

PLNU DEPARTMENT OF ART AND DESIGN COURSE LEARNING OUTCOMES	2014-2015 Course Descriptions	Students Will Be Able To:	Proficiency Levels*
*Proficiency Levels: I - Initial, E - Emerging, D - Developed, H - Highly Developed			
ART100 (2) Introduction to Art	An introductory art orientation course dealing with the philosophy of art, language of design, aesthetics, art criticism, and a basic understanding of the Western and Non-Western artistic heritage. Offered on a Quad basis, online and face-to-face.	<ul style="list-style-type: none"> • Identify and discuss a variety of artistic movements and time periods (from Pre-historic to Modern), art styles, techniques, conceptual issues, and traditions related to the history of art. • Demonstrate a basic knowledge of the art elements and principles of design. • Think and write critically about visual art, making intelligent and informed analyses and interpretations of works of art using appropriate terminology. 	I
ART102 (3) Fundamentals of Art	Introductory course in the principles and elements of design as they apply to basic art skills and media, aesthetic awareness, art criticism, and applications in the fine, applied, and multi-cultural arts. Provides hands-on art experiences. This course does not count toward Visual Arts or Graphic Design majors.	<ul style="list-style-type: none"> • Use the elements and principles of design in two-dimensional hands-on art assignments in a range of art media. • Articulate and apply the vocabulary of design in assignments related to the history of American architecture, advertising, folk and ethnic arts, and fine art forms. • Identify contributions of Non-Western and women artists in the history of art, as well as the increasing role technology plays in the visual arts. 	I
ART103 (3) Two-Dimensional Design	Introduction to two-dimensional design theories and criticism. Exploration of art techniques and media used in two-dimensional compositions. Applications in Non-Western art forms.	<ul style="list-style-type: none"> • Distinguish between the art elements and design principles, and be able to use them critically (verbally and in writing) when applied to 2-D art forms. • Apply the content in course readings to create 2-D designs which communicate ideas and structures that are expressive, instrumental, &/or simply aesthetic. • Articulate how the design process relates to all art media including their own artwork. • Discuss and critique their own work as well as the work of their classmates effectively and make changes based on those discussions • Acquire technical skills such as the use of different media and techniques. 	I
ART104 (3) Three-Dimensional Design	Introduction to the practice of three-dimensional design, theories, and criticism. Emphasis on the formal aspects of design including composition, balance, and space. Applications to sculpture, architecture, and industrial design.	<ul style="list-style-type: none"> • Create successful 3-D compositional studies in a variety of materials through the implementation of the elements and principles of design. • Use the formal language of 3-D design through hands-on work, lectures, discussions and critiques. • Exhibit technical proficiency in the safe use of appropriate materials, tools and processes in the production of three-dimensional design. • Articulate the importance of design in the culture from both historical and contemporary perspectives, and its applications across various disciplines. 	I
ART115 (3) Drawing I*	Introduction to the materials, techniques, styles, historical influences, and compositional structures of drawing, with an emphasis on perceptual skills.	<ul style="list-style-type: none"> • Demonstrate how to use basic drawing tools, media, and techniques. • Demonstrate an understanding of the art elements and the principles of design in their drawings. • Make visually engaging drawings in a variety of media (graphite, charcoal, pastel, ink). • Draw from observation, "realistic" images to translate three-dimensional perceptions onto two-dimensional surfaces. • Make expressive or gestural drawings in a variety of media. • Make abstract drawings based on "real" subject matter in a variety of expressive and systematic styles and approaches. • Study works of art to understand the choices artists make to see connections between their drawings and others' artwork. • Discuss and evaluate their drawings and the work of others according to their personal goals and standards of excellence in 	I

ART200 (3) History of Western Art I	A survey of Western and Non-Western art history and styles through the study and criticism of painting, sculpture, and architecture from ancient civilizations to the Renaissance period.	<ul style="list-style-type: none"> • Demonstrate a facility for critical thinking both verbally and in writing assignments • Use common art vocabulary to discuss the visual elements. • Distinguish, describe, analyze, interpret and evaluate artworks from prehistory to the Early Renaissance. • Articulate formal, technical, historical and conceptual attributes of artworks from prehistory to the Early Renaissance • Identify and apply visual arts materials, tools, techniques and processes to historical artworks. 	I
ART201 (3) History of Western Art II	A survey of Western and Non-Western art history and styles, from the Renaissance to the modern period. Offered every spring.	<ul style="list-style-type: none"> • Demonstrate a facility for critical thinking verbally and in writing assignments. • Use common art vocabulary to discuss the visual elements. • Describe, analyze, interpret and evaluate artworks from the Early Renaissance to the present. • Articulate formal, technical, historical and conceptual attributes of artworks from the Early Renaissance to the present. • Identify and apply visual arts materials, tools, techniques and processes to historical artworks 	I
ART203 (3) Graphic Design I	Introduction to visual form-making in graphic design through use of symbols, type, and imagery. Exploration of design applications, techniques, issues, and media fundamental to the graphic design profession. Prerequisite(s): ART103, ART115, ART215, or concurrent.	<ul style="list-style-type: none"> • Exhibit an understanding of design history and culture, and the distinction between immutable principals and zeitgeist. • Apply the fundamental principals and elements of graphic design to create effective visual communication. • Employ the professional language and terminology of typography and the graphic design field. • Exhibit competency using both the traditional and digital tools of graphic design. 	I
ART206 (3) Drawing II	Emphasizes the technical and expressive qualities of drawing as a finished work of art. Focus is given to aesthetics, composition, and historical influences. Prerequisite(s): ART 115 or consent of instructor.	<ul style="list-style-type: none"> • Demonstrate improved skills (beyond their drawings from Drawing I) in the areas of composition, the creation of deep pictorial space, the control of value range and line quality. • Make drawings in a variety of contemporary styles and approaches, (late 20th/early 21st Centuries) • Work independently. • Make drawings in a personal style, that are self-expressive and are original. • Speak and write clearly about their own work their personal aesthetic and the work of others referencing Contemporary Art theories, issues, and approaches. 	E
ART210 (3) Painting I	Introduction to the techniques, expressive qualities, and criticism of oil painting media. Prerequisite(s): ART 103, ART 115 or consent of instructor.	<ul style="list-style-type: none"> • Demonstrate different painting techniques that effectively use brush strokes, oil paint application, color, and compositional emphases in traditional still, landscape, and figurative subjects. • Articulate how historical and contemporary painting styles have influenced the expressive qualities in their work. • Use the art elements to create images that suggests 3-dimensional forms in space and volume on a 2-D surface. • Demonstrate how scale in paintings can be used to create different effects and evoke different responses from the viewers. • Demonstrate emerging originality in their paintings. 	I
ART215 (3) Intro to Computer Graphics	Introductory experiences in the creation and production of computer-generated images. Includes the use of graphics software to combine image, text and technology; including Adobe Illustrator, Adobe InDesign and Adobe Photoshop. Prerequisite(s): ART103	<ul style="list-style-type: none"> • Demonstrate effective and efficient use of the three primary graphic design software tools (Adobe InDesign, Illustrator and Photoshop). • Identify and define key terminology specific to the software, as well as current design production. • Produce original, thoughtful and creative graphic design that is built to industry standards using the three primary graphic design tools (Adobe InDesign, Illustrator and Photoshop). • Explain and discuss design decisions, as well as thoughtfully and respectfully critique the work of fellow students. 	I

<p>ART221 (3) Photography: Darkroom and Film (3)</p>	<p>Introduction to the camera and image utilizing traditional film based photochemical processes. Emphasis on camera skills, film formats, lighting, and darkroom based printing.</p>	<ul style="list-style-type: none"> • Demonstrate technical skills such as the manual operation of camera, the ability to determine correct exposure settings, the ability to process exposed black and white film into negatives, and the ability to operate an enlarger and create photographic prints. • Identify basic rules of picture composition and evaluate photographs in terms of their technical control and visual content. • Articulate their motivations, conceptual intent, and feelings about the work they present in critique as well as offer constructive criticism to their classmate about the work they present at critique. 	<p>I</p>
<p>ART222 (3) Sculpture: Materials and Fabrication</p>	<p>Beginning sculpture techniques in a variety of media. Emphasis is on contemporary art approaches and issues. Prerequisite(s): Art 103 or ART 104, or consent of instructor.</p>	<ul style="list-style-type: none"> • Apply advanced understanding of 3D design techniques and basic knowledge of wood and metal working with the ability to apply these principles to achieve specific results. • Acquire knowledge of the history and theory of sculpture, including contemporary trends and major sculptors, processes and materials. • Discuss and critique their own work as well as the work of their classmates effectively and make changes based on those discussions. 	<p>I</p>
<p>ART223 (3) Printmaking I</p>	<p>Processes and techniques of printmaking. Includes intaglio, relief, or planographic media. Explores Western and Non-Western influences on printmaking imagery and techniques. Prerequisite(s): ART103, ART115</p>	<ul style="list-style-type: none"> • Plan and determine compositional variables and subject matter in a printmaking using value, color, and texture. • Create the illusion of space in a print through the use of perspective &/or overlapping. • Analyze and verbally articulate printmaking objectives and processes in formal critiques. • Create prints using the media and techniques of woodcuts, drypoint, and monoprints. 	<p>I</p>
<p>ART226 (3) Photography: Digital</p>	<p>Introduction to the camera and image utilizing digital technology. Emphasis on camera skills, digital darkroom techniques, lighting, and digital printing. Prerequisite(s): ART 103 or consent of instructor.</p>	<ul style="list-style-type: none"> • Identify the practical and conceptual difference between digital and traditional film technology. • Acquire technical skills such as the manual operation of camera, the ability to determine correct exposure settings, the ability to process RAW images using Adobe Bridge and Adobe Photoshop and create color prints. • Identify basic rules of picture composition and evaluate photographs in terms of their technical control and visual content. • Articulate their motivations, conceptual intent, and feelings about the work they present in critique as well as offer constructive criticism to their classmate about the work they present at critique. • Discuss the ethical implications of creating digital photographic images 	<p>I</p>
<p>ART303 (3) Graphic Design II</p>	<p>Examination of typography as a design tool. Exploration of visual hierarchy, principles of contrast, verbal messages, and communicative models. Development of computer skills used in the production of graphic forms. Prerequisite(s): ART103, ART115, ART203, ART215</p>	<ul style="list-style-type: none"> • Create graphic designs using typographic anatomy, vocabulary, and historical type categories. • Memorize various typefaces and discern appropriate relationship to content. • Design and work with grids and proportional systems. • Describe hierarchy and how it relates to written content. • Demonstrate the expressive and narrative possibilities of typography, as type relates to image and type can become image. • Work within a design process to plan, analyze, create, and evaluate visual solutions. • Create single-page and multi-page typographic layouts using computer technologies. • Use graphic design-based communication skills in class discussions and critiques. 	<p>I</p>
<p>ART304 (3) Modern Art History</p>	<p>Studies of modern art movements from the middle of the 19th century through the middle of the 20th century. Includes application to art criticism, aesthetics, and Non-Western influences on modern art. Prerequisite(s): ART200 or ART201</p>	<ul style="list-style-type: none"> • Identify and understand artistic styles, techniques, conceptual and theoretical issues, and traditions related to visual art in the 19th and 20th Centuries. • Articulate the chronology, continuity, and knowledge of historical events and artistic trends during this period. • Identify and discuss significant political, social, historical, and cultural issues and events from this period and their affects on art of the period (i.e. industrialization, urbanization, World Wars, Modernism, gender, and race.) • Make intelligent and informed critiques and interpretations of works of modern art verbally and in writing, using analytic and critical terminology. 	<p>E</p>

<p>ART305 (3) Contemporary Art History</p>	<p>Exploration of contemporary art with reference to historical developments from the mid-20th century to the present. Aesthetics, criticism, gender issues, and Non-Western influences are also explored. Prerequisite(s): ART200 or ART201</p>	<ul style="list-style-type: none"> • Identify and understand artistic styles, techniques, conceptual issues, and traditions related to visual art in the mid-20th to the 21st Century. • Articulate the chronology, continuity, and knowledge of historical events and artistic trends during this period. • Identify and discuss significant political, social, historical, and cultural issues and events from this period (i.e., technology, urbanism, gender, alienation, the middle class, Post-Modernism) and their affects on contemporary art. • Make intelligent and informed critiques and interpretations of works of contemporary art verbally and in writing, using analytic terminology. 	<p>E/D</p>
<p>ART310 (3) Painting II</p>	<p>Intermediate level painting in oil and other media with emphasis on conceptual development and personal expression. Prerequisite(s): ART 115, 210 or consent of instructor. May be repeated once for credit.</p>	<ul style="list-style-type: none"> • Translate three-dimensional subjects into two-dimensional images through the manipulation of paint -- building on skills, materials, tools, and techniques learned in Painting I. • Effectively apply the visual elements and principles of design in their oil paintings, using emerging knowledge of basic techniques of oil paint mixing and application. • Make paintings influenced by a variety of historical styles: Impressionism, Post-Impressionism, Expressionism, Abstraction. • Make paintings using the styles, approaches, and strategies of such historical movements as Pop Art, Geometric Abstraction/Minimalism, process art and postmodernist appropriation. • Demonstrate advancing knowledge of basic theory and practices of contemporary fine art painting. • Make paintings that are original and uniquely their own self-expressions. • Speak and write articulately about their work in relationship to contemporary painting. 	<p>E/D</p>
<p>ART315 (3) Introduction to Interactive Design</p>	<p>Course provides an overview of interaction and interface design concepts, tools and technologies for web design. HTML, CSS, user-centered research techniques, time-based media and responsive design methods are explored. Prerequisite: Art 103, 215 or consent of instructor.</p>	<ul style="list-style-type: none"> • Understand current Internet trends, websites, and interactive applications. • Use vocabulary and terminology associated with these website applications. • Utilize website structures: CMS and FTP clients. • Write in basic HTML and CSS web languages. • Demonstrate a working knowledge of computer programs (Adobe Photoshop and Dreamweaver). • Design, program, and launch a basic website. 	<p>E</p>
<p>ART319 (3) Visual Arts in the Classroom I</p>	<p>Theory and practice in the teaching of the visual arts in early education through middle school years. Content is designed to meet expectations of the California Visual and Performing Arts Framework and California Visual Arts Standards. Prerequisite(s): Junior standing (ART 100 or ART102 and EDU 302 recommended)</p>	<ul style="list-style-type: none"> • Articulate the value of the visual arts in the K-12 schools. • Write VAPA Standards-based art lessons that include art objectives, lead-in activities, evaluation methods, art resources, and integrative applications to other subject areas. • Write curricula and create school art projects inspired by a variety of historic Western and Non-Western art forms and traditions. • Create art projects in a variety of media using art techniques for children in pre-school, elementary, and early middle school classroom settings. • Identify a range of available arts-related community resources for the elementary classroom. • Teach sequential art lessons to elementary school children from their Art 319 integrative art curricula. 	<p>I</p>
<p>ART321 (3) Photography: Alternative Processes</p>	<p>Explores alternative processes and techniques in photography such as liquid emulsions, alternative negative creation and alternative cameras. Emphasis on the photograph as contemporary art. Prerequisite(s): ART 221 or 226 or consent of instructor.</p>	<ul style="list-style-type: none"> • Operate a manual exposure camera and select settings which produce specific results for a given situation. • Use medium format cameras and film types. • Employ a variety of photo printing techniques such as contrast control and split filter printing. • Identify and incorporate advanced picture composition. • Identify major photographic approaches, compositions, and styles. • Analyze their photographs and those of their classmates in critique sessions. 	<p>E/D</p>
<p>ART322 (3) Sculpture: Objects and Installation (3)</p>	<p>Contemporary sculpture techniques in space and form, using a range of three-dimensional media. Prerequisite(s): Art 103 or ART 104 or consent of instructor. May be repeated once for credit.</p>	<ul style="list-style-type: none"> • Create three-dimensional contemporary art through concept development and execution of 3 original works. • Use the language of contemporary art, through class discussions, writing assignments, and critiques. • Exhibit basic technical proficiency in the use of appropriate tools and techniques relevant to contemporary sculpture. These will include but are not limited to woodworking, mold-making, and welding. • Articulate a contemporary cultural context for personal artwork and that of others. This is exhibited through research of contemporary artists, writing of artist statements and critical reviews of professional exhibitions and the work of peers. 	<p>E</p>

<p>ART323 (3) Printmaking II</p>	<p>Intermediate experiences in printmaking techniques that can include dry point, intaglio, woodblock, collograph, and silkscreen. Prerequisite(s): ART 103, 115, 223.</p>	<ul style="list-style-type: none"> • Use intermediate and advanced printmaking skills to create original two-dimensional images influenced by Western and Non-Western historical and contemporary printing processes. • Create prints using the media and techniques of woodcuts, dry point, relief, intaglio, and/or monoprints. • Create unique print assignments and use techniques of their choice. • Analyze verbally and in writing printmaking techniques and project goals, using vocabulary unique to printmaking processes. 	<p>E</p>
<p>ART325 (3) Non-Western Art History</p>	<p>Studies in Non-Western visual art forms. Students explore art works from around the world through classroom activities and fieldwork assignments at local art museums and institutions with Non-Western art collections.</p>	<ul style="list-style-type: none"> • Recognize and discuss art forms and styles coming from diverse Non-Western cultures and relate them to their indigenous societies. • Discuss how Non-Western artworks are related to their religious, mythological, &/or social/historical contexts. • Identify and discuss Non-Western art techniques, styles, media, and meanings. • Apply design theory to Non-Western art works at local art museums and galleries. • Discuss the influence of Non-Western art forms on 20th Century art. • Research and write analytically about a selected Non-Western art form. 	<p>D/HD</p>
<p>ART326 (3) Photography: Contemporary Imagery</p>	<p>Explores conceptual applications of technology in photography and the merging of digital and chemical techniques. Emphasis on the photograph as contemporary art. Prerequisite(s): ART 103, 215, 221 or 226, or consent of instructor.</p>	<ul style="list-style-type: none"> • Demonstrate the technical and aesthetic differences between traditional and digital photography, and experiment with alternative processes. • Create a cohesive body of work in the form of a working portfolio, sample exhibition, or photography book. • Articulate insights and issues related to contemporary photography viewed from a historical perspective. 	<p>E</p>
<p>ART330 (3) Illustration I</p>	<p>Introduction to illustration with an emphasis on concept, individual expression, and development of technical skills in a variety of media. Prerequisite(s): ART 103, 115 or consent of instructor.</p>	<ul style="list-style-type: none"> • Demonstrate advanced skills in drawing, painting, perspective, and color theory. • Articulate illustration's contribution to past and present culture and images. • Create two-dimensional imagery using traditional, contemporary, &/or digital media for licensing, publishing, print, motion, or narrative environments. 	<p>D</p>
<p>ART331 (3) Illustration II</p>	<p>Intermediate course in illustration designed to increase visual vocabulary, conceptual skills, development of technical abilities in traditional and digital media, and understanding of professional practices. Prerequisite(s): Art 215. May be repeated once for</p>	<ul style="list-style-type: none"> • Demonstrate developed skills in drawing, painting, perspective, and color theory. • Use drawing skills to define social, political and cultural ideas in a range of 2-D media and imagery. • Articulate illustration's impact on publishing, animation, retail designs, and impact on broader contemporary culture. 	<p>D/HD</p>
<p>ART333 (3) Graphic Design III</p>	<p>Advanced applications of graphic design. Complex design projects, professional level assignments, and critical analysis of design problems. Development of advanced production techniques. Prerequisite(s): ART103, ART115, 203, 215, 303, 330,</p>	<ul style="list-style-type: none"> • Demonstrate problem-solving skills when creating complex graphic designs. • Use traditional hand-rendering skills and computer software to develop advanced graphic design production techniques. • Use design principles to analyze and critique verbally and in writing their own graphic design assignments and those of their classmates. • Demonstrate skills in concept, ideation, research, execution, presentation, and assessment. • Articulate communication theories, ethics, and environmental concerns. • Demonstrate highly developed abilities to create professional-level designs. 	
<p>ART335 (3) Design History/Industrial Revolution to Contemporary Design</p>	<p>An examination of the history, process and practice of design from the late 19th century to the new millennium. Objects, designers, history and culture which led to the birth of the profession of design are addressed along with its sources in art, architecture, science, and industry. Offered in an online format.</p>	<ul style="list-style-type: none"> • Articulate the relationships among the design disciplines including architecture, industrial, and graphic design since the Industrial Revolution. • Explain the relationships between design theories and their practical applications to utilitarian art forms. • Recognize the influence of Western and Non-Western art histories on mass-produced art forms. • Discuss how mass-produced art forms have changed over the 20th and into the 21st Centuries. • Describe how the visual and functional design forms and strategies of specific time periods express larger intellectual and cultural values and issues. 	<p>D/HD</p>

<p>ART345 (3) Life Drawing</p>	<p>Advanced procedures applied to drawing the human figure. Emphasis on contemporary and traditional styles, techniques in a variety of media, human anatomy, and historical influences. Prerequisite(s): ART115</p>	<ul style="list-style-type: none"> • Draw the human figure in two-dimensional images that represent, or look like three-dimensional reality using traditional and non-traditional media. • Demonstrate how observation-based drawings using a variety of purposes, approaches, and materials can transpose the human figure from the third- dimension into unique two-dimensional compositions. • Create human figure-based drawings in expressionistic and abstract styles. • Critique their own and classmates drawings based on general concepts of design, composition, and problem solving. 	<p>E/D</p>
<p>ART390 (3) Advanced Studio Practice</p>	<p>An advanced level studio course for visual art students. Emphasis is placed on contemporary art strategies and theoretical issues. This course is required for all Visual Arts majors. Prerequisite(s): One upper division art/design studio course and junior standing, or consent of instructor. May be repeated once for credit</p>	<ul style="list-style-type: none"> • Produce a cohesive body of original, sophisticated, quality work. • Be familiar with studio practices and strategies used by successful professional contemporary artists. • Form and articulate a theoretical foundation and direction for their work. • Identify essential features of the contemporary art world: movements, artists, media, trends, issues, gallery and museum structures. • Discuss issues relevant to Christian artists in a contemporary cultural context. 	<p>D</p>
<p>ART420 (3) Contemporary Studio Seminar</p>	<p>Advanced level studio seminar. Exploration of contemporary art media, critical and theoretical issues, including multi-cultural and gender influences. Also addresses professional strategies and practices. Required for all Visual Arts majors. Prerequisite: Junior standing.</p>	<ul style="list-style-type: none"> • Interpret, compare and critique a variety of forms of contemporary art. • Develop and articulate a personal philosophy toward contemporary art and art-making. • Identify and discuss a variety of major contemporary artists, theories and trends. • Exhibit an understanding of how contemporary art communicates and functions in society. 	<p>D</p>
<p>ART440 (1-3) Independent Studies</p>	<p>Private art lessons in advanced studio art or graphic design experiences. May be repeated for credit. Prerequisite(s): Consent of instructor.</p>	<ul style="list-style-type: none"> • Design a semester-long project with art faculty supervision based on a topic of the student's choice (i.e. creating artwork or a researching an art topic). • Demonstrate his/her ability to work independently on the selected project(s) through a portfolio of work in graphic design, visual art, or art education. • Analyze and critique verbally and in writing the learning outcomes of his/her semester project(s) as to content, context, themes, techniques, skill development, originality, etc. 	<p>HD</p>
<p>ART450 (3) Web Design: Interaction for Screen-Based Devices</p>	<p>Inquiry-based, user-centered research is practiced for intermediate level interaction and interface design. Students use interaction design process and methods. They collaborate into highly entrepreneurial problem solving teams for web, mobile devices and apps design. Prerequisite: ART</p>	<ul style="list-style-type: none"> • Recognize and identify current needs and trends in interactive web design. • Demonstrate how to manage FTP files and work with Web Hosts. • Develop a personal portfolio site using CMS. • Develop a working client website using CMS. • Design complete web layouts for potential clients. 	<p>HD</p>
<p>ART455 (3) Visual Arts in the Classroom II</p>	<p>Theory and practice in the teaching of the visual arts in early education through middle school years. Content is designed to meet expectations of the California Visual and Performing Arts Framework and California Visual Arts Standards. Prerequisite(s): Senior standing, EDU302 (or co-requisite), 3 upper-division art courses.</p>	<ul style="list-style-type: none"> • Demonstrate teaching strategies used by art teachers, including the use of audiovisuals and computer technologies. • Write sequential curriculum plans which utilize major areas of art education -- including art media, techniques, art heritage, art criticism, and aesthetics. • Articulate issues concerning gender and ethnic diversity as related to art curricula in secondary school classrooms. • Write a personal philosophy of teaching art in the public schools that includes the VAPA Art Standards. 	<p>HD</p>

ART466 (3) Senior Exhibition Preparation	Preparation for the Senior Exhibition for Visual Arts majors. Prerequisite(s): Completion of, or concurrent enrollment in ART390, ART420.	<ul style="list-style-type: none"> • Make and exhibit their best art. • Create an excellent gallery design. • Display their artwork properly. • Light their artwork properly. • Design and send out an well-designed announcement. • Write an excellent artist's statement which addresses personal and art historical influences. • Host a successful reception. • Pass a successful professional panel review. • Photo-document their artwork at a pre-professional level. 	HD
ART467 (3) Senior Exhibition	Visual Arts majors complete the Senior Studio Exhibition under the guidance of faculty. All exhibitions take place in the Keller or Cabrillo galleries during the semester immediately prior to graduation. All exhibitions must be reviewed by a panel of faculty and art professionals. Prerequisite(s): ART466	<ul style="list-style-type: none"> • Complete a Thesis Exhibition or an Art History Thesis, and defend their Thesis Exhibition or Art History Thesis orally before a panel of both Department of Art and Design faculty and professional judges. • Assess and critique the relationship between their own artwork and influences such as personal biography, art history, and contemporary culture. • Research information about applying to Graduate Schools, Artists in Residency Programs, Exhibitions and Public Art. • Apply to art competitions, compose appropriate sample statements, and write support letters. 	HD
ART468 (3) Graphic Design Portfolio Preparation	Preparation for the Portfolio Review for Graphic Design majors. Prerequisite(s): ART333, senior standing	<ul style="list-style-type: none"> • Apply skills and knowledge acquired in earlier graphic design courses on layout, typography, logo, packaging, and computer illustration, to create a finished professional portfolio. • Critically analyze their own portfolio designs and those of their classmates in this departmental capstone course. • Present their final portfolio in a faculty and professional review. 	HD
ART469 (3) Graphic Design Portfolio Review	Graphic Design majors complete the Graphic Design Portfolio Review under the guidance of faculty. All reviews take place during the semester immediately prior to graduation. All portfolios must be reviewed by a panel of faculty and art professionals. Prerequisite(s): ART468	<ul style="list-style-type: none"> • Assemble a professional level portfolio of their graphic design work. • Describe and defend his/her final portfolio before a panel of professionals using analytic language unique to the art discipline. • Articulate historical and current influences on his/her work associated with the design profession. 	HD
ART470 (1-3) Art Internship	Students observe and participate in art-related professional settings under qualified supervisors. May be repeated for a maximum of six units. Graded Credit/No Credit. Prerequisite(s): Consent of instructor	<ul style="list-style-type: none"> • Make contacts and begin networking with professionals in their field. • Demonstrate skills needed for specific art-related job profiles and increased by their internship experiences. • Write a summary and analysis of their field experiences. 	HD
ART490 (1-3) Special Studies in Art	Studies in selected art topics by advanced art or graphic design students. Offered in small group format or independent study. May be repeated for a maximum of six units. Prerequisite(s): Consent of instructor and department chair.	<ul style="list-style-type: none"> • Design a semester long project with faculty supervision on an art-related topic of the student's choice. • Demonstrate his/her ability to work independently on the selected project(s) through a portfolio of work in graphic design, visual art, or art education. • Analyze and critique verbally and in writing the learning outcomes of their semester project(s) as to content, context, themes, techniques, skill development, originality, etc. 	HD
*Proficiency Levels: I - Initial, E - Emerging, D - Developed, H - Highly Developed			HD