Monica Museum of Art, MOCA, and Santa Barbara Museum of Art.
Graduate Public Practices

<table>
<thead>
<tr>
<th>Department</th>
<th>Renee Petropoulos</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faculty</td>
<td>Associate Professor</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Consuelo Velasco Montoya</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lecturer</td>
</tr>
<tr>
<td>MA USC; BA UC Santa Cruz Velasco has an undergraduate degree art with an emphasis on mixed media, murals and small press publications. Master’s degree in Public Art Studies focused on arts administration, digital media and art in rural contexts. Velasco was previously employed by the Los Angeles County Metropolitan Transportation Authority, Metro Art where she was extensively involved in the public art component of the Expo Light Rail line and is presently the coordinator of the MFA Public Practice program.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Claude Willey</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior Lecturer</td>
</tr>
<tr>
<td>BA Columbia College, Chicago. MFA Studio Art UCI Co-coordinator of MOISTURE, a multi-year water research project in the Mojave Desert. Merged ecology, environmental history, renewable-energy technologies, and urban transportation/landscape history.</td>
</tr>
</tbody>
</table>
Graduate Writing

Department Goals

The Graduate Writing Program guides the developing talents of advanced students in the complex practice of writing as a verbal art. Students in Graduate Writing will...

• Produce the most compelling work of fiction, poetry, or creative non-fiction at this stage of their career.

• Make their way in a profession that involves teaching or other institutional affiliations.

• Locate their own writing and that of their contemporaries within an international arena of 20th century world literatures.

• Focus on practical critical issues within the student’s work vital to his or her practice.

• Demystify their perception of the professional world of writing and literature.
## Graduate Writing

<table>
<thead>
<tr>
<th></th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Year</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>WRIT600/601</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td>WRIT750</td>
<td>3.0</td>
<td>6.0</td>
</tr>
<tr>
<td>WRIT640</td>
<td>3.0</td>
<td>—</td>
</tr>
<tr>
<td>WRIT789</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>WRIT 760</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>12.0</td>
<td>12.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Second Year</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>WRIT700/701</td>
<td>4.0</td>
<td>4.0</td>
</tr>
<tr>
<td>WRIT750</td>
<td>6.0</td>
<td>6.0</td>
</tr>
<tr>
<td>WRIT789</td>
<td>2.0</td>
<td>2.0</td>
</tr>
<tr>
<td>WRIT 760</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>12.0</td>
<td>12.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Third Year</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>WRIT790</td>
<td>4.0</td>
<td></td>
</tr>
<tr>
<td>Total Credits per Semester</td>
<td>4.0</td>
<td></td>
</tr>
</tbody>
</table>

*In addition to Independent Studies, electives may be taken from the offerings of Fine Arts, Liberal Arts and Sciences and other departments with departmental approval.*
Graduate Writing

**Prose/Poetry Workshop I/II/III/IV**

WRIT 600/601/700/701 4 credits / 4 credits  
(first year) 4 credits / 4 credits (second year)  
A two-year workshop sequence in the student’s area of emphasis, i.e. fiction, poetry, non-fiction.  
Also, as part of the course, the student may meet with the program director and other graduate faculty during the semester.

**Translation Seminar**

WRIT 640 3 credits  
This course is a study of literary translation and its radical impact on English-language poetry and fiction. Poetry or fiction translation is an option for the critical essay in this course. Students, in either case, acquire first-hand knowledge of literary traditions outside that of Anglo-American literature.

**Literary Seminar I/II/III/IV**

WRIT 750 3 credits / 6 credits (first year)  
6 credits / 6 credits (second year)  
These in-depth seminars focus on particular issues or currents in contemporary fiction and poetry, with topics selected from various international literary traditions (e.g., “Poetry’s Public” or “The Ethics of Fiction”) or monographic courses on such figures as Gertrude Stein, William Faulkner, Ezra Pound, James Joyce, or Eudora Welty.

**Publishing Practices**

WRIT 760 3 credits  
An optional year-long course directed toward the contemporary world of publishing, as well as working on our writing program’s literary tabloid, OR, the Otis Books/Seismicity Editions imprint.

**Visiting Writers Series**

WRIT 789 2 credits / 2 credits  
A bi-weekly lecture series featuring visiting poets, fiction writers and essayists from the U.S. and abroad who read and discuss their own work and aspects of contemporary literary culture.  
A question and answer period follows each talk.

**Thesis**

WRIT 790 4 credits  
A publishable, book-length work of fiction, poetry or creative non-fiction is supervised by the department chair or faculty. The completed work is submitted to a faculty committee of the student’s choosing for final approval.
Graduate Writing

Paul Vangelisti
Chair
MA, ABD, USC; BA, Univ. of San Francisco. Author of more than twenty books of poetry. Translator, journalist, and former Cultural Affairs Director at KPFK Radio. NEA Translator Fellow and NEA Poetry Fellow.

Guy Bennett
Professor
PhD, BA (French) UCLA. Author of four books of poetry, most recently Drive to Cluster (2003). Noted translator from French.

Peter Gadol
Associate Professor
AB Harvard Coll. Author of five novels, most recently Silver Lake (2009), The Long Rain (1997) and Light at Dusk (2000). Work has been translated into several languages.

Lewis MacAdams
Senior Lecturer
MFA Univ. of Iowa; BA Princeton. Author of ten books of poetry, including The River (2005). Engaged in current Los Angeles scene through a strong interest in social and environmental issues.

Benjamin Weissman
Senior Lecturer

Jen Hofer
Senior Lecturer
B.A. Brown University. MFA, Iowa University. Poet and translator Jen Hofer’s recent publications include sexoPUROsexoVELOZ and Septiembre, a bilingual edition of books two and three of the lifelong project Dolores Dorantes by Dolores Dorantes, lip wolf, a translation of Laura Solórzano’s lobo de labio, Sin puertas visibles: An Anthology of Contemporary Poetry by Mexican Women, slide rule, and the chapbooks laws and lawless. Forthcoming are The Route, an epistolary and poetic collaboration with Patrick Durgin, Laws from Dusie Books, and a book-length series of anti-war-manifesto poems from Palm Press titled one.

Ben Ehrenreich
Senior Lecturer
Studied religion at Brown University. His articles and essays have been published in L.A. Weekly, the Village Voice, The Believer, the Los Angeles Times, and the New York Times. His fiction has appeared in Bomb, McSweeney’s, Black Clock, Swink, and elsewhere. His work has been reprinted in anthologies including The Best American Nonrequired Reading 2004, The Believer Book of Writers Talking to Writers, and Notes from Underground: The Most Outrageous Stories from the Alternative Press. The Suitors, was published in 2006 by Counterpoint Press.

Douglas Messeri
Senior Lecturer
MA, PhD Univ. of Maryland; BA Univ. of Wisc. Writer of fiction, poetry, and drama, as well as editor of Sun & Moon Press, now Green Integer Books, one of the country’s foremost publishers of new writing.

Dennis Phillips
Senior Lecturer
BFA, Cal Arts. Former director of the Beyond Baroque Literary Center, Venice. Author of numerous books of poetry, including Sand (2002) and Credence (1996). His poetry forces the reevaluation of contemporary genres and aesthetics.

Martha Ronk
Senior Lecturer
PhD Yale Univ.; BA Wellesley Coll. Shakespeare scholar and author of numerous poetry collections, most recently In a Landscape of Having to Repeat (2004, PEN USA award in poetry), and Why/Why Not (2003).
You are Responsible

Students have the responsibility to be aware of all of the regulations of the College. These regulations are listed in the Student Handbook, which is available to all students. The following section of the Catalogue features:

- Academic Policies
- Financial Policies
- General Campus Policies
- College History

Otis College of Art and Design has the right to apply and enforce any and all of the rules and regulations set forth in this catalog, as well as any other rules and regulations of the College not set forth herein. The catalog and its contents, however, in no way serve as a binding contract between the student and the College. The information in this publication is subject to change at any time, for any reason, at the unilateral discretion of the College without prior notice to or approval of the student.
Academic Policies

Attendance Policy

Attendance is critical to learning and academic success; students are therefore expected to attend all class meetings. During Fall and Spring semesters, students who incur more than two absences in a course that meets once per week, or more than four absences in a course that meets twice per week, will fail the course, barring exceptional circumstances as determined by the Chair. (During the 10-week Summer semester, the threshold for failure is more than one absence in a course that meets once per week, or more than two absences in a course that meets twice per week.)

Exceptional circumstances include, but are not limited to: death in the family, serious medical conditions, hospitalization, observance of religious holidays, and some approved disability accommodations. Students wishing to claim exceptional circumstances must provide the Chair with appropriate documentation. At the Chair’s discretion, numerous absences due to exceptional circumstances may warrant course withdrawal or failure. Three tardies (including arriving late or leaving early) equal one absence.

Instructors will notify students of their attendance requirements as part of the course syllabus which should be distributed on the first day of class. Students must be present for all regularly scheduled examinations and submit completed assignments when they are due unless accommodations are made in advance. If students fail to take examinations or to submit work on time without a legitimate excuse they should expect to receive reduced grades or lose credit for the work not completed. With the approval of the Provost, students may be assessed additional charges when significant additional faculty or staff time is required to assess make up assignments.

Academic Majors

Otis undergraduate students complete an academic major in one of the following departments:

- Fine Arts (Sculpture/New Genres, Photography, or Painting)
- Product Design
- Toy Design

Undergraduate students must declare their major during the second semester of their Foundation (first) year. To assist in this process, “Foundation Forward,” a two half-day symposium introduces students to each of the degree programs. Students may also visit studio departments to meet the chairperson, faculty members, and current students, and to see examples of their work.

Graduate Students earn the MFA degree in one of the following majors:

- Graduate Fine Arts
- Graduate Graphic Design
- Graduate Public Practice
- Graduate Writing

Grading System

The grading system used for the BFA degree is:

- A 4.0
- A- 3.7
- B+ 3.3
- B 3.0
- B- 2.7
- C+ 2.3
- C 2.0
- C- 1.7
- D 1.0
- F 0
- UW 0, Unofficial Withdrawal
- I Incomplete
- W Withdrawal without Penalty

The grading system for the MFA degree is:

- HP 4.0, High Pass
- P 3.0, Pass
- F Below 3.0, Fail
- UW Unofficial Withdrawal
- I Incomplete
- IP In Progress
- W Withdrawal without Penalty

Note: W grades have no effect on the GPA (grade point average). UW grades count as “F” and are factored into the GPA.

Academic Policies
Academic Policies

College Policies

semester by multiplying the number of credits earned in each course by the numerical values associated with those grades. This figure is then divided by the total number of credits completed, including failed courses, if any. The semester and/or cumulative GPA is used in determining probationary status, requirements for graduation, qualification for the Dean’s List, and all matters concerning academic status. Credits transferred from another college are not included in the cumulative GPA at Otis.

Each Otis faculty member has the authority to determine the grades that each student will receive for work done under his or her instruction. Depending on the content of the class, grades may include the following elements: attendance, participation, concept, technical facility, execution, papers, examinations, and individual progress. Faculty members customarily discuss their grading practices with students during the first class session.

The Office of Registration and Records mails grade reports to students at the end of each semester. These grades are are also made available by accessing Otis Self-Service. If there is an outstanding balance on a student’s account, official transcripts will be held until the account is paid in full.

Grade Appeal Procedure

It is the instructor’s prerogative to evaluate student work based on his or her academic and professional judgment, and then assign grades based on criteria clearly stated in the syllabus. It is the student’s prerogative to know how his or her work was evaluated and the basis for calculating the grade. From time to time the grading criteria may be revised during the semester; if this occurs, it should be communicated in a clear and timely manner to all students. If a student has a concern about a final grade that was issued, as soon as possible and before the end of the following semester the student should:

- Attempt to contact the instructor to resolve the dispute AND fill out an Appeal for Grade Change form available in the Registration Office. The student should fill in the reason and leave the form with the department assistant or chair who will forward it to the instructor. The instructor will then complete the form and forward that to the Registration Office who will process the results and forward a copy to the student. If the student cannot make contact with the instructor within a reasonable amount of time, the student should fill out the form and have the department forward it to the instructor. Students have one semester from the time the original grade was issued to file an appeal. After the semester has lapsed, all grades become a permanent part of the student’s academic record. No further appeals will be considered. The form should be filled out completely and as specifically as possible. Reasons to appeal a grade include but are not limited to:
  - Clerical error or dispute about calculation of the final grade
  - Unfair or unequal application of grading standards
  - Unannounced deviation from syllabus
  - Prejudicial, capricious, or arbitrary grading
  - Failure for plagiarism that was not determined by the Academic Integrity Committee

(If the appeal is compounded or accompanied by unlawful discrimination or harassment, the Grade Appeal may be submitted directly to the Dean of Student Affairs who will process it through the department.)

If the appeal is not resolved to the student’s satisfaction, the student may petition the grade by writing a letter to the department chair for reconsideration stating why she or he believes the response is inaccurate. A Xeroxed copy of the appeal should accompany the letter. The department chair will attempt to resolve the dispute with the instructor and student. If the determination is the grade should be changed, the department chair (or a representative) will complete an Appeal for Grade Change form with those results. If the outcome is no change, the department chair or representative will inform the student in writing (email is recommended) with a cc to the Dean of Student Affairs and Registrar.

If the student finds this response unsatisfactory, the student may make a final appeal in writing to the Provost. This appeal letter should include a statement outlining the appeal, the syllabus for the course and include copies of all past documents submitted i.e., Grade Change Form, appeal letter to the Chair, Chair’s denial, etc. The Provost will consider the appeal, and when appropriate meet with the student, the instructor, and the department chair. Students will receive written notice (email is acceptable) of the Provost’s decision with a cc or copy to the Registrar and Dean of Student Affairs. That decision is final.
In considering and constructing a thoughtful appeal, the office of Student Affairs can be a valuable resource. A strong appeal will list the grading criteria for the course as found in the syllabus and will include the grades received. It will also include why the student feels the grade is in error.

**Grades of Incomplete**

The grade of “I” or “Incomplete” is issued to students only in cases of emergency such as serious illness or accident (which require a doctor’s note), or a death in the family. **The student must be in good standing at the time of the emergency, having completed all but the final project, paper, etc.** Any Incomplete posted without the proper paperwork will automatically revert to an “UW”. Incompletes require the prior approval of the appropriate department chair.

If students meet these criteria, they should obtain an Incomplete Form from the Office of Registration and Records. The form must state the reason for the incomplete grade and the work that must be completed. Any required documentation must be attached. Once the student has obtained the necessary signatures, the form is to be returned to the instructor for submission. In cases where it is impossible for the student to obtain the necessary signatures, the Incomplete Form may be submitted by the faculty member in consultation with the student and the department chair.

If granted, the student will have four weeks from the end of the semester in which to complete the course-work, at which time the student must complete an Appeal for Grade Change form and submit the form to the department for instructor and department chair approval. The department then submits the form to the Office of Registration and Records to indicate the change of grade. All coursework and Appeal for Grade change forms must be completed prior to the beginning of the next semester.

**Academic Standing**

**Dean’s List**

Undergraduate students carrying a load of 12 credits or more and with a semester grade point average of 3.5 or above will be placed on the Dean’s List for that semester. This distinction is noted on students’ transcripts, and becomes a permanent part of the academic record. There is no Dean’s List for the Graduate program, as students are graded Pass/Fail.

**Probation and Academic Dismissal**

A BFA student is in good standing if he or she maintains a term and/or cumulative GPA of 2.0. If a student’s term and/or cumulative GPA falls below 2.0, he or she will be placed on academic probation. A student will be dismissed from the college if his/her cumulative GPA falls below 2.0 for two consecutive semesters.

An MFA student is considered in good standing if he or she receives a grade of “P” (Pass) in all of his or her courses each term. If a graduate student receives a grade of “F” during a term, he or she will be placed on academic probation.

If placed on academic probation, the student will receive notification in writing regarding his or her academic standing from the Chair of the Academic Standing Committee. First semester foundation students may be offered Grade Replacement (please refer to the Grade Replacement Policy).

Additionally, any foundation student whose GPA earned in his/her first semester of attendance at Otis is below 1.5 will be dismissed with conditions to be satisfied for appeal, and if successful, will be offered grade replacement at that time.

The College recognizes that there may be cases of dismissal that require review and merit exception. If dismissed, a student may file a written appeal to the Academic Standing Committee in care of the Office of Registration and Records. Factors and supporting documentation that may be considered in an appeal may include but are not limited to:

- Poor academic performance that was the result of circumstances that have been demonstrably corrected or substantially addressed, and should no longer adversely influence the student’s academic performance.
- Written documentation from a department representative/advisor arguing convincingly that the student has a strong probability of completing the degree program to which the student would be reinstated.
- Evidence in the academic record of an ability to succeed academically and make timely progress toward completion of a degree program which may include past academic performance.
- A proposed schedule for completion of the degree and a plan to foster academic improvement.
Academic Policies

**College Policies**

- Evidence of support from other representatives of the college’s support services in addition to, but not in lieu of, letters from departmental and college advisors. This may include evidence of a confidential nature that the student would prefer not be divulged to the committee as a whole.

Upon receiving a written appeal, the committee will invite eligible students to appear before the Committee, as necessary. Students may successfully appeal a dismissal only once, and exceptions to dismissal will be granted only rarely. If readmitted, the student will be placed on probationary status with special requirements. If the student does not meet all the requirements of such continued enrollment, he or she will be dismissed from the College with no recourse.

**First Semester Foundation Grade Replacement Policy**

Foundation students who receive a grade of D, F, or UW in a course taken in their first semester of full-time study, may, with the approval of the Department Chair and the Provost, request to retake the course, preferably in the following semester, or before completing 48 credit hours. Although both the initial grade and the repeated course grades will appear on the transcript, the second grade will replace the first when determining cumulative GPA, even if the second grade is lower.

Under this policy, students may repeat up to three courses, yet may only repeat, or attempt to repeat, any given course, once. Students, however, may continue to repeat a course in order to fulfill degree requirements, but the initial grade cannot be replaced after the first attempt to repeat the course. Repeated course credits do not count toward graduation, unless the initial grade received was an F or UW. Repeated grades are not included in Dean’s List or honors calculations.

The policy does not apply to courses where the grade received was due to academic dishonesty. Students are expected to maintain full-time status in the semester the course(s) are repeated in order to receive federal financial aid as a full-time student. A student may not take a course at another institution for the purpose of replacing a grade for a course at Otis.

**Enrollment Categories**

**Full-Time Enrollment**

Undergraduate students register for between 12 and 18 credits to maintain full-time status. Exceptions require special approval.

Graduate students register for between 9 and 18 credits to maintain full-time status. Exceptions require special approval.

**Less Than Full-Time Enrollment**

Students enrolled at Otis must understand that the College does not permit part-time schedules except in cases that are required by law (Americans with Disabilities Act) or in special circumstances (documented illness, death in the family, etc). Students who believe their situation is a special circumstance must complete the Approval to Attend Part-Time form. This form is available in the Office of Registration and Records.

International students must maintain full-time enrollment. An exception can be made during their final semester if the total credits that they need to complete their degree requirements is less than full-time enrollment. International students considering less than a full-time schedule must also complete the Approval to Attend Part-Time form. This form is available in the Office of Registration and Records.

Students on financial aid, including loans, seeking approval for a part-time schedule must also complete the Approval to Attend Part-Time form and receive advisement from a financial aid counselor to determine the effect of a less than full-time enrollment upon their aid packages. Many forms of financial aid require full-time attendance on the part of awarded students. Students who enroll in less than full-time enrollment will be charged the per credit tuition rate for each credit taken.

**Taking More Than 18 Credits**

Students who wish to register for more than 18 credits must submit a request form to their department chairs for approval prior to registering for the additional credits. The request form must also be approved by the Director of Student Accounts. This request form is available from the Office of Registration and Records. Students who take more than 18 credits will be charged the per credit tuition rate for each credit taken above 18.
Limited Non-Degree Seeking Status
Through special approval of the Department Chair and the Senior Staff, students may petition for limited, non-degree seeking status at either the undergraduate or graduate levels. Interested parties fill out a Petition for Non-Degree Status, which is reviewed by the College. With the approval of the appropriate Department Chair(s) and Senior Staff, and having satisfied any prerequisites, a student may be admitted on a limited, non-degree seeking basis, on a space-available basis. Participation by the non-degree status student may be contingent upon review of any material or documents deemed necessary by the Institution.

Students attending Otis College under Non-Degree Status are not eligible to enroll in Independent Studies courses.

Enrollment with this status is limited to two semesters, for a total of nine credit hours at either the graduate or undergraduate level. Students are responsible for the same per-hour tuition rate and fees as matriculated students. Students enrolled with this status are not eligible for financial aid, tuition remission or any other form of tuition discount.

Class Level

Undergraduate class level for registration purposes is determined by the number of credits completed and is determined as follows:

<table>
<thead>
<tr>
<th>Level</th>
<th>Min Credits</th>
<th>Max Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seniors</td>
<td>96</td>
<td>130</td>
</tr>
<tr>
<td>Juniors</td>
<td>63</td>
<td>95</td>
</tr>
<tr>
<td>Sophomores</td>
<td>30</td>
<td>62</td>
</tr>
<tr>
<td>Foundation</td>
<td>0</td>
<td>29</td>
</tr>
</tbody>
</table>

Commencement

Commencement takes place once a year at the end of the spring semester. In order to participate in the Commencement ceremony, undergraduate students must have a minimum cumulative GPA of 2.0 at the end of the previous fall semester, as well as a minimum GPA of 2.0 in the major.

An undergraduate student whose cumulative grade point average is 3.5 or above is eligible for graduation with honors. This distinction is noted in the Commencement program, on the official transcript and the diploma.

In addition, all students who wish to participate in Commencement must have all accounts current and in good standing with the college. Any account holds from any department will prevent a student from participating in Commencement.

Participation in Commencement

Bachelor of Fine Arts (BFA) Candidates
To participate in the Commencement ceremony, undergraduate students must meet all previously stated GPA requirements and complete all degree requirements by the end of spring term. Students missing up to a maximum of six credits toward their degree who wish to participate in Commencement must submit an Application for Inclusion in Commencement to the Registrar as follows:

- Students must demonstrate that the missing credits (maximum of 6) can and will be completed no later than December 31st of the Commencement year.
- Students must state specifically how and where the course work will be completed.
- The application will be treated as a contract and requires the signatures of the petitioning student, as well as the Registrar and the Chairs of Liberal Arts and Sciences and/or the major studio department. Only students with signed and approved plans will be allowed to participate in Commencement.

Master of Fine Arts (MFA) Candidates
To participate in the Commencement ceremony graduate students in Fine Arts, Graphic Design and Public Practice must successfully complete all degree requirements by the end of the spring term. Graduate students in Writing may participate in the Commencement ceremony if they have successfully completed all course work except the 4 credit thesis course.

Degree Requirements

Graduation Requirements
In order to graduate from Otis, a final degree audit must be done to determine that all course requirements for the major and the minimum grade point average requirements have been met. A BFA
Academic Policies

student must have completed a minimum of 130 degree applicable credits, have a minimum overall cumulative grade point average of 2.0 and also have a minimum grade point average of 2.0 in the major. MFA students must successfully complete all required coursework for their program with a grade of “P.” Students anticipating graduation must complete a Petition for Graduation available in the Office of Registration and Records.

All graduating students will have their accounts current with the Student Accounts Office. In addition, graduating students who have received grants, loans, or other aid must schedule an exit interview with the Financial Aid Office.

Official diplomas are mailed within six months to graduated students, after verification of successful completion of degree requirements, and after all accounts have been cleared. Students must keep the Office of Registration and Records informed of their current contact information to ensure that diplomas are mailed to the correct address.

BFA program students must complete all degree requirements within a period of 10 years from their first date of registration. MFA students must complete all degree requirements within a period of 5 years from their first date of registration. Students who fail to complete all degree requirements by the stipulated deadlines will be required to complete the current curriculum requirements that are in place which may require additional coursework.

Credit Requirements
The BFA degree requires completion of 130 total credits for all departments. This number includes a total minimum of 45 Liberal Arts and Sciences units. Please check department listings for actual credit distribution requirements.

The MFA degree in Fine Arts, Graphic Design and Public Practice requires completion of 60 credits. the MFA degree in Writing requires completion of 52 credits. Please check department listings for actual credit distribution requirements.

Definition of Studio and Lecture Credit
One studio credit represents an average of three hours of work each week; the semester is 15 weeks. In lecture and seminar courses, one credit represents one hour each week in class and two hours of work outside class during a semester.

Award of Posthumous Degrees
The College wishes to extend sympathy to the families, peers and faculty of students who pass away near the completion of their degrees, recognize the academic achievement of students who would have fulfilled their degree requirements, and balance academic and institutional integrity.

A posthumous degree may be awarded to a deceased undergraduate student who was within 18 credit hours of the completion of the requirements for graduation or to a deceased graduate student who was within 12 credit hours of the completion of the requirements for graduation. The student must have been enrolled during the two regular semesters previous to his or her death. The College’s cumulative and semester academic good standing requirements must be met.

The appropriate degree may be awarded posthumously on the recommendation of the Department Chair with the approval of the Provost. If approved, the Provost Office will notify the immediate family of the awarding of the posthumous degree. A diploma will be issued and the degree will be posted on the transcript. The transcript will show a notation that the degree was awarded posthumously.

Transfer Credits

Transfer Credits Granted for Courses Taken Prior to Admission
In reviewing an application for admission to Otis, the Admissions Office will assess all previous college transcripts* for transferability of prior credit and will send a Transfer Evaluation to the applicant. Every applicant will have previous college credits assessed for applicability toward general Liberal Arts and Sciences requirements.

In addition, students accepted at the sophomore level will receive up to 18 transfer credits applied to Foundation Studio requirements. Students accepted at the junior level may receive up to a combined total of 68 credits toward Studio and Liberal Arts and Sciences requirements.

In order to be eligible for transfer, courses taken at other institutions must be similar in contact hours, content, purpose and standards to Otis courses. The student must have received a grade of “C” or better for the transfer credit to be accepted at Otis.

Transfer credit will be accepted from appropriately accredited institutions in the U. S. or from
international colleges of comparable status. If the student believes that there are additional credits that should be considered for transfer, the student must complete a Request for Course Approval form for each course and have the form(s) approved by the Department Chair and the Registrar prior to the beginning of their junior year.

Junior transfer students have up to the fourth week of their first semester of classes to request consideration of transfer credits in addition to those accepted by the Admissions Office.

No additional credit will be accepted for coursework completed prior to matriculation to Otis after these deadlines have passed, except in the case of an approved change in major.

*Please note: failure to provide all transcripts of previous college coursework at the time of application is a Student Code of Conduct violation and may result in disciplinary action.

Transfer Credits Granted for Courses Taken After Matriculation to Otis
A current Otis student who wishes to take a class at another college must submit a Course Approval Form signed by appropriate department chair to the Registration Office. The Registrar will review the request and verify that the course is transferable. Courses taken at other institutions must be similar in contact hours, content, purpose and standards to Otis courses. The student must receive a grade of “C” or better for the transfer credit to be accepted. Transfer credit will be accepted only from regionally accredited institutions in the U. S. or from international colleges of comparable status.

Students must have the Request for Course Approval completed prior to enrolling in a course at another institution. Students who neglect to have courses approved prior to enrollment risk having the course denied for transfer credit.

Transfer Credit Assessment Upon Change of Major
Students who wish to change majors must obtain a Change of Major form from the Registration Office. Students must also request an inter-office transcript.

When the new department receives the inter-office transcripts, they will be assessed and appropriate course credits will be applied to the degree requirements for the new major. The Chair of the new department will sign the Change of Major form and will forward it to the Liberal Arts and Sciences Office for review. Once approved by the Provost, the completed form will be returned to the Registration Office.

Change of Major forms must be completed and approved by the last day to add a class, as shown on the academic calendar.

Please note: Major changes may result in the loss of some credits taken for the previous major. Students may be asked to make up required classes that did not transfer. Students are responsible for completion of all degree requirements for the new major. The College is not responsible for any additional fees or delay in graduation resulting from changes in major.

Total Number of Transfer Credits and Residency Requirements
Otis has a minimum undergraduate residency requirement for graduation of 62 credits; therefore undergraduate students may transfer in a maximum of 68 credits from other institutions. Graduate programs in Fine Arts, Graphic Design and Public Practice have a minimum residency requirement for graduation of 45 credits; therefore students in these graduate majors may transfer in a maximum of 15 credits. The Graduate Writing program has a residency requirement for graduation of 40 credits; therefore students in this major have a maximum of 12 transfer credits.

Registration Policies

Adding, Dropping Or Withdrawing From Courses
Students may add, drop or withdraw from a course by:

- Consulting the academic calendar for add, drop and withdrawal deadlines.
- Completing an Add/Drop or Withdrawal Form.
- Having the department chair sign the form for studio courses. If the course is a studio elective in a different department, the form must be signed by both the student’s major department and the department offering the course. For Liberal Arts and Sciences courses, students must have the form signed by an academic advisor in the Liberal Arts & Sciences Department.
Academic Policies

**College Policies**

- Returning the form with all required signatures to the Office of Registration and Records.

Those attending school on an F-1 (student) visa may not be enrolled less than full-time. International students should consult the Designated School Official prior to dropping below full-time status. Students receiving financial aid may have their awards adjusted downward if they drop below full-time enrollment. Such students should seek advice from the Financial Aid Office before dropping below full-time status.

Students enrolled as less than full-time who wish to increase their total number of credits must see the Student Accounts Office prior to returning the Add/Drop Form to the Office of Registration and Records. Students who are adding a course that will make their total number of credits greater than 18 must see the Student Accounts Office prior to returning the form to the Office of Registration and Records.

**Independent Study**

An independent study is a special course designed by the student with a supervising instructor. Independent study courses are intended to provide instruction in special topics not covered in the regular curriculum. Students may not enroll in more than six credits of independent study per semester. To apply for an independent study course, students must complete the following procedure:

- Register for an independent study course
- Complete an Independent Study Course Proposal Form and have it signed by the appropriate chair (chair of your major department or the chair of Liberal Studies).
- Submit the completed Independent Study Course Proposal form to the Registration Office prior to the deadline (see the academic calendar).

**Participation in Continuing Education Courses**

Degree students who plan to enroll in a Continuing Education class and receive credit toward their degrees must take the course as an Independent Study course. Students must:

- Add the Independent Study class by the Last Day to Add a Class, as specified on the academic calendar.

Students who enroll in Continuing Education courses pay the regular day program rate of tuition, and must take the CE course for credit. Most CE courses carry one credit. CE courses may be included in the 12-18 credit full-time tuition rate as long as the combined number of credits taken in both the day and CE programs does not exceed 18.

**Withdrawal from the College**

To officially Withdraw from the College, a student must:

- Obtain a Request to Withdraw from the College form from the Office of Registration and Records.
- Obtain signatures from his/her Department Chair, the Director of Financial Aid, the Dean of Students, the Library, the Director of Student Accounts and the Registrar.
- Return his/her student identification to the Office of Registration and Records.
- Satisfactorily meet all financial obligations.
- Return all materials to the Tool/AV Crib, Photo Lab, and Library.
- Schedule an exit interview with the Dean of Student Affairs.
- Return the Request to Withdraw from the College form to the Office of Registration and Records.

**Administrative Withdrawal**

At the discretion of the Dean of Student Affairs, a student may be eligible for an Administrative Withdrawal during the semester due to unexpected life changes. An Administrative Withdrawal will remove the student for every class he/she is enrolled and give the student a “W” grade in all classes. A student cannot use an Administrative Withdrawal to be removed from certain classes; the student must withdraw from all classes. Depending on the reason for the Administrative Withdrawal, a student will need to provide documentation as verification of the stated reason.
Academic Policies

for withdrawal.

If a student “walks away” from the College without filing the Request to Withdraw from the College form, the Registrar will process an Administrative Withdrawal. In this circumstance, the grades assigned and any refund of tuition and fees will be based on the last date of attendance as verified by attendance records. For more information regarding the Administrative Withdrawal process please contact the Student Affairs Office.

Readmission to the College

Students who left the College and wish to re-enroll after a period of absence must apply for readmission. The readmission application should be submitted at least 3 months prior to the start of the semester in which the student wishes to enroll. An application fee of $40 is required. Students must submit official transcripts for any courses attempted at another college during the period of absence.

Students who left the College in good academic standing, have no outstanding conduct issues and are requesting the same class level and major, can be readmitted to their previous department if space is available. If space is not available in the student’s previous major, the student may request readmission to another major. If a student is requesting a different class standing or major, a review of transcripts by the Liberal Arts and Sciences department and the studio department may be necessary to assess transferable credits. A portfolio review by the studio department may also be required to evaluate preparedness for advanced class standing or entrance to the new major.

Students who left the College while on academic probation (term or cumulative grade point average below 2.0) must have their readmission applications reviewed by the Academic Standing Committee. This process may include an in-person interview with the Committee members.

Students who have been academically dismissed from the College may sometimes reapply, based upon completion of any conditions outlined in their dismissal letters. Dismissed students must have their readmission applications reviewed by the Academic Standing Committee. This process may include an in-person interview with the Committee members.

In cases of academic probation or academic dismissal, readmission to the College is not guaranteed, there is also no guarantee of continuation in the major of choice. The Academic Standing Committee will make decisions regarding readmission of students who left while on academic probation or who were academically dismissed from the college.

Completion of Foundation Studio Courses

Students must complete any missing Foundation studio courses before they may begin their junior level studio courses. The missing requirements may be taken during the fall, spring or summer semesters at Otis, or with the Foundation Chair’s approval, may be completed off campus at an accredited community college or university. In some cases, students may be permitted to substitute a different studio course for selected missing foundation work. The Foundation Chair must approve any such course substitution prior to enrollment in the course.

Graduation and Retention Rate

The current graduation rate for 2010 is 53.6%. This percentage is based on first time, full-time students who entered in Fall 2004 and completed their degree within the six years. The current retention rate for 2010 is 87%. This percentage is based on full-time, first-full time students who entered in Fall 2009 and were still enrolled as of Fall 2010.

Mobility (Exchange) Program

The Mobility Program allows students to spend one semester in their junior year at another participating art/design college. Students pay regular Otis tuition and fees to attend any AICAD College (see below) or another participating college, on a space-available basis. Credit for mobility study varies by department.

The program offers personal enrichment through study in a new context with different faculty. For more information or an application, see the Office of Registration and Records.
Academic Policies

College Policies

AICAD (Association of Independent Colleges of Art and Design) Member Colleges
Alberta College of Art and Design • Calgary, Alberta, Canada
Art Academy of Cincinnati • Cincinnati, Ohio
Art Institute of Boston • Boston, Massachusetts
California College of the Arts • Oakland, California
Cleveland Institute of Art • Cleveland, Ohio
College for Creative Studies • Detroit, Michigan
Columbus College of Art and Design • Columbus, Ohio
Cooper Union School of Art • New York, New York
Corcoran School of Art • Washington, DC
Emily Carr Institute of Art and Design • Vancouver, British Columbia, Canada
Kansas City Art Institute • Kansas City, Missouri
Laguna College of Art and Design • Laguna Beach, California
Lyme Academy College of Fine Arts • Old Lyme, Connecticut
Maine College of Art • Portland, Maine
Maryland Institute College of Art • Baltimore, Maryland
Massachusetts College of Art • Boston, Massachusetts
Memphis College of Art • Memphis, Tennessee
Milwaukee Institute of Art and Design • Milwaukee, Wisconsin
Minnesota College of Art and Design • Minneapolis, Minnesota
Montserrat College of Art • Beverly, Massachusetts
Moore College of Art and Design • Philadelphia, Pennsylvania
Nova Scotia College of Art and Design • Halifax, Nova Scotia, Canada
Ontario College of Art and Design • Toronto, Ontario, Canada
Oregon College of Art and Craft • Portland, Oregon
Pacific Northwest College of Art • Portland, Oregon
Parsons School of Design • New York, New York
Pennsylvania Academy of the Fine Arts • Philadelphia, Pennsylvania
Rhode Island School of Design • Providence, Rhode Island
Ringling School of Art and Design • Sarasota, Florida
San Francisco Art Institute • San Francisco, California
School of the Art Institute of Chicago • Chicago, Illinois
School of the Museum of Fine Arts • Boston, Massachusetts
University of the Arts • Philadelphia, Pennsylvania

Non-AICAD Participant Colleges

École Nationale Superieure des Beaux Arts • Paris, France
Konstfack National College of Art • Stockholm, Sweden
Tyler School of Art • Philadelphia, Pennsylvania
Winchester School of Art • Winchester, Hampshire, United Kingdom
Willem de Kooning Academy • Rotterdam, Netherlands

Mobility Student Responsibilities

As an applicant for the Mobility Program, it is the student’s responsibility:

• To prepare the application in accordance with the instructions on the Mobility Application Form including obtaining all required signatures.

• To pay all tuition and fees to Otis College and to clear the student account with the Student Accounts Office.

• To inform the Financial Aid Office of plans to participate in the mobility program.

• To contact the host college regarding housing. Otis College does not guarantee housing at the host campus. Housing is the responsibility of the student.

• To obtain catalog information from the host college for use in determining the courses the student should take there.

• To maintain contact with the host college mobility representative. Contact information is available from the Mobility Coordinator in the Registration Office.

• If going outside the United States, to obtain a student visa from the host country’s embassy; to obtain a current U.S. passport; and to arrange for any necessary immunizations.

• After completing the mobility studies, to arrange for official transcripts to be sent to Otis College. In the case of colleges without traditional transcripts, the student must obtain descriptions of course work completed, including contact hours for each course, and must document work completed on mobility for future review by the department chair at Otis.
Deadlines
Completed applications must be received by the host college by:

Fall term applications: April 10*
Spring term applications: November 1*

Therefore, completed applications must be received by the Registrar by:

Fall term applications: April 1
Spring term applications: October 15

* Participating Non-AICAD Colleges may have different deadlines. Please contact their mobility coordinators.

Veterans
As a recognized institution of higher learning, Otis welcomes veterans and the dependents of 100% service-connected disabled or deceased veterans who qualify under the provisions of the United States public laws pertaining to their education. A Certificate of Eligibility from the Veteran’s Administration must be presented with the application for admission. Otis is a participant in the Yellow Ribbon Program. Veterans must be accepted into a degree program to be eligible for Veterans Administration benefits.
Financial Policies

Payment of Tuition and Fees

Payment of tuition and fees is now available through the Otis website. Outstanding balances must be paid in full before a student is cleared to register for the next semester. To determine the upcoming semester’s balance, refer to the tuition and fees schedule in the Student Academic Planner, the Financial Aid award letter, and the online Registration Fee Assessment. The balance due will be the difference between total tuition and fees and the total net amount of any financial aid awarded. Tuition balances owed may be paid using any of the following methods:

- TuitionPay Payment Plan (available online) (Please note that this option is not available to International Students)
- Received or anticipated award of financial aid
- Credit card and electronic checks through the Otis website (Mastercard, Discover, American Express)
- Cash, personal check, cashier’s check, or money order at the Otis Cashier’s Window.
- Any combination of the above

Questions regarding payment of student account balances should be directed to the Student Accounts Office. Questions concerning Financial Aid should be directed to the Office of Financial Aid.

Tuition Refunds

The official date of withdrawal used in calculating refunds will be the student’s last date of attendance as determined by the Registrar. Students dismissed from Otis for disciplinary reasons forfeit the right to claim refunds of tuition, deposits, and fees. Students who withdraw will have their tuition and fees reduced according to the following schedule. In addition, students will be charged a $100 administrative fee.

<table>
<thead>
<tr>
<th>If you withdraw in Fall, Spring or Summer by 5:00 pm</th>
<th>Tuition Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>before classes begin</td>
<td>100%</td>
</tr>
<tr>
<td>Friday of the first week</td>
<td>90%</td>
</tr>
<tr>
<td>Friday of the second week</td>
<td>75%</td>
</tr>
<tr>
<td>Friday of the third week</td>
<td>50%</td>
</tr>
<tr>
<td>Friday of the fourth week</td>
<td>25%</td>
</tr>
<tr>
<td>after the fourth week</td>
<td>0%</td>
</tr>
</tbody>
</table>

Tuition Refund Schedule for Graduate Graphic Design Summer Semester Only

<table>
<thead>
<tr>
<th>If you withdraw in Summer by 5:00 pm</th>
<th>Tuition Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>before classes begin</td>
<td>100%</td>
</tr>
<tr>
<td>Friday of the first week</td>
<td>90%</td>
</tr>
<tr>
<td>Friday of the second week</td>
<td>70%</td>
</tr>
<tr>
<td>Friday of the third week</td>
<td>35%</td>
</tr>
<tr>
<td>after the third week</td>
<td>0%</td>
</tr>
</tbody>
</table>

Title IV Federal regulations require that a student who withdraws and is receiving Title IV financial aid will retain a portion of his/her federal aid based on the percentage of time he/she has attended classes during the semester. The remaining financial aid must be returned to the government.

Important Notes:

- Any and all Otis grants and scholarships are not earned until after the completion of the tuition adjustment period as published in the catalogue.
- Students who drop below full-time status or withdraw after the completion of the tuition adjustment period as published in the catalogue will retain Otis grants and scholarships.
- Students who drop below full-time status or withdraw before the completion of the tuition adjustment period as published in the catalogue forfeit all Otis grants and scholarships.

Tuition and fees are calculated using the following charges, as applicable. Fees are subject to change without notice. Please note that the amounts of tuition and fees listed on the following page are per semester.
Financial Policies

Tuition and Fees for 2011 - 2012

Undergraduate Tuition per semester $17,227.
Per Credit Tuition (under 12 or over 18 credits) $1,149.

Graduate Tuition per semester $17,762.
Per Credit Tuition (under 9 or over 18 credits) $1,269.

Registration Fee per semester $200.
Technology Fee per semester $125.
Student Activity Fee per semester $125.

**International Student Health Insurance Fees
Fall (estimated costs - subject to change) $342
Spring/Summer (estimated costs - subject to change) $480

**All incoming and readmitted international students (F-1, J-1 or M-1 visa only) are required to be insured under the International Student Health Insurance Plan provided by the College and will be automatically enrolled at the time of Registration.

Course-Based Fees

General College Material Fee per semester $25.
ESL English Class Fee per semester $1000.
Studio Course Materials Fees per semester Varies - see schedule

Miscellaneous Fees

Unofficial Academic Transcript no charge
Official Academic Transcript (5-day service) $5.
Rush Official Academic Transcript (24 hour service) $25.
Returned Check Charge $50.
Parking Fee (Goldsmith Campus) no charge
Parking Sticker Fee $20.
Parking Violation $35.
Late Registration Fee $275.
General Campus Policies

Due Process Procedure

In the event a student has an issue or concern that is not otherwise addressed or provided for in the Student Academic Planner or Otis’ other rules, regulations or procedures, the student may inform the Dean of Student Affairs of the issue or concern. Otis’ subsequent determination and resolution of the issue or concern shall be final.

FERPA

The Family and Education Rights and Privacy Act (FERPA) affords students certain rights with respect to their education records. They are:

- The right of the student to inspect and review his/her education records within 45 days of the day the College receives a request for access. Students should submit to the Registrar, Dean of Student Affairs, Department Chair or other appropriate official, written requests that identify the record(s) they wish to inspect. The college official will make arrangements for access and notify the student of the time and place where the records may be viewed. If the requested records are not maintained by the college official to whom the request was submitted, that official shall advise the student of the correct official to whom the request should be addressed.

- The right to request the amendment of education records that the Student believes are inaccurate or misleading. Students may ask the College to amend a record that they believe is inaccurate or misleading. They should write the college official responsible for the record, clearly identify the part of the record they want changed, and specify why it is inaccurate or misleading. If the College decides not to amend the record as requested by the student, the College will notify the student of the decision and advise the student of his or her right to a hearing regarding the request for amendment. Additional information regarding the hearing procedures will be provided to the student when notified of the right to a hearing.

- The right of consent to disclosures of identifiable information contained in the student’s education records, except to the extent that FERPA authorizes disclosure without consent. One exception that permits disclosure without consent is disclosure to college officials with legitimate educational interests. A college official is a person employed by the College in an administrative, supervisory, academic, research, or support staff position, including law enforcement unit personnel and health staff; a person serving on the Board of Trustees; or a student serving on an official committee, or assisting another school official in performing his or her tasks.

A college official has legitimate educational interests if the official needs to review an education record in order to fulfill his or her professional responsibility. The College may disclose certain information, known as directory information, at its discretion without consent. Students may refuse to let the College release any or all of this information. If a student does not want this information released, the student must send written notice annually to the Office of Registration and Records. Forms are available from that Office. The College has established the following student information as public or directory information: student name, address, telephone number, birth date, major field of study, dates of attendance, degrees and awards received, and the most recent previous educational agency or institution attended. Upon request, the College discloses education records without consent to officials of another school, in which a student seeks or intends to enroll.

- The right to file a complaint with the U.S. Department of Education concerning alleged failures by the College to comply with the requirements of FERPA. The Office that administers FERPA is:

  Family Policy Compliance Office, U.S. Department of Education, 400 Maryland Avenue, SW, Washington, DC 20202-4605
Non-Discrimination

Otis does not discriminate on the basis of race, religion, color, national origin, gender, sexual orientation, handicap, or age. Otis seeks compliance with Title VI of the Civil Rights Act of 1964, Title IX of the Education Amendments of 1972, and Section 504 of the Rehabilitation Act of 1973, as amended, which respectively prohibit such forms of discrimination. Otis policy prohibits students, faculty, staff and Otis agents from discrimination against, and abuse or harassment of any person because of his or her race, color, or national origin. This prohibition against discrimination includes engaging in behavior that may:

a) Threaten the physical safety of any member of the community;
b) Create an educational environment hostile to any member;
c) Discriminate against another person or persons;
d) Inflict physical, emotional or mental injury to, or provoke a violent response from, a reasonable person.

This policy applies to all members of the College including students, faculty, and staff, as well as guests, visitors and those functioning in relationship to or as agents of Otis. Otis is committed to providing and promoting an environment free of racially discriminatory conduct, and each member of the College community shares in the responsibility of this commitment and the promotion of these values.
College History

About Otis

History

In 1918, General Harrison Gray Otis, the founder and publisher of the Los Angeles Times bequeathed his home to the city for “the advancement of the arts.” For almost eighty years, Otis remained at this Wilshire Boulevard address until 1997, when the College moved to the Westside campus.

From Spanish-Moorish mansion to seven-story cube, Otis continues to evolve. Designed by architect Eliot Noyes for IBM, the 115,000 square-foot building was renovated by Bobrow Thomas, using the concept of an artist’s loft, or a working studio, rather than that of a traditional classroom. Ahmanson Hall’s open plan encourages communication among the departments, as well as between students and faculty. The 40,000 square-foot horizontal Galef Fine Arts Center, designed by Frederick Fisher Architects, opened in 2000. Its complex geometry and corrugated metal forms contrast with the “punchcard” vocabulary of Ahmanson Hall. Together, these buildings comprise the Elaine and Bram Goldsmith Campus.

Timeline

• 1979: After six decades as a public institution, Otis goes private by allying with New York’s Parsons School of Design. The fine arts curriculum is supplemented with three new design departments.

• 1992: Otis splits from Parsons, becoming the autonomous Otis College of Art and Design.

• 1997: Otis relocates from its historic Westlake home to new campuses—one downtown in the heart of the fashion district, and the other on L.A.’s Westside, a few miles from the beach. Graduate Fine Arts relocates to its own studios in nearby El Segundo.

• 2007: Graduate Public Practice opens its studio at the 18th St Art Center, Santa Monica. Graduate Graphic Design begins in summer 2008 at the El Segundo studios.
This catalogue is set in

Univers, a type face designed by Adrian Frutiger in 1957

and

Times New Roman, designed by Stanley Morison and Victor Lardent in 1932

FPO

FSC logo
Delete box after placing logo