ART - ART

ART 100 Art and Child Development

This course examines artistic development and expression in childhood. Emphasis will be on actual artistic production, the visual language of art including the principles of design and color and on issues of aesthetics and response strategies in relation to art criticism and art history. The cognitive developmental stages of artistic growth in childhood and psychomotor skills will serve as a foundation in preparation for curriculum planning.

Upon successful completion of this course, students should be able to:
Develop and apply techniques to motivate children of elementary school age to explore, discover, manipulate and create artworks in various art media reflective of their particular developmental stage.
Distinguish basic principles of artistic design and color theory and to integrate these ideas into general curriculum planning and artistic production.
Identify and describe a child's art production in stages of creative, emotional and mental growth.
Analyze student/children's artwork according to aesthetic issues.
Utilize a broad view of art historical content and how it relates to student/children's artwork.
Produce a wide range of projects applicable to curriculum planning within the elementary school but based on the cognitive and motor skills indicative of a university-level student.
Prerequisite: Successful Placement Test Scores or REA 050* or REA 075* (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 101 Mural Painting

This course examines contemporary mural painting through both theory and practice. Students will study the history and roots of contemporary mural painting within the context of public art. Students will execute a design for a mural each semester, providing the College with new artwork. This will be a collaborative effort. Students will also create a personal mural design project and choose and study a particular muralist. The visual language of art, including the principles and elements of design, color theory and aesthetics will be emphasized throughout the course.

Upon successful completion of this course, students should be able to:
Distinguish basic principles of artistic design including unity/variety, balance, radial and crystallographic, emphasis, rhythm, repetition, proportion-scale and figure ground relationship.
Manipulate the general elements of visual language including line, shape, volume, texture and space.
Manipulate properties of hue, value and chroma.
Identify and describe various aesthetic patterns due to historical events, geographical issues and sociopolitical patterns within the context of mural painting in both the modern and contemporary arena.
Produce a small to medium size mural design and a collaborative group mural utilizing various techniques for enlarging designs and drawings.
Prepare the materials for the process of painting and or mural application.
Integrate critical thinking skills through completed artworks and participation in the formal critique process.
Prerequisite: NONE New students should complete Placement Testing prior to registration. Visiting students may submit college transcript.
3 Credits
 3 Weekly Lab Hours

ART 115 History of Graphic Design

This course analyzes and evaluates the field of graphic design, typography and visual communications from the earliest written languages through contemporary graphic design practice. The course will help the student develop a visual vocabulary, introduce major design figures and movements, provide a historical context for design thought and practice while emphasizing the design profession as an artistic discipline. The work examined in each era will be discussed in terms of its aesthetic, socio-cultural, economic, political, historical and environmental systems impact.

Upon successful completion of this course, students should be able to:
Analyze and identify the stylistic distinctions among the various historic design movements.
Explain the techniques and tools used in the various design movements.
Define the technical terms associated with the graphic design industry.
Identify important historical artists and designers that contributed to the various historic design movements.
Identify aesthetic, economic, historical and environmental changes that affected the visual appearance of the various design movements.
Analyze cultural, political, contextual, and stylistic interdependence and differentiation between the diverse regions studied.
College Academic Learning Goal Designation: Global Understanding (GU)
Prerequisite: Successful Placement Test Scores or (ENG 050 and REA 050) or ENG 099* or REA 075 (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 116 History of Photography

This course is a survey of the history of photography from complex events leading to its invention in 1839 to the diverse applications in our present day. The course will examine photography's influence in shaping broader political, economic, socio-cultural, historical, and environmental systems, and its impact on science and technology. Students will be introduced to methods of historical research and investigation through a balance of lectures, discussions and fieldwork including the viewing of contemporary and historic photographic objects.

Upon successful completion of this course, students should be able to:
Analyze the artistic qualities of photography using major stylistic elements present in all photographs, including such elements as line, balance, depth of field, color and composition.
Discuss the historical development of photography from its scientific and technological perspectives.
Understand and discuss the crossover between other media and photography, and discuss the historical relationship between photography and other media.
Evaluate major photographers and their work, including the style of their work and historical significance.
Understand and discuss the ways in which photography has influenced contemporary and historic views of the world.
Discuss how photography shaped broader artistic, political, economic, socio-cultural, historical, and environmental systems.
College Academic Learning Goal Designation: Global Understanding (GU)
Prerequisite: Successful Placement Test Scores or (ENG 050 and REA 050) or ENG 099* or REA 075 (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 117 Art of the Ancient World
This course introduces students to the world's major art and architectural movements from Prehistory through the year 600 CE. Students analyze artworks in terms of their formal and creative properties along with their relationships to political, economic, socio-cultural, historical, and environmental systems. The collection and public display of ancient artworks will also be a focus of this course.
Upon successful completion of this course, students should be able to:
Define technical, stylistic, and historical terminology associated with the history of artworks from a range of global cultures from Prehistory through 600 CE.
Recognize representative art from a range of global traditions from Prehistory through 600 CE.
Identify stylistic characteristics associated within significant global art and architectural movements from Prehistory through 600 CE.
Apply technical, stylistic, and historical terminology to artwork from a range of global traditions from Prehistory through 600 CE.
Analyze art and architecture from a range of global traditions from Prehistory through 600 CE.
Examine cultural, political, contextual, and stylistic interdependence between diverse global regions studied.
Evaluate contemporary debates surrounding the collection, public display, and repatriation of ancient artworks.
College Academic Learning Goal Designation: Global Understanding (GU)
Prerequisite: Successful Placement Test Scores or (ENG 050 and REA 050) or ENG 099* or REA 075 (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 118 Art from the Medieval and Early Modern World
This course introduces students to the world's major art and architectural movements from the year 600 through 1700 CE. Students analyze artworks in terms of their formal and creative properties along with their relationships to political, economic, socio-cultural, historical, and environmental systems. The collection and public display of artworks from colonized regions will also be a focus of this course.
Upon successful completion of this course, students should be able to:
Define technical, stylistic, and historical terminology associated with the history of artworks from a range of global cultures from 600 through 1700 CE.

Recognize representative art from a range of global traditions from 600 through 1700 CE.
Identify stylistic characteristics associated within significant global art and architectural movements from 600 through 1700 CE.
Apply technical, stylistic, and historical terminology to artwork from a range of global traditions from 600 through 1700 CE.
Analyze art and architecture from a range of global traditions from 600 through 1700 CE.
Examine cultural, political, contextual, and stylistic interdependence between diverse global regions studied.
Evaluate contemporary debates surrounding the collection, public display, and repatriation of artworks acquired by colonizing nations.
College Academic Learning Goal Designation: Global Understanding (GU)
Prerequisite: Successful Placement Test Scores or (ENG 050 and REA 050) or ENG 099* or REA 075 (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 119 Art of the Modern World
This course introduces students to the world's major art and architectural movements from the year 1700 CE through the present. Students analyze artworks in terms of their formal and creative properties along with their relationships to political, economic, socio-cultural, historical, and environmental systems. Contemporary museum practices, the display and repatriation of artworks from colonized regions, and questions of censorship in the arts will also be a focus of this course.
Upon successful completion of this course, students should be able to:
Define technical, stylistic, and historical terminology associated with the history of artworks from a range of global cultures from 1700 CE to the present.
Recognize representative art from a range of global traditions from 1700 CE to the present.
Identify stylistic characteristics associated within significant global art and architectural movements from 1700 CE to the present.
Apply technical, stylistic, and historical terminology to artworks from a range of global traditions from 1700 CE to the present.
Analyze art and architecture from a range of global traditions from 1700 CE to the present.
Examine cultural, political, contextual, and stylistic interdependence between diverse global regions studied.
Critique museum practices as they relate to questions of patronage, censorship, and the repatriation of artworks from colonized nations.
College Academic Learning Goal Designation: Global Understanding (GU)
Prerequisite: Successful Placement Test Scores or (ENG 050 and REA 050) or ENG 099* or REA 075 (*may be taken concurrently).
3 Credits3 Weekly Lecture Hours

ART 122 Two Dimensional Design
Two Dimensional Design is a foundation art and design course in which students learn and practice the elements and principles of design commonly used as guidelines for the visual arts. Using black and white media, instructors will introduce students to various artist materials and methods. Through the design process, students will explore compositional options, configure spatial arrangements, produce and assess solutions in an effort to develop visual and conceptual skills. Exposure to contemporary and historical artists, demonstration, discussion, and critique will supplement studio practices. Required artist materials will be covered at the start of the semester. No experience necessary.
Upon successful completion of this course, students should be able to:
Articulate and employ the elements and principles of design.
Practice the design process through a production of multiple solutions and concept development from idea to final version.
Recognize, problem solve, and remedy design issues.
Strategize and produce cohesive compositions.
Properly utilize a range of artist materials and methods.
Successfully activate space using point, line and shape.
Demonstrate variety within repetition.
Implement plane shifts to create volume.
Demonstrate successful figure / ground relationships.
Create an illusion of movement, surface distortion, and/or spatial ambiguity.
Produce a value scale and effectively utilize value to supplement design plans.
Understanding and application of nonobjective imagery.
Analyze, describe, and assess artwork.
Prerequisite: Successful Placement Test Scores or MAT 025 and (REA 050 or REA 075 or ENG 099.)
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 123 Color Theory and Design
Color Theory and Design is a foundation art and design course in which students analyze and practice the effects of color relationships applicable to a range of visual art disciplines. Students will learn color systems and varying methods to categorize and understand color using a range of materials. Through the design process, students will problem solve, evaluate, and produce multiple solutions in an effort to develop perceptual skills. Exposure to contemporary and historical artists, demonstration, discussion and critique will supplement studio practices. Required artist materials will be covered at the start of the semester.
Upon successful completion of this course, students should be able to:
Understand and utilize the 12-hue color wheel.
Recognize and articulate color shifts regarding hue, value, intensity, and temperature.
Manipulate color perception utilizing color theory guidelines.
Successfully produce and apply a color gradient scale to supplement design.
Locate color mixtures to create an optical illusion of transparency.
Properly mix colors to achieve desired color characteristics.
Utilize color systems to achieve balance including complementary, triadic, quadratic, and analogous hues.
Properly utilize artist materials and techniques.
Articulate how color affects human behavior.
Analyze, describe, and assess artwork.
Prerequisite:ART 122.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 124 Three Dimensional Design
Three Dimensional Design is a foundation art and design course in which students learn and practice the elements and principles of design utilizing height, width, and depth. Both traditional and non-traditional materials are used to explore additive and subtractive methods. Through the design process, students will problem solve, evaluate, and produce multiple solutions in an effort to develop perceptual and conceptual skills. Exposure to contemporary and historical artists, demonstration, discussion and critique will supplement studio practices. Required artist materials will be covered at the start of the semester. No experience necessary.
Upon successful completion of this course, students should be able to:
Articulate and successfully employ the elements and principles of three dimensional design.
Practice the design process through a production of multiple solutions and concept development from idea to final version.
Recognize, problem solve, and remedy design issues.
Strategize and produce cohesive design utilizing height, width, and depth.
Manipulate a variety of materials for use in fabrication.
Utilize site-specific locations.
Analyze, describe, and assess artwork.
Prerequisite: Successful Placement Test Scores REA 050 or ENG 099 or REA 075.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 130 Drawing I
Students will learn the fundamentals of drawing from observation using a variety of methods and traditional drawing materials. Basic geometric forms to complex organic subject matter will be used to explore line, shape, plane, form, space, value, and texture. Students will be exposed to contemporary and historical artists within the context of lecture, discussion, and critique. Required artist materials will be covered at the start of the semester. No experience necessary.
Upon successful completion of this course, students should be able to:
Diagram and employ one and two point perspective.
Apply line quality and variation.
Diagram an ellipse from multiple vantage points.
Activate positive and negative space.
Produce a variety of cohesive compositions.
Demonstrate observational drawing methods such as measuring and sighting.
Utilize the ten-step value scale to achieve light, form, and volume.
Articulate texture and surface details.
Control and manipulate drawing materials.
Exhibit techniques to draw a self-portrait.
Analyze, describe, and assess artwork.
Prerequisite: Successful Placement Test Scores or MAT 025 and (REA 050 or REA 075 or ENG 099.)
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 131 Drawing II
Students will continue to practice and improve observational drawing skills on an intermediate level. Subject matter will transition from simple objects to complex forms using traditional materials including color medium and application. In addition, students will be exposed to various approaches to drawing through a diverse range of historical and contemporary subjects. Dialogue, lecture, critique, and repetition will serve as the impetus for development. Required artist materials will be covered at the start of the semester.
Upon successful completion of this course, students should be able to:
Demonstrate advanced linear perspective techniques.
Perform advanced sighting and measuring techniques.
Develop a greater understanding of traditional and non-traditional artists materials.
Demonstrate line sensitivity and line variation.
Demonstrate compositional strategies and cohesion.
Demonstrate a full understanding of tonal subtleties to articulate light, form, texture, edges, and value structure.
Break down complex subject matter into parts in an effort to work general toward specific.
Recognize and apply color shifts in hue, value, and chroma.
Further develop portrait techniques.
Understand historical and contemporary drawing references.
Analyze, describe, and assess artwork.
Prerequisite: ART 130.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 133 Photography I

This course introduces students to visual language utilizing the medium of photography. Problems and assignments are structured to develop a personal vision and working knowledge of photographic materials and methods. Contemporary and historic styles in photography and composition will be introduced with an emphasis on aesthetic, technical, and conceptual practices. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate the fundamental skills of camera and light meter operation.
Demonstrate the fundamental skills of darkroom procedures for film processing and printing.
Demonstrate an understanding of the photographic image in terms of light, shape, form and organization of the two-dimensional plane.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisites:MAT 050 and ((ENG 050 and REA 050) or ENG 099* or REA 075). Successful College Placement Test Scores may be accepted.
*(Courses may be taken concurrently.)
3 Credits
 5 Weekly Lab Hours

ART 134 Photography II

This course continues the exploration into conceptual and technical proficiency with an emphasis on photography as fine art. Advanced techniques with camera work, film developing, printing and presentation will be discussed as well as the departure from traditional photographic practices, conventions and materials. Lecture, demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate camera skills that display a personal aesthetic approach to composition.
Demonstrate technical control over darkroom procedures for film processing and printing consistent with a personal vision.
Demonstrate experimental and manipulative techniques.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 133.
3 Credits
 5 Weekly Lab Hours

ART 136 Drawing as a Design Process

This course will focus on specific freehand drawing skills needed to be successful in the daily requirements of the advertising and commercial design fields through structural analysis of man made and natural forms. The elements of line shape, value and spatial organization will be stressed to develop drawings suitable for inclusion in the student's design portfolio. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Draw from observation using elementary forms and linear methods to achieve structure.
Analyze proportion and form to build complex geometric forms.
Create drawings using one-point, two-point, three-point and intuitive perspective techniques.
Employ the value scale to achieve volume and mass.
Apply rapid visualization processes to draw objects from memory.
Produce finished "symbol" drawings through the process of icon translation.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 130.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 140 Introduction to Painting

Students will be introduced to the fundamentals of painting with an emphasis in observational study. Acrylic paint mixing will begin with a limited palette and transition to a full range of color exploring hue, value, intensity, and temperature shifts. Students will be exposed to contemporary and historical painting figures and periods within the context of lectures, discussions, and critique. Required artist materials will be covered at the start of the semester. No experience necessary.

Upon successful completion of this course, students should be able to:
Utilize painting materials, prepare surfaces, and arrange a proper workspace.
Demonstrate various painting techniques.
Employ observational painting methods to achieve accuracy through measuring, sighting, and color isolation.
Produce cohesive composition.
Mix and employ the ten-step value scale to achieve light, form, and volume.
Portray basic geometric forms, organic forms, and surface details.
Identify, mix paint, and match color variations of hue, value, chroma, and temperature shifts.
Analyze, describe, and assess artwork.
 Prerequisite: Successful Placement Test Scores or MAT 025 and (REA 050 or REA 075 or ENG 099.)
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 141 Intermediate Painting
This course will continue to develop observational painting skills through still life, landscape, and the figure. Students will also be exposed to alternative painting approaches outside of observational study. Subject matter and content will serve as a vehicle for dialogue, lecture, and critique within the context of historical and contemporary issues in painting. Required artist materials will be covered at the start of the semester.
Upon successful completion of this course, students should be able to:
Apply observational painting techniques to a range of subject matter.
Implement compositional strategies both objective and non-objective.
Investigate and experiment with painting processes and manipulate painting materials.
Employ the fundamentals of painting the human form.
Implement an expanded color palette and broaden paint mixing capabilities.
Acquire knowledge of historical and contemporary painting references.
Analyze, describe, and assess artwork.
Prerequisite: ART 140.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 142 Figure Drawing
Students will observe and draw the nude model using a range of traditional artists materials. Observational drawing methods and visual sources will be utilized to address structure, volume, proportion, anatomy, gesture, mass, line, tone, and spatial arrangement. Students will be introduced to contemporary and historical approaches to articulate the human form and to stimulate lecture, discussion, and critique. Required artist materials will be covered at the start of the semester.
Upon successful completion of this course, students should be able to:
Demonstrate observational drawing methods through measuring and sighting.
Exhibit anatomical proportion.
Demonstrate cohesive composition.
Suggest the gesture of the figure through mark making.
Build planar structure to achieve volume.
Utilize a range of tone to reveal light and form.
Demonstrate knowledge of historical and contemporary figurative artists.
Analyze, describe, and assess artwork.
 Prerequisite: ART 130.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 144 Figure Painting
This course will emphasize painting from the nude and draped model. The figure will be studied as a singular form and studied within the environment. Painting in the acrylic medium utilizing "engrisaille" techniques as well as utilizing the full color palette will be stressed in the course. Demonstration, discussion, and formal critiques will augment studio work. NOTE: Pre-Req may be waived by Department.
Upon successful completion of this course, students should be able to:
Demonstrate the ability to paint the human figure utilizing perceptual means incorporating bold, gestural and quick mark-making skills.
Demonstrate the ability to paint the human figure utilizing perceptual means within a sustained pose incorporating the interplay of hue, value and chroma.
Demonstrate the ability to paint the human figure incorporating basic knowledge of human anatomy and art historical connections.
Demonstrate the ability to activate the concept of the picture plane.
Produce cohesive composition.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 140.
3 Credits
 5 Weekly Lab Hours

ART 145 Watercolor Painting
This course is an introduction to the basic tools and techniques of the watercolor painter. Emphasis is placed upon transparent watercolor within the Western tradition in still life, landscape, figurative and non-objective subject matter. Demonstration, discussion and formal critiques will augment studio work.
Upon successful completion of this course, students should be able to:
Prepare the materials for the process of painting.
Demonstrate the knowledge and understanding of the 12-hue color wheel.
Demonstrate the ability to activate the concept of the picture plane.
Produce cohesive composition.
Apply the wash, glazing, graduated wash, wet into wet, lifting, scraping, resist, drops and splatter, and dry brush techniques within a watercolor painting.
Practice critical thinking skills through the production and evaluation of artwork.
 Prerequisites: MAT 050 and ((ENG 050 and REA 050) or ENG 099* or REA 075). Successful College Placement Test Scores may be accepted.
3 Credits
 5 Weekly Lab Hours

ART 190 ART Internship (1 credit)
College-Sponsored Experiential Learning (CSEL) is designed to integrate on-the-job learning experiences with classroom studies. These experiences are structured either to explore career options or to prepare for a specific occupation. Students participating in the Cooperative Education and Internship Program gain college credit and are graded for their learning/work experience by the appropriate faculty. Students participating in this 60 hour internship will earn 1 college credit for this experience. NOTE: To be eligible for an internship, students must: Have completed a minimum of 18 or more credits within the last 5 years. Have begun course work in their major (at least 9 credits). Have an overall grade point average (GPA) of 2.5. Obtain a written recommendation by a DCCC faculty within the discipline of the internship. Submit a current resume to the Office of Student Employment Services. Upon successful completion of this hands-on work experience, the student should be able to satisfy instructionally selected competencies from those below according to the number of credits to be awarded.
Upon successful completion of this course, students should be able to:
Explain three program-related concepts that have been applied during the work experience.
Describe the ways that technology is utilized in the work experience.
Analyze the culture of the host organization.
Analyze an operational process within the work experience.
Demonstrate how assigned tasks depend on successful communication.
Describe how time and activity are managed to meet work-imposed deadlines.
Describe an instance where problem-solving skills were needed to analyze a situation in the work experience.
Demonstrate specifically how job-related competence has improved.
Formulate a self-assessment for career growth and personal satisfaction.
Satisfy the competencies of the chosen CSEL placement (to be developed in consultation with the CSEL instructor).
Work closely with a faculty mentor in the student's program/major to complete a project which articulates how the experience helps the student achieve program outcomes
1 Credit

ART 194 ART Internship (2 credits)
College-Sponsored Experiential Learning (CSEL) is designed to integrate on-the-job learning experiences with classroom studies. These experiences are structured either to explore career options or to prepare for a specific occupation. Students participating in the Cooperative Education and Internship Program gain college credit and are graded for their learning/work experience by the appropriate faculty. Students participating in this 120 hour internship will earn 2 college credits for this experience. NOTE: To be eligible for an internship, students must: Have completed a minimum of 18 or more credits within the last 5 years. Have begun course work in their major (at least 9 credits). Have an overall grade point average (GPA) of 2.5. Obtain a written recommendation by a DCCC faculty within the discipline of the internship. Submit a current resume to the Office of Student Employment Services. Upon successful completion of this hands-on work experience, the student should be able to satisfy instructionally selected competencies from those below according to the number of credits to be awarded.
Upon successful completion of this course, students should be able to:
Explain three program-related concepts that have been applied during the work experience.
Describe the ways that technology is utilized in the work experience.
Analyze the culture of the host organization.
Analyze an operational process within the work experience.
Demonstrate how assigned tasks depend on successful communication.
Describe how time and activity are managed to meet work-imposed deadlines.
Describe an instance where problem-solving skills were needed to analyze a situation in the work experience.
Demonstrate specifically how job-related competence has improved.
Formulate a self-assessment for career growth and personal satisfaction.
Satisfy the competencies of the chosen CSEL placement (to be developed in consultation with the CSEL instructor).
Work closely with a faculty mentor in the student's program/major to complete a project which articulates how the experience helps the student achieve program outcomes.
2 Credits

ART 199 ART Internship (3 credits)

College-Sponsored Experiential Learning (CSEL) is designed to integrate on-the-job learning experiences with classroom studies. These experiences are structured either to explore career options or to prepare for a specific occupation. Students participating in the Cooperative Education and Internship Program gain college credit and are graded for their learning/work experience by the appropriate faculty. Students participating in this 180 hour internship will earn 3 college credits for this experience. NOTE: To be eligible for an internship, students must: Have completed a minimum of 18 or more credits within the last 5 years. Have begun course work in their major (at least 9 credits). Have an overall grade point average (GPA) of 2.5. Obtain a written recommendation by a DCCC faculty within the discipline of the internship. Submit a current resume to the Office of Student Employment Services. Upon successful completion of this hands-on work experience, the student should be able to satisfy instructionally selected competencies from those below according to the number of credits to be awarded.

Upon successful completion of this course, students should be able to:
Explain three program-related concepts that have been applied during the work experience.
Describe the ways that technology is utilized in the work experience.
Analyze the culture of the host organization.
Analyze an operational process within the work experience.
Demonstrate how assigned tasks depend on successful communication.
Describe how time and activity are managed to meet work-imposed deadlines.
Describe an instance where problem-solving skills were needed to analyze a situation in the work experience.
Demonstrate specifically how job-related competence has improved.
Formulate a self-assessment for career growth and personal satisfaction.
Satisfy the competencies of the chosen CSEL placement (to be developed in consultation with the CSEL instructor).
Work closely with a faculty mentor in the student's program/major to complete a project which articulates how the experience helps the student achieve program outcomes

3 Credits3 Weekly Lecture Hours

ART 208 Computer Illustration

This course is an introduction to the computer as a drawing, illustration, and design tool. Students will gain an understanding of the creation of drawings and illustrations and their practical applications in digital media and art. Students will be given hands-on instruction on Apple Macintosh computers using a current object-oriented drawing program. Contemporary and historic styles of illustration, composition, and typography will be introduced with an emphasis on aesthetic, technical, and conceptual practices. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate the fundamental skills of object-based drawing and illustration through perspective, scale, weight and proportion.
Utilize type as an expressive element.
Print Postscript graphics on black & white and color printers.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 122 and ART 130.

3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 211 Digital Imaging

This course is an introduction to the use of image editing software for the creation of dynamic images for print, web and multimedia applications. Special attention is given to scanning images, resolution formulas, appropriate file formats, color correction, organization of images, printing and prepress production, color management and image compositing. Students will be given hands-on instruction on Apple Macintosh computers using current image editing software. Contemporary and historic styles in imaging, photography and composition will be introduced with an emphasis on aesthetic, technical, and conceptual practices. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate the fundamental skills of image manipulation, composition and compositing techniques.
Use online search tools for college-level research using appropriate hardware and software.
Print raster-based graphics on black and white and color printers.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
College Academic Learning Goal Designation: Information Technology (TC)
 Prerequisite: ART 122 and ART 130.

3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 213 Page Layout

In this course, students gain an understanding of using the computer for the creation of publication design. Students complete several activities and tutorials in order to design a variety of creative documents that integrates type and graphics. Advanced features of computer-based publishing software for the production of multi-page color documents will be covered. Students will be given hands-on instruction on Apple Macintosh computers using industry standard publication software. Contemporary and historic styles in document layout, using grid construction and deconstruction, for composition will be introduced with an emphasis on aesthetic, technical and conceptual practices. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate fundamental skills of document design in a page layout program.
Select, specify and copyfit text and display type using correct terminology.
Utilize type as an expressive and integrated element with graphics.
Apply appropriate file management techniques for prepress.
Prepare a multiple-page document for output from a service bureau.
Utilize style sheets, master pages and templates to organize complex documents.
Utilize color-matching systems.
Print Postscript graphics on black & white and color printers.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 208 and ART 211.

3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 215 Typography

This intermediate level course for graphic design majors concerns itself with the characteristics and design applications of type used in printed and digital matter. Students plan and produce a series of portfolio-quality projects to explore the use of type as a design element. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Use the principles of positive/negative space, rhythm, texture and composition in manipulating letterforms as design elements.
Select appropriate typefaces that enhance verbal messages.
Identify and categorize commonly used type families.
Employ letter, word and line spacing that enhance the appearance and readability of type.
Arrange and assemble display and text in a page layout relating it to other design elements.
Apply typographic hierarchy to organize a page layout.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
 Prerequisite: ART 123 and ART 208.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 225 Prepress and Printing Processes

In this course you will investigate digital file composition and the use of computing technology as it applies to the preparation of digital files for the printing industry. Printing and binding methods used to reproduce the work of the graphic designer will be studied. Technical, time and budget constraints are emphasized in order to relate design and production costs to real-world situations. Students will gain hands-on experience with a variety of graphics hardware and software commonly used for computer prepress. Coursework includes lecture, case study and field trips. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Define design objectives and how work flows through the imaging process.
Identify and define line art and halftone reproduction processes.
Identify and define the most commonly used proofing methods and color systems.
Identify, characterize and select appropriate paper stock for various types of printing jobs.
Define and differentiate between the various commercial-printing methods.
Identify and define printing-related processes such as engraving, embossing, diecutting, foil stamping and the most commonly used bindery methods.
Identify and list the advantages, disadvantages and capabilities of different storage media and use of file compression utilities for file transfer and storage.
Perform font management activities.
Understand, use and apply calibration techniques to computer monitors and desktop scanners.
Apply troubleshooting techniques to hardware and software problems.
Output digital files on Postscript and non-postscript printers.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 208 and ART 211.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 227 Web Graphics

This course introduces students to design for the World Wide Web (WWW). The focus of this course will be aesthetic design that is functional and that encourages, enhances, and simplifies the web browsing experience. Students learn to design effective interactive websites using industry standard software editors, the current versions of HTML and CSS and other web development software. Students will explore interface theory, design principles and develop visually rich web pages through hands-on experience. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Employ the theory and principles of effective user interface design.
Apply the basic design principles to the structure of HTML formatted web documents with emphasis on the visual aesthetic.
Organize effective navigation between various interface designs.
Apply basic HTML code to web documents using visual editing software.
Apply basic CSS code to enhance the visual appeal of the web page.
Use image-editing software to produce optimized web graphics.
Use a professional quality visual editor to develop and maintain web sites.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 123, ART 208 and ART 211.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 228 Motion Graphics

This course introduces students to time-based graphics through animation. The focus of the course will be on developing a beginner-to-intermediate vector and bitmap animation for web delivery and related presentation applications. Students will learn to design effective timeline sequences incorporating vector-drawing techniques, tweening, frame-by-frame animation procedures, bitmap imagery, typographic techniques and basic scripting. Design theory for interactive media is coupled with hands-on experience for creating visually rich animations, web pages and presentations. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Develop a storyboard for time-based media.
Design vector objects and raster images for motion graphics with emphasis on the visual aesthetic.
Create basic animation sequences using vector-drawing tools.
Execute frame-by-frame and tweening for animating using a timeline.
Script basic commands for interactivity.
Design a user-friendly environment with an emphasis on aesthetics.
Create and utilize sound in a movie file.
Deliver optimized movies to appropriate audiences.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 123, ART 208 and ART 211 and ART 215* (*may be taken concurrently.)
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 230 Graphic Design I

This is an intermediate level course for graphic design majors. Through a series of projects students learn to employ basic design concepts in solving different types of visual communications problems. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Combine type and image in a layout to communicate an idea or message.
Interpret and represent an idea by means of a mark or symbol.
Interpret advertising copy and incorporate it in a design.
Demonstrate visual gestalt principles in solving a design problem.
Use traditional graphic design tools and techniques to develop a design concept from sketch to tight comprehensive layout.
Evaluate visual solutions to design problems verbally and in writing.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 123, ART 208 and ART 211.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 231 Graphic Design II

This course is a continuation of Graphic Design I. In this course students refine skills and work habits related to the creative process for solving visual communication problems. Projects emphasize the development of design priorities and alternatives based on client need and production constraint. Demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Write and interpret the requirements of a design brief.
Apply basic design principles to the organization and use of type, color and composition in a multi-page publication.
Design and mock-up a basic package design.
Solve a simple interface design problem.
Present a design project to a client both verbally and visually.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 213 and ART 230.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 232 Portfolio Seminar

This advanced-level course for graphic design majors covers the creation and selection of artwork required in job, college transfer and co-op interview situations. Demonstration, discussion, independent study and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Select, critique and refine a body of personal artwork that represents a range of artistic abilities and media.
Mount and present artwork in a professional manner.
Create a logical sequence for personal artwork presentation.
Examine and select portfolio pieces appropriate for a specific interview.
Archive two and three-dimensional work on appropriate media.
Select a portfolio format appropriate for a specific audience.
Design and produce a self-promotional leave-behind.
Write and design a resume or intention letter.
Define and solve a design problem that exhibits integration of studio skills from several courses.
Make a portfolio presentation to a small group outlining project objectives, methods and materials.
Solve projects in a unique and creative manner.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 131, ART 215 and ART 230.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 233 Painting Studio Practices

Painting Studio Practices is a capstone course in correlation with the AFA graduation exhibition. Students will develop mature studio habits within the context of painting and drawing through exposure to methods, materials, artist studio visits, artist interviews, and publications. Students will explore personal interests by developing a body of work via instructor guidance, experimentation, personal research, and peer support. This course will require work to be developed weekly, ongoing critiques, critical discourse and writing to establish a foundation for growth as students continue their own studio practice. All students will curate and install personal artwork, created in Painting Studio Practices, in the Art Gallery at Delaware County Community College.

Upon successful completion of this course, students should be able to:
Identify and pursue personal projects culminating in a congruent body of artwork.
Cultivate research habits via reading, writing, and exploration.
Develop a rigorous studio practice.
Demonstrate risk taking and experimentation.
Recognition of historical and contemporary art concepts.
Participate in constructive criticism and critical discourse.
Articulate ideas through an artist statement.
Demonstrate an ability to successfully curate and install artwork.
Prerequisite: ART 141, ART 142, and ART 242.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours

ART 236 Digital Photography I

This course introduces students to digital photography and the computer as a darkroom tool. Students will gain an understanding of how digital cameras work, image capturing, manipulation and the fine art of making a digital print. Contemporary and historic styles in photography and composition will be introduced with an emphasis on aesthetic, technical, and conceptual practices. Demonstration, discussion and formal critiques will augment studio work. Camera and additional expenses for photographic supplies are required.

Upon successful completion of this course, students should be able to:
Understand technical and aesthetic differences between analog and digital photography.
Demonstrate the fundamental skills of camera and light meter operation.
Demonstrate proper camera and digital processing techniques in production of a work of art.
Demonstrate an understanding of the photographic image in terms of light, shape, form and organization of the two-dimensional plane.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
College Academic Learning Goal Designation: Information Technology (TC)
 Prerequisites: MAT 050 and ((ENG 050 and REA 050) or ENG 099* or REA 075). Successful College Placement Test Scores may be accepted. *(Courses may be taken concurrently.)

3 Credits
 5 Weekly Lab Hours

ART 237 Alternative Processes

In this course students will explore a wide variety of alternative photographic processes that include formula's for light sensitive materials to create hand-applied emulsions. Students will learn how to make images with and without cameras or negatives and how to print them on non-traditional materials. Lecture, demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate an understanding of the photographic image in terms of light, shape, form and organization of the two-dimensional plane.
Demonstrate technical control over darkroom and non-darkroom procedures, processing, and printing with alternative photographic materials.
Demonstrate skills that display a personal aesthetic approach to alternative process materials.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 123 and ART 133.

3 Credits
 5 Weekly Lab Hours

ART 239 Digital Photography II

In this course students will explore digital photography in relation to fine art. Students will be given assigned lectures, writings and will produce artwork using a digital camera. Discussions and lectures will focus on the physical, conceptual and theoretical characteristics of the digital media as it pertains to art and art making. Emphasis will be placed on the students' development of an understanding of the evolution of and the theory associated with art, photography and digital imaging.

Upon successful completion of this course, students should be able to:
Demonstrate proper camera and digital processing techniques in production of a work of art.
Understand technical and aesthetic differences between traditional and digital photography.
Develop an understanding and knowledge of design concepts for Digital Media.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of art
Prerequisite: ART 236.

3 Credits
 5 Weekly Lab Hours

ART 240 Medium and Large Format Photography

This course introduces the student to Medium and Large Format Photography including camera movements, the Scheimpflug principle and other techniques unique to medium and large format cameras as well studio lighting. The formal and aesthetic concerns of creating images in medium and large format will be emphasized throughout the class. Lecture, demonstration, discussion and formal critiques will augment studio work.

Upon successful completion of this course, students should be able to:
Demonstrate an understanding of medium and large format cameras and components.
Demonstrate technical control over darkroom procedures for medium and large format film processing and printing consistent with a personal vision.
Demonstrate how to correct distortions associated with the optical aberrations using large format equipment.
Demonstrate the proper application and control over studio lighting.
Make informed choices about composition when photographing and editing images.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisite: ART 123 and ART 134.

3 Credits
 5 Weekly Lab Hours

ART 241 Portfolio Presentation
This course is a capstone experience for students completing the photography program. Students will produce a professional portfolio and self-promotional materials. Topics include researching transfer schools, refining a body of work, selecting works for the portfolio, strategies for different portfolio delivery and presentation methods, writing artist statements, cover letters, resumes, and interviewing skills. Lecture, demonstration, discussion and formal critiques will augment studio work. NOTE: Pre-req 27 credits of ART toward Photography track AFA includes ART 237, Art faculty approval.
Upon successful completion of this course, students should be able to:
Demonstrate technical ability and aesthetic judgment by producing an individually selected portfolio project.
Make critical aesthetic judgments regarding photographic composition, visual literacy, and the creative process in order to produce photographic images.
Demonstrate professional writing and interviewing skills for the purpose employment and transfer to another institution of higher education.
Produce content as an effective form of visual communication.
Practice critical thinking skills through the production and evaluation of artwork.
Prerequisites: ART 237, 27 credits of ART toward Photography track, Art faculty approval.
3 Credits
 5 Weekly Lab Hours

ART 242 Drawing III
Students will explore traditional and experimental means of image making through drawing practices. A variety of materials and drawing surfaces may be used to investigate assignment objectives and individual pursuits. Students will be exposed to a range of contemporary artists and methods in an effort to expand strategies for producing artwork. The final portion of the course will be dedicated to individual ideas culminating into a cohesive body of artwork. Required art materials will be covered at the start of the semester.
Upon successful completion of this course, students should be able to:
Manipulate and explore traditional and non-traditional materials.
Research artworks, methods, and concepts as a means to inform individual pursuits.
Demonstrate knowledge of contemporary artists and methods in drawing.
Utilize collage as a means to inform drawing.
Articulate the use of color both formally and conceptually.
Generate strategies to produce artwork through experimentation of technique and concept.
Identify and pursue personal projects culminating into a congruent body of artwork.
Analyze, describe, and assess artwork.
Prerequisite: ART 131.
3 Credits2 Weekly Lecture Hours
 3 Weekly Lab Hours