

Catalog Addendum

The following additions and changes to the 2009–2010 College Catalog are effective as of December 2, 2009.

NEW PROGRAM

Fashion Design

Bachelor of Fine Arts

Fashion design is the applied art of designing clothing and lifestyle accessories created within the cultural and social influences of a specific time. The fashion design program is designed to explore industry practices from concept to consumer. Coursework incorporates technical sketching and fashion illustration, flat patternmaking and draping, computer-aided design, garment construction and fit, industry software knowledge, and conceptual and critical thinking. The curriculum offers exposure to global fashion business practices, product development, entrepreneurship and professional presentations.

Mission Statement

The mission of the Fashion Design program is to prepare students for entry-level positions within the fashion design industry by providing a fundamental grounding in fashion design, technical illustration, design research and forecasting. The program includes an introduction to the theory and practice of creative design, draping, pattern drafting, construction and sewing. These skills are enhanced through industry-standard computerized hardware and software systems. Advanced courses are designed to provide students with the opportunity to focus on specific design areas. Upon completion of the program, graduates will be prepared to pursue a wide variety of entry-level positions in the fashion design field.

Entry-Level Career Opportunities

Most fashion designers work for apparel manufacturers and create designs of men's, women's, and children's fashions for the mass market. Some high-fashion designers are self-employed and design for individual clients. Other high-fashion designers cater to specialty stores or high-fashion department stores. These designers create original garments as well as those that follow established fashion trends.

There are opportunities for work with various sectors that deal with fashion. These include retail and wholesale garment businesses, haute couture, handloom/textile manufacturers, fashion show organizers and publishers, export houses dealing with garment/textile/handloom exports, television/film fashion program producers and costume designers. Graduates may seek entry-level positions with titles such as Assistant Fashion Designer, Assistant Technical Designer, Fashion Designer, Apparel Designer, Fabric/Textile Designer, Costume Designer, Technical Designer, Fashion Design Specialist, Sales Consultant, Salesperson/Sales Associate, Coordinator of Sales/Service, Buyer, Merchandiser, Visual Merchandiser, Merchandising Assistant, Product Developer, and Patternmaker.

PAGE 40–45

Course Listings for all programs have change. The following course listings are updated from the listings on pages 72–87.

Fashion Design,

Bachelor of Fine Arts

180 credits

Program Courses

FD101	Survey of the Fashion Industry (3.0)
FD161	Fundamentals of Patternmaking (3.0)
FD213	Intermediate Construction (3.0)
FD215	Advanced Construction (3.0)
FD217	Draping (3.0)
FD219	Fit Analysis (3.0)
FD262	Intermediate Patternmaking (3.0)
FD264	Technical Drawing (3.0)
FD266	Advanced Fashion Illustration (3.0)
FD280	Applied Textiles (3.0)
FD285	Research and Sourcing Fundamentals (3.0)
FD321	Advanced Sewing Techniques (3.0)
FD323	Surface Design (3.0)
FD340	Concept Development (3.0)
FD342	Advanced Concept Development (3.0)
FD344	Digital Textile Design (3.0)
FD350	Design Studio Menswear (3.0)
FD370	Specialized Patternmaking (3.0)
FD372	Computer Patternmaking (3.0)
FD374	Computer Production Systems (3.0)
FD380	Technical Design (3.0)
FD425	Senior Collection Concept (3.0)
FD427	Senior Collection Technical (3.0)
FD429	Senior Collection Production (3.0)
FD450	Design Studio Women's Wear (3.0)
FD455	Fashion Entrepreneurship (3.0)
FD470	Applied Product Development (3.0)
FD480	Portfolio Preparation (3.0)
FD490	Portfolio (3.0)
FRM111	Fashion History I (3.0)
FRM121	Fashion History II (3.0)
FRM130	Textiles (3.0)
FRM131	Fashion Drawing (3.0)
FRM211	Apparel Evaluation and Construction (3.0)
FRM320	Trends and Concepts in Apparel (3.0)
FRM330	Product Development (3.0)
INT419	Internship (3.0) Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART109	Image Manipulation (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)

SOCI1306	Social Problems (4.0)
SPAN1401	Introduction to Spanish (4.0)
SPCH1315	Public Speaking (4.0)
<i>English Humanities Elective (choose one, 4.0):</i>	
ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature and Film Analysis

History Humanities Elective (choose one, 4.0):

HIST1301	US History I
HIST1302	US History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose one, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Mathematics for Decision-Making
PHYS1301	Physics

Social Science Elective (choose one, 4.0):

PSYC2319	Social Psychology
PSYC3019	Human Sexuality

Fashion & Retail Management,

Bachelor of Science

180 credits

Program Courses

FRM110	Introduction to Retailing (3.0)
FRM111	Fashion History I (3.0)
FRM121	Fashion History II (3.0)
FRM130	Textiles (3.0)
FRM131	Fashion Drawing (3.0)
FRM132	Retail Math (3.0)
FRM210	Sales and Event Promotion (3.0)
FRM211	Apparel Evaluation and Construction (3.0)
FRM220	Elements of Retail Operations and Technology (3.0)
FRM222	Event and Fashion Show Production (3.0)
FRM223	Visual Merchandising (3.0)
FRM225	Consumer Behavior (3.0)
FRM230	Merchandise Management (3.0)
FRM233	Business Ownership I (3.0)
FRM232	Store Planning and Lease Management (3.0)
FRM235	Brand Marketing (3.0)
FRM310	Introduction to Manufacturing (3.0)
FRM311	Business Law (3.0)
FRM313	Business Ownership II (3.0)
FRM320	Trends and Concepts in Apparel (3.0)
FRM330	Product Development (3.0)
FRM334	Special Topics in Fashion and Retail Management (3.0)
FRM400	Media Planning and Buying (3.0)
FRM410	International Marketing and Buying (3.0)
FRM420	Web Marketing for Fashion and Retail Management (3.0)
FRM431	Fashion Capstone (3.0)
FRM439	Internship (3.0)
GD212	Digital Photography for Designers (3.0)
IMD131	Introduction to Scripting Languages (3.0) Elective (3.0) Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART114	Color Fundamentals (3.0)
ART109	Image Manipulation (3.0)
CO101	College 101 (2.0)

RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)
RS100	Fundamentals of Business (3.0)
RS104	Accounting (3.0)
RS105	Human Resource Management (3.0)
RS141B	Leadership (3.0)
RS321	Fundamentals of Marketing (3.0)
RS326	Sales Management (3.0)
RS345	Fundamentals of Advertising (3.0)

General Education Courses

ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPAN1401	Introduction to Spanish (4.0)
<i>English Humanities Elective (choose one, 4.0):</i>	
ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature and Film Analysis

History Humanities Elective (choose one, 4.0):

ARTS1303	Art History I
ARTS1304	Art History II
HIST1301	US History I
HIST1302	US History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose three, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Mathmatics for Decision-Making
PHYS1301	Physics

Social Science Elective (choose one, 4.0):

PSYC2319	Social Psychology
PSYC3019	Human Sexuality

Graphic Design,

Associate of Applied Science

90 credits

Program Courses

GD101	Digital Illustration I (3.0)
GD111	Typography—Traditional (3.0)
GD204	Layout Design (3.0)
GD207	Advanced Image Manipulation (3.0)
GD212	Digital Photography for Designers (3.0)
GD214	Typography—Hierarchy (3.0)
GD216	Digital Layout (3.0)
GD218	Print Production (3.0)
GD219	Graphic Symbolism (3.0)
GD224	Corporate Identity (3.0)
GD227	Digital Pre-Press (3.0)
GD331	Publication Design (3.0)
GD350	Portfolio (3.0)
GD417	Senior Project (3.0)
INT419	Internship (3.0) Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART109	Image Manipulation (3.0)

ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
SPCH1315	Public Speaking (4.0)
<i>Humanities History Elective (choose one, 4.0):</i>	
ARTS1303	Art History I
ARTS1304	Art History II
HIST1301	US History I
HIST1302	US History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Math & Science Elective (choose one, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Math for Decision Making
PHYS1301	Physics
<i>Social Science Elective (choose one, 4.0):</i>	
SOCI1306	Social Problems
PSYC2301	General Psychology

Graphic Design.

Bachelor of Fine Arts

180 credits

Program Courses

GD101	Digital Illustration I (3.0)
GD111	Typography—Traditional (3.0)
GD114	Concept Design (3.0)
GD200	Design History (3.0)
GD204	Layout Design (3.0)
GD207	Advanced Image Manipulation (3.0)
GD212	Digital Photography for Designers (3.0)
GD214	Typography—Hierarchy (3.0)
GD216	Digital Layout (3.0)
GD217	Typography—Expressive (3.0)
GD218	Print Production (3.0)
GD219	Graphic Symbolism (3.0)
GD220	Digital Grid Systems (3.0)
GD224	Corporate Identity (3.0)
GD226	Conceptual Imagery (3.0)
GD227	Digital Pre-Press (3.0)
GD313	Environmental Design (3.0)
GD314	Collateral Design (3.0)
GD316	Introduction to Web (3.0)
GD317	Web Scripting (3.0)
GD321	Portfolio I (3.0)
GD327	Package Design (3.0)
GD331	Publication Design (3.0)
GD402	Design Team (3.0)
GD409	Sustainable Design Issues and Topics (3.0)
GD414	Web Layout (3.0)
GD416	Media Business Law (3.0)
GD415	Web Animation (3.0)
GD417	Senior Project (3.0)
GD420	Portfolio II (3.0)
GD421	E–Portfolio (3.0)
GD430	Art Direction (3.0)
GD435	Graphic Design Studio (3.0)

GD470	Graphic Design Capstone (3.0)
INT419	Internship (3.0)
	Elective (3.0)
	Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART109	Image Manipulation (3.0)
ART111	Perspective Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
ENVR1401	Environmental Science (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPCH1315	Public Speaking (4.0)

English Humanities Elective (choose one, 4.0):

ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature & Film Analysis

History Humanities Elective (choose one, 4.0):

HIST1301	US History I
HIST1302	US History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose two, 4.0):

BIOL1308	Biology
MATH4332	Mathematics for Decision Making
PHYS1301	Physics
<i>Social Sciences Elective (choose one, 4.0):</i>	
PSYC2319	Social Psychology
PSYC3019	Human Sexuality

Interior Design.

Bachelor of Fine Arts

180 credits

Program Courses

ID104	Drafting I (3.0)
ID124	Introduction to Interior Design (3.0)
ID126	Drafting II (3.0)
ID128	Design Basics 3-D (3.0)
ID136	Human Factors (3.0)
ID137	Programming and Space Planning I (3.0)
ID138	Sketching & Rendering (3.0)
ID139	CAD I (3.0)
ID140	Textiles (3.0)
ID141	Presentation Techniques (3.0)
ID143	History of Architecture, Interiors and Furniture I (3.0)
ID216	Hospitality Design (3.0)
ID219	Codes and Regulations (3.0)
ID221	Residential Design I (3.0)
ID223	CAD II (3.0)
ID240	Kitchen & Bath Design (3.0)

ID244	Fundamentals of Construction Documents (3.0)
ID254	Materials and Specifications (3.0)
ID272	Building & Mechanical Systems (3.0)
ID301	Commercial Design I (3.0)
ID307	Interior Detailing (3.0)
ID310	3-D Digital Modeling (3.0)
ID311	Environmental and Sustainable Design (3.0)
ID312	Advanced Construction Documents (3.0)
ID320	Lighting Design (3.0)
ID323	3-D Digital Rendering (3.0)
ID342	History of Architecture, Interiors and Furniture II (3.0)
ID346	Institutional Design (3.0)
ID400	Furniture Design (3.0)
ID404	Commercial Design II (3.0)
ID405	Professional Practice (3.0)
ID414	Residential Design II (3.0)
ID424	Project Management (3.0)
ID426	Portfolio Preparation (3.0)
ID436	Portfolio I (3.0)
INT419	Internship (3.0)
	Elective (3.0)
	Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART111	Perspective Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction of the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
ENVR1401	Environmental Science (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPCH1315	Public Speaking (4.0)

English Humanities Elective (choose one, 4.0):

ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature and Film Analysis

History Humanities Elective (choose one, 4.0):

HIST1301	U.S. History I
HIST1302	U.S. History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics or Science Elective (choose one, 4.0):

BIOL1308	Biology
MATH4332	Mathematics for Decision Making
PHYS1301	Physics
<i>Social Science Elective (choose one, 4.0):</i>	
PSYC2319	Social Psychology
PSYC3019	Human Sexuality

Media Arts & Animation.

Bachelor of Fine Arts

180 credits

Program Courses

CA100	Acting and Movement (3.0)
CA110	Conceptual Storytelling (3.0)
CA115	Drawing and Anatomy (3.0)
CA120	Storyboarding (3.0)
CA130	Camera Techniques (3.0)
CA210	Editing Techniques (3.0)
CA215	2D Animation Principles (3.0)
CA220	Language of Animation & Film (3.0)
CA230	3D Modeling (3.0)
CA233	Life Drawing and Gesture (3.0)
CA235	Digital Ink & Paint (3.0)
CA251	Character & Object Design (3.0)
CA255	Audio for Animation (3.0)
CA260	Background Design & Layout (3.0)
CA265	3D Animation (3.0)
CA270	Hard Surface & Organic Modeling (3.0)
CA305	Motion Graphics (3.0)
CA310	Character Modeling (3.0)
CA317	3D Character Animation (3.0)
CA321	Material & Lighting (3.0)
CA335	Compositing (3.0)
CA340	Animation Dynamic Systems (3.0)
CA345	Advanced Lighting & Texturing (3.0)
CA353	3D Visual Effects (3.0)
CA355	Industrial Design (3.0)
CA357	Advanced Drawing for Animation (3.0)
CA403	Portfolio Foundations (3.0)
CA407	Production Team (3.0)
CA411	Animation for Production (3.0)
CA413	Animation Portfolio Production (3.0)
CA417	Animation Studio (3.0)
CA423	Animation Portfolio (3.0)
GD101	Digital Illustration I (3.0)
GD111	Typography—Traditional (3.0)
INT419	Internship (3.0)
	Elective (3.0)
	Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART109	Image Manipulation (3.0)
ART111	Perspective Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PHYS1301	Physics (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPCH1315	Public Speaking (4.0)

English Humanities Elective (choose one, 4.0):

ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature & Film Analysis

History Humanities Elective (choose one, 4.0):

HIST1301	U.S. History I
HIST1302	U.S. History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose one, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Mathematics for Decision Making

Social Science Elective (choose one, 4.0):

PSYC2319	Social Psychology
PSYC3019	Human Sexuality

Photography.

Bachelor of Fine Arts

180 credits

Program Courses

PHOT101	Principles of Photography (3.0)
PHOT112	Image Manipulation (3.0)
PHOT111	Large Format Photography (3.0)
PHOT113	Photographic Design (3.0)
PHOT121	Lighting (3.0)
PHOT122	Digital Image Illustration I (3.0)
PHOT124	History of Photography (3.0)
PHOT201	Photojournalism (3.0)
PHOT203	Printing (3.0)
PHOT204	Video for Photography (3.0)
PHOT205	Digital Retouching (3.0)
PHOT211	Advanced Lighting (3.0)
PHOT212	Editorial Photography (3.0)
PHOT214	Business of Photography (3.0)
PHOT221	Studio Photography (3.0)
PHOT222	Photo Criticism (3.0)
PHOT224	Portraiture Photography (3.0)
PHOT300	Advertising/Art Direction (3.0)
PHOT301	Architectural Photography (3.0)
PHOT302	Digital Publishing (3.0)
PHOT311	Location Photography (3.0)
PHOT313	Digital Image Illustration II (3.0)
PHOT314	Portfolio I (3.0)
PHOT321	Photo Essay I (3.0)
PHOT322	Web Photographic Portfolio I (3.0)
PHOT323	Creative Concepts (3.0)
PHOT324	Business Operations and Management (3.0)
PHOT400	Corporate/Industrial Photography (3.0)
PHOT402	Photo Essay II (3.0)
PHOT403	Portfolio II (3.0)
PHOT410	Internship (3.0)
PHOT412	Web Photographic Portfolio II (3.0)
PHOT413	Portfolio III (3.0)
PHOT420	Exhibition Printing (3.0)
PHOT423	Portfolio IV (3.0)
	Elective (3.0)
	Elective (3.0)
	Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)
RS321	Fundamentals of Marketing (3.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPAN1401	Introduction to Spanish (4.0)
SPCH1315	Public Speaking (4.0)

Web Design & Interactive Media.

Associate of Applied Science

90 credits

Program Courses

AP102	Fundamentals of Audio (3.0)
GD207	Image Manipulation II (3.0)
IMD110	Digital Design & Typography (3.0)
IMD131	Introduction to Scripting Languages (3.0)
IMD213	Digital Visual Composition (3.0)
IMD222	Intermediate Scripting Languages (3.0)
IMD223	Desktop Video (3.0)
IMD231	Concepts in Motion Design (3.0)
IMD232	Audio for Interactive Design (3.0)
IMD260	Portfolio I (3.0)
IMD271	Portfolio II (3.0)
IMD273	Media Business Practices (3.0)
IMD312	Interactive Motion Graphics (3.0)
IMD313	Animation Graphics (3.0)
IMD321	Project Management (3.0)
INT419	Internship (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART109	Image Manipulation I (3.0)
ART111	Perspective Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)
RS002	Completion of the Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SPCH1315	Public Speaking (4.0)

History Humanities Elective (choose one, 4.0):

ARTS1303	Art History I
ARTS1304	Art History II
HIST1301	U.S.History I
HIST1302	U.S.History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose one, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
MATH4332	Mathematics for Decision-Making
PHYS1301	Physics

Web Design & Motion Graphics.

Bachelor of Fine Arts

180 credits

Program Courses

AP102	Fundamentals of Audio (3.0)
GD101	Digital Illustration I (3.0)
GD111	Typography—Traditional (3.0)
GD114	Concept Design (3.0)
GD204	Layout Design (3.0)
GD207	Advanced Image Manipulation (3.0)
GD212	Digital Photography for Designers (3.0)
GD416	Media Business Law (3.0)
IMD120	Programming Logic (3.0)
IMD131	Introduction to Scripting Languages (3.0)
IMD211	Introduction to Authoring (3.0)
IMD213	Digital Visual Composition (3.0)
IMD221	Intermediate Authoring (3.0)
IMD222	Intermediate Scripting Languages (3.0)
IMD223	Desktop Video (3.0)
IMD230	Introduction to User Centered Design (3.0)
IMD231	Concepts in Motion Design (3.0)
IMD232	Audio for Interactive Design (3.0)
IMD233	Advanced Scripting Languages (3.0)
IMD311	Usability Testing (3.0)
IMD312	Interactive Motion Graphics (3.0)
IMD313	Animation Graphics (3.0)
IMD320	Integrated Information Design (3.0)
IMD321	Project Management (3.0)
IMD323	Interactive Motion Scripting (3.0)
IMD330	E-Learning Design (3.0)
IMD331	Designing for Dynamic Websites (3.0)
IMD332	Fundamentals of Marketing (3.0)
IMD334	Writing for Interactive Design (3.0)
IMD410	E-Learning Design (3.0)
IMD411	Professional Practice (3.0)
IMD412	Designing for Server-Side Technology (3.0)
IMD421	Portfolio I (3.0)
IMD432	Portfolio II (3.0)
INT419	Internship (3.0)
	Elective (3.0)
	Elective (3.0)

Foundational Courses

ART106	Design Fundamentals (3.0)
ART108	Observational Drawing (3.0)
ART109	Image Manipulation (3.0)
ART111	Perspective Drawing (3.0)
ART114	Color Fundamentals (3.0)
CO101	College 101 (2.0)
RS001	Introduction to the Career Portfolio (0.0)
CD400	Career Development (3.0)

RS002	Completion of Career Portfolio (0.0)
CS104	Computer Applications (1.0)

General Education Courses

ARTS1303	Art History I (4.0)
ARTS1304	Art History II (4.0)
ENGL1301	English Composition (4.0)
MATH1314	College Algebra (4.0)
PSYC2301	General Psychology (4.0)
SOCI1306	Social Problems (4.0)
SPCH1315	Public Speaking (4.0)

English Humanities Elective (choose one, 4.0):

ENGL1302	Introduction to Literature
ENGL2307	Creative Writing
ENGL2311	Business Writing for Professionals
ENGL3511	Literature and Film Analysis

History Humanities Elective (choose one, 4.0):

HIST1301	U.S.History I
HIST1302	U.S.History II
HIST2321	World Civilizations I
HIST2322	World Civilizations II

Mathematics and Science Elective (choose two, 4.0):

BIOL1308	Biology
ENVR1401	Environmental Science
PHYS1301	Physics
MATH4332	Mathematics for Decision Making

Social Science Elective (choose one, 4.0):

PSYC2319	Social Psychology
PSYC3019	Human Sexuality

PAGE 53

GD116	Form and Space
(Prerequisite: GD104 Design Fundamentals II)	
<i>Should read:</i>	
GD116	Form and Space
(Prerequisite: GD106 Design Fundamentals)	

PAGE 54

GD223	Brand Identity I
(Prerequisite: GD213 Layout II, GD219 Graphic Symbolism)	
<i>Should read:</i>	
GD223	Brand Identity I
(Prerequisite: GD203 Layout I)	

GD301	Brand Identity II
(Prerequisite: GD203 Layout I, GD214 Typography-Hierarchy, GD212 Digital Photography for Designers)	
<i>Should read:</i>	
GD301	Brand Identity II
(Prerequisite: GD223 Brand Identity I, GD213 Layout II)	

PAGE 55

GD321	Portfolio I
(Prerequisites: GD223 Brand Identity I, GD320 Editorial Design)	
<i>Should read:</i>	
GD321	Portfolio I
(Prerequisites: GD301 Brand Identity II, GD310 Graphic Design Studio II, GD217 Typography—Expressive)	

GD332	Web Design for Designers
(Prerequisite: GD315 Information Design)	
<i>Should read:</i>	
GD332	Web Design for Designers
(Prerequisite: GD331 Publication Design)	

GD413 Web Design for Designers II
(Prerequisite: GD213 Layout II, GD305 Graphic Design Studio I)
Should read:
GD413 Web Design for Designers II
(Prerequisite: GD332 Web Design for Designers I)

GD417 Senior Project
Should read:
GD417 Senior Project
(Prerequisite: CD400 Career Development)

GD418 Sequential Design
(Prerequisite: GD413 Web Design for Designers II)
Should read:
GD418 Sequential Design
(Prerequisite: GD213 Layout II)

GD419 Digital Portfolio
(Prerequisites: GD413 Web Design for Designers II)
Should read:
GD419 Digital Portfolio
(Prerequisites: GD413 Web Design for Designers II, GD417 Senior Project)

PAGE 61
PHOT221 Studio Photography
(Prerequisites: PHOT121 Lighting, PHOT111 Large Format Photography)
Should read:
PHOT221 Studio Photography
(Prerequisites: PHOT211 Advanced Lighting, PHOT111 Large Format Photography)

PAGE 62
PHOT300 Advertising/Art Direction
(Prerequisite: PHOT211 Advanced Lighting)
Should read:
PHOT300 Advertising/Art Direction
(Prerequisite: PHOT211 Advanced Lighting, PHOT111 Large Format Photography)

PHOT302 Digital Publishing
Should read:
PHOT302 Digital Publishing
(Prerequisite: PHOT122 Digital Image Illustration I)

PHOT314 Portfolio I
Should read:
PHOT314 Portfolio I
(Prerequisite: Senior Status, Photography Major)

PHOT313 Digital Image Illustration II
(Prerequisites: PHOT112 Image Manipulation, PHOT122 Digital Image Illustration I)
Should read:
PHOT313 Digital Image Illustration II
(Prerequisite: PHOT122 Digital Image Illustration I)

PHOT322 Web Photographic Portfolio I
Should read:
PHOT322 Web Photographic Portfolio I
(Prerequisite: PHOT122 Digital Image Illustration I)

PAGE 63
PHOT400 Corporate/Industrial Photography
(Prerequisite: PHOT121 Lighting)
Should read:
PHOT400 Corporate/Industrial Photography
(Prerequisite: PHOT311 Location Photography)

PHOT410 Internship
(Prerequisite: CD400 Career Development)
Should read:
PHOT410 Internship
(Prerequisite: CD400 Career Development, Senior Status, Photography Major)

PSYC2319 Social Psychology
Should read:
PSYC2319 Social Psychology
(Prerequisite: PSYC2301 General Psychology)

Page 64
PSYC3019 Human Sexuality
Should read:
PSYC3019 Human Sexuality
(Prerequisite: PSYC2301 General Psychology)

NEW COURSE DESCRIPTIONS:

ART109 Image Manipulation (3.0)
In this introduction to raster-based digital image manipulation, students become acquainted with the concepts, hardware, and software, related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning and output.

CA100 Acting & Movement (3.0)
The introduction of acting as a tool of research through studies of animated movement. Characters’ personality, expression, motivation, body language, and posture will be studied through classroom exercises in a variety of media.

CA110 Conceptual Storytelling (3.0)
The course is an introduction to storytelling and the components of story. The goal is to develop storytelling skills, and an understanding of story form.

CA115 Drawing & Anatomy (3.0)
Students will continue to develop drawing skills and will focus on basic anatomical structures of human and animal forms.

CA120 Storyboarding (3.0)
This course focuses on applying industry-standard storyboarding and scripting techniques to animation. Contents to be covered include the various purposes and formats of storyboards, the basic terminology and concepts used in storyboarding, and the application of storyboarding techniques to the creation of storyboards with or without a written script.

CA130 Camera Techniques (3.0)
In this course students learn techniques used in pre-production and production including cameras, lenses, mounting equipment, framing and composition, and natural and studio lighting.

CA210 Editing Techniques (3.0)
In this course, students use the features and functions of video editing systems. Students also explore various media available for video input and output.

CA215 2D Animation Principles (3.0)
Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening, and cycling will be addressed

CA233 Life Drawing & Gesture (3.0)
In this introductory course on drawing the human figure, students will continue developing their drawing skills. Course will focus on an interpretation of the human body, based on major masses organized by gestural line. Line of action, gesture, motion, measurement, and foreshortening will be covered in this course.

CA255 Language of Animation & Film (3.0)
Fundamentals of animated cinematography addressed through a historical survey. Course will consider trends and genres of animated film in a variety of media.

CA230 3D Modeling (3.0)
Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3D design. The student will conceptualize 3D coordinate systems, construct 3D models, and apply them to geometric construction.

CA235 Digital Ink & Paint (3.0)
This is course is an introduction to the computer as an ink and paint media for animation. Basics of scanning, clean up, ink and paint, and camera will be explored.

CA251 Character & Object Design (3.0)
This course focuses on designing and drawing characters or objects for animation using line to accurately delineate the form. Attention is given to appropriate proportion and form for an animated character or object. Characters and objects are created using various media.

CA255 Audio for Animation (3.0)
This course is a conceptual introduction to audio production techniques for animation. Students will learn to digitize sound and apply it for audio enhancement of their animations. Students will also learn how to produce appropriate audio effects and transition in computer animation.

CA260 Background, Design & Layout (3.0)
This course focuses on the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, texture and lighting. Students will also learn the basics of using props as background and foreground design elements.

CA265 3D Animation (3.0)
Students are introduced to basic 3D animation techniques. Topics to be covered include hierarchical linking, keyframing, function curves, animated modifiers, basic morphing, animated cameras, and an introduction to character animation.

CA270 Hard Surface & Organic Modeling (3.0)
This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

CA305 Motion Graphics (3.0)
This course is an introduction to the use of titling in the theatrical and broadcast graphics. Techniques for design and implementation will be covered. Students will produce title sequences and montages integrating image manipulation applications and other image processing support.

CA310 Character Modeling (3.0)
In this course students will use advanced modeling techniques to create 3D characters. Students will research and create character models based on anatomy using industry standard techniques.

CA317 3D Character Animation (3.0)
This is an advanced level 3D animation course building on techniques learned from previous modeling and animation courses. Students will learn how to apply real life action sequences to characters.

CA321 Material & Lighting (3.0)
In this class students will be introduced to materials, textures and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real world surfaces and textures.

CA323 Digital Sculpture and Illustration (3.0)
This course examines the fine art aspects of computer generated imaging as they relate to a classical art program of study. Students will explore aspects of digital clay and how to utilize non traditional modeling techniques to achieve efficient advances in animation production and single frame portfolio prints.

CA324 Sequential Illustration (3.0)
The fundamentals of sequential illustration, including storytelling through expressive figure drawing, anatomy and character design, will be achieved by the students’ understanding of the varied stages of page preparation.
CA326 Painting (3.0)
This foundation level painting course focus is on observation, learning to see the practical world, learning to act in response to what is seen and expressing individual responses through the act of painting. Class assignments center on color use, physical paint surfaces, basic material Instruction and translating what is seen onto the two-dimensional surface.

CA327 Concepts—Timing for Animation (3.0)
Students will study the practice of timing and weight through a series of projects and exercises designed to demonstrate the principles of animation. Issues such as gravity, object construction, flexibility, and mood will be addressed and critiqued for a better understanding of animating movement.

CA335 Compositing (3.0)
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students apply rotoscope, matchmoving, keying, layering, and alpha channel to final animation projects.

CA340 Animation Dynamic Systems (3.0)
Students will learn advance 3D computer generated animation techniques. Topics include exploration of character movement, embedding of behavior attributes into characters, forward and inverse kinematics, skinning, deformers and rigid and soft body dynamics.

CA345 Advanced Lighting & Texturing (3.0)
In this course students will continue to develop lighting and texturing skills.

CA353 3D Visual Effects (3.0)
Effects animation takes students through the basics of making special effects. Students will be using such tools as particles, soft bodies, dynamics and expressions to create several scenes.

CA355 Industrial Design (3.0)

This course continues to explore the various techniques used to create 3D computer-generated animation. Specific animation features and functions of the given software will be discussed and applied to the production of a 3D computer-generated animation. Emphasis will be placed on creation of a short animated piece focusing on Industrial Design.

CA357 Advanced Drawing for Animation (3.0)

Building on knowledge from preceding drawing courses, students will develop their drawing skills in the context of professional media arts and animation applications. This course will place emphasis on advanced drawing techniques and strengthening skills through real world observation.

CA403 Portfolio Foundations (3.0)

In this course, students begin production of their digital portfolio. Through class activities, students organize their work to reflect and enhance their individual strengths in computer animation.

CA411 Animation for Production (3.0)

This course prepares students for the production environment. Advanced skills in modeling, texturing, lighting, and rendering will be used to produce professional quality animation.

CA413 Animation Portfolio Production (3.0)

In this course, students focus on the production phase of their digital portfolio. Through class activities, students organize their work to reflect and enhance their individual strengths in computer animation.

CA417 Animation Studio (3.0)

Students will use advanced animation techniques to create, design, produce and edit a fully realized concept.

CA423 Animation Portfolio (3.0)

Through this course, students complete the digital portion of their portfolio. The students assess the strengths and weaknesses of their work to augment the final presentation. The course stresses the importance of professional presentation.

CA434 3D Character Rigging (3.0)

This course is to introduce the student to fundamentals of character setup. The character setup will be tested by animation assignments. During the course each student will create, set up and test a character model.

CA497 Production Team (3.0)

In this course students will work in a studio environment and will focus on the production and post production of an animated short.

FD161 Fundamentals of Patternmaking (3.0)

This course is an introduction to the principles of patternmaking. Working from the flat pattern students will draft basic blocks, make patterns and muslins.

FD213 Intermediate Construction (3.0)

(Prerequisite: FRM211 Apparel Evaluation and Construction) Students will apply intermediate and industrial construction techniques to further refine construction skills.

FD215 Advanced Construction (3.0)

(Prerequisite: FD213 Intermediate Construction) This course applies advanced construction techniques to a structured garment.

FD217 Draping (3.0)

(Prerequisite: FD215 Advanced Construction) The course is an introduction to the principles and techniques of draping. Proportion, line, grain and fit are analyzed.

FD219 Fit Analysis (3.0)

(Prerequisite: FD217 Draping) Principles and techniques for fitting garments on a body and translating changes back to a flat pattern.

FD262 Intermediate Patternmaking (3.0)

(Prerequisite: FD161 Fundamentals of Patternmaking) Flat pattern techniques are considered in accordance with garment trade practices. Emphasis will be on the manipulation of patterns for more complex designs.

FD264 Technical Drawing (3.0)

(Prerequisite: FRM131 Fashion Drawing) Development of presentation boards and technical illustrations manually and by computer aided design technology.

FD266 Advanced Fashion Illustration (3.0)

(Prerequisite: FD264 Technical Drawing) Students learn advanced drawing techniques for rendering the fashion figure, utilizing a variety of media to render garment and fabric types.

FD280 Applied Textiles (3.0)

(Prerequisite: FRM130 Textiles) This course develops textiles for manufacturers through the use of industry standard design software. Students create complete boards, catalogs and swatches.

FD285 Research & Sourcing Fundamentals (3.0)

(Prerequisite: FRM320 Trends and Concepts) This course considers manufacturing sources and costs that affect production of a garment. Students conduct in-depth research to analyze the financial viability of their choices.

FD321 Advanced Sewing Techniques (3.0)

(Prerequisite: FD219 Fit Analysis) Students learn couture sewing and patternmaking techniques. Considerations include fitting, fabric selection, proper cutting techniques, and inner construction methods.

FD323 Surface Design (3.0)

The design applications of colors, prints, and motifs on a variety of fabrications are considered.

FD340 Concept Development (3.0)

(Prerequisite: FRM320 Trends and Concepts) Design principles are applied to the creation of marketable concepts and designs derived from research and practices within the fashion industry.

FD342 Advanced Concept Development (3.0)

(Prerequisite: FD340 Concept Development) Students learn advanced design processes and presentation skills utilizing computer aided design technology.

FD344 Digital Textile Design (3.0)

Students use pixel and vector based software to explore applied and structural techniques for textile print design and fabric development.

FD350 Design Studio Menswear (3.0)

Students design and construct apparel for the men's market.

FD370 Specialized Patternmaking (3.0)

(Prerequisite: FD262 Intermediate Patternmaking) The course explores patternmaking and construction techniques for stretch fabrics.

FD372 Computer Patternmaking (3.0)

(Prerequisite: FD370 Specialized Patternmaking) The course entertains patternmaking utilizing industry standard software.

FD374 Computer Production Systems (3.0)

(Prerequisite: FD372 Computer Patternmaking; FD344 Digital Textile Design) This course is concerned with the industrial application of patternmaking, including revising style lines, grading, and creating production ready patterns and marker making.

FD380 Technical Design (3.0)

(Prerequisite: FD342 Advanced Concept Development; FD321 Advanced Sewing Techniques; FD370 Specialized Patternmaking) Students produce a computer generated production package consisting of costing analysis, size specification, construction standards, materials and production methods, and front and back flats.

FD425 Senior Collection Concept (3.0)

(Prerequisite: FD321 Advanced Sewing Techniques; FD342 Advanced Concept Development, FD374 Computer Production Systems, FD380 Technical Design) The course takes up market research, development of concepts, technical drawings, and the sourcing of materials for students' final collections.

FD427 Senior Collection Technical (3.0)

(Prerequisite: FD425 Senior Collection Concept) Students complete the technical drawings, specifications, patternmaking and fit of their senior collections.

FD429 Senior Collection Production (3.0)

(Prerequisite: FD427 Senior Collection Technical) This course is the final development phase of collection including specification package. The emphasis is on finish construction and the presentation of an original line.

FD450 Design Studio Women's Wear (3.0)

Students design and construct apparel for the women's market.

FD455 Fashion Entrepreneurship (3.0)

The course takes up business plan development for the opening of a fashion business. The plan will include market research, financial planning, staffing, pricing, and promotional strategies.

FD470 Applied Product Development (3.0)

(Prerequisite: FD374 Computer Production Systems) Students simulate product development processes from concept to consumer within a group setting.

FD480 Portfolio Preparation (3.0)

(Prerequisite: FD425 Senior Collection Concepts; FD470 Applied Product Development) This course prepares students for the transition to the professional world. It will prepare students for job interviews by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio pieces. Working individually with an instructor, each student will select representative pieces, showcasing work that reflects a unique style. Particular emphasis is placed on identifying short- and long-term professional employment goals, as well as related strategies and resources.

FD490 Portfolio (3.0)

(Prerequisite: FD480 Portfolio Preparation) This course focuses on the completion of the portfolio. The final portfolio will showcase the individual's strengths and demonstrate the student's ability to meet demanding industry standards.

GD204 Layout Design (3.0)

This class will concentrate on utilizing design principles and theories in problem solving, focusing on the importance of layout composition. Emphasis will be on the process of design development from roughs to comprehensives, layout, and the use of grid systems for multi-component layouts.

GD207 Advanced Image Manipulation (3.0)

This course builds upon the Image Manipulation course to integrate raster and vector graphics with concerns for varied formats, including web and print graphics. Upon successful completion of the course, the student will demonstrate advanced research, conceptual development, and execution through the use of industry standard raster-image software.

GD227 Digital Pre-Press (3.0)

Students complete multiple-page electronic pre-press documents that include scanned and edited images, object-defined graphics and text through the integration of a variety of file types. The place of electronic page make-up in modern print production is studied.

GD216 Digital Layout (3.0)

This course will explore various means of indicating, placing and manipulating visual elements in page design, systematically developing strong and creative layout solutions by means of a cumulative, conceptual design process. The ability to effectively integrate photographs, illustrations, and display and text type will be developed using page composition software.

GD220 Digital Grid Systems (3.0)

This advanced layout course enhances and reflects skills developed in fundamental design courses. Critical analysis will be applied through the usage of type and layout to create clear, communicative design. Portfolio-quality projects will be developed as part of this process.

GD218 Print Production (3.0)

This course prepares students in the electronic preparation of simple designs. Image reproduction, color specification, file preparation procedures, and binding and finishing techniques will be explored. Discussion of various printing processes and paper selections are covered in this class.

GD224 Corporate Identity (3.0)

The role of communication design in creating comprehensive corporate identity systems is the focus of this course. An analysis of corporate objectives and practical applications will be the basis for developing a structured corporate identity system, including logo design, color, symbols, and branding. Other business collateral may also apply (stationery, business cards, signage and packaging vehicles). Students will study and analyze effective Corporate Identity systems through case studies. Project solutions will require innovative thinking and alternative design approaches with creative, intense use of otherwise traditional media output.

GD327 Package Design (3.0)

Exploration of the design process in package design and the challenges of adapting 2D designs to 3D forms, both simple and complex. Projects will explore materials, structure, aesthetics, production methods, marketing objectives and budgetary constraints.

GD313 Environmental Design (3.0)

Students will study a range of examples of exhibition/environmental design measured against conventions of 2D display/informational systems. Conventions of two-dimensional graphic design such as typography, layout, image use, and visual hierarchy will be expanded into the three-dimensional environment. Elements such as scale, light, color, typography, viewer placement, conceptual sketching, 3D model building, and various computer programs will be used to present and define the chosen message.

GD316 Introduction to the Web (3.0)

This course introduces some of the techniques, tools, and technologies associated with web development. By identifying, interpreting, and implementing the roles and responsibilities of web industry team members students will define, design, develop an HTML based website using standard authoring tools.

GD317 Web Scripting (3.0)

Students integrate design skills with the basic computer language skills (HTML) required in order to create web pages. Emphasis is balanced between the design and technical elements of Web Page design and production.

GD409 Sustainable Design Issues (3.0)

This course will address the fundamental issues of sustainable design and introduce a broad range of frameworks and concepts for tackling the fundamental changes that are required in how a company approaches design and manufacturing. Drawing from a wide range of sources and case studies, we will discuss the key issues framing sustainable design, how it can be initiated in an organization, and how it impacts on choices of product planning, production partners, brand and marketing.

GD414 Web Layout (3.0)

This course focuses on graphical user interface design as it relates to the Internet, handheld devices, kiosks and other digital media. Parameters relating to certain technical specifications will mediate the design process. Students will also employ principles of user experience design appropriate for the client and target audiences.

GD430 Art Direction (3.0)

This course will examine the role of the art director in producing multi-faceted design projects. Working in teams, students will coordinate their creative efforts, from concept to finished output. By encouraging a team approach, the course will further enhance students' leadership, communications and negotiation skills.

GD435 Graphic Design Studio (3.0)

This course provides an in depth evaluation of projects to be utilized in each students' professional portfolio. Portfolio materials will be evaluated, refined, and finalized. The student also has an opportunity to do individualized research on a topic that is of particular interest to their area of study.

GD415 Web Animation (3.0)

This course investigates the use of animation in the development of interactive as well as non-interactive digital media art. The class will emphasize the mechanics of 2-D animation with audio and interactivity. Focused consideration of the Internet will be conducted by emphasizing related parameters and protocols.

GD421 E-portfolio (3.0)

This course will guide students through the process of compiling their work into a final interactive portfolio. This course will also stress the importance of professional development and help the student obtain the necessary completion of the initial job search requirements.

ID145 Textile Design (3.0)

This course considers fabric design and applications as they relate to interior spaces. Students examine various aspects of fabric design such as composition, manufacturing, design theory and history, cultural differences, and the role of the fabric designer in modern textile design.

ID146 Retail Store Design (3.0)

The student will space plan and design a retail store. The project proceeds in two phases: first, identifying and analyzing the client's needs and goals using The Design Process; and second, detailing and refining a conceptual idea from the schematic design phase through design development and on to a complete design solution.

ID147 Special Purpose Hospitality Studio (3.0)

A studio course that considers the client profile, market niche, industry characteristics and project requirements of a small, specialty boutique hospitality facility located in a local or world setting. Emphasis is on the integration of the design solution with the prevailing culture, and how traditional themes may be adapted and updated in a contemporary hotel.

PHOT315 Wedding Photography (3.0)

Students will be provided with a working knowledge of the wedding photography industry. This includes photographing a wedding, bridal portraits and post production sales and delivery systems. Students gather skills in candid lighting techniques as well as studio and location lighting for bridal portraits. How to market for weddings and how to conduct business will be discussed.

PHOT416 Food Photography (3.0)

In this course, students will apply their photographic knowledge to capture images of food in a studio environment. Creating, designing, and editing photographs will be discussed. Topics will also include food styling, food preparation, and working with art directors and clients.

PAGE 70

Digital Bookshelf and eBooks

The Art Institute of Houston is in the process of enhancing the learning experience by converting traditional textbooks to electronic media. Thus eventually most courses will have a digital resource fee associated with them. This mandatory fee is a flat rate per course and allows students access to an Electronic Library and HTML versions of textbook(s), and in some cases, other electronic media, which is integrated into the course. Students are responsible for reading the Digital Bookshelf and eBook User's Manual publication which describes the media, access to the materials and your rights and responsibilities related to Digital Bookshelf.

Students retaking a course are charged only once for the digital resources fee associated with the same course because students have access to the digital resources materials for five years. Provided the digital resources for the retaken course still uses the same digital books, students do not purchase additional textbook(s) for these courses. On average the price of the digital resource fee is less than the retail price of the textbook(s) for each course, with the added benefits of no shipping charges and immediate access to the materials. When you register for a course, the course registration will display whether there is a digital resource fee or whether paper textbooks are required for each particular course.

eCollege and VitalSource System and Hardware Specifications

The Art Institute of Houston uses eCollege and Vital Source to deliver its digital resources. As with any software, the faster the processor, the more RAM, and the larger hard drive space you provide, the better the performance. Users wanting to move their material to their hard drive may need additional space. It is also important that users understand the process and benefits of maintaining their machines in top operating condition by keeping them current with the latest operating system updates, correctly configuring virus control, and other beneficial habits.

Preferred Requirements:

Preferred Software Specifications:
Mac OSX 10.5 or 10.6

OR

Windows 7 or Vista with Microsoft .Net 3.5 SP1

– Latest version of Safari Browser, MozillaFirefox, or Internet Explorer

Preferred Hardware Specifications:

– 2.0 GHz INTEL processor

– 1 GB of RAM

– Graphics card capable of 1024x768 resolution or larger

– Soundcard & speakers

– High speed internet access

Minimum Requirements:

Minimum Software Specifications:

Apple Mac OSX 10.4

OR

Microsoft Windows XP SP2 or higher with Microsoft .Net 3.5 SP1

– Safari browser 3.0.4 or higher, Mozilla Firefox 2.0 or higher, Internet Explorer 6 or higher

Minimum Hardware Specifications:

– 1.0 GHz processor

– 512 MB of RAM

– Graphics card capable of 1024x768 screen resolution

– Dial-up internet access is the minimum standard, however, a higher speed is recommended

Recommended Plug-ins or Downloads:

Course instructor may employ employee technology in the eCollege classroom that requires one of these recommended plug ins or downloads in order to function properly. If your instructor uses the ClassLive technology, Java will be required. If your instructor provides PDF files, Adobe Reader may be required to open and view those files. You can download these items at the time that they are deemed necessary.

– Java

– If Mac—MacOS Classic Java (MRJ 2.2.5)
(<http://developer.apple.com/java/index.html>)

– If Window—Sun's Java 2 SDK (Java 1.5 or Java 1.6)
(<http://www.java.com>)

– Adobe Reader (<http://get.adobe.com/reader/>)

Recommendation regarding "Netbooks"

Students often see "Netbooks" (small laptop computers primarily designed for web browsing and emailing) as an affordable option when looking to purchase a computer for classwork. However, it is strongly recommend that students do not purchase a Netbook.

Purchasing a low-price laptop or desktop computer that meets the system requirements outlined above is a much better solution for classwork. While newer Netbooks may meet resolution and screen-size requirements for reading your eBooks, much like some older laptops, some older Netbooks may not be able to graphically handle these sites. This means that reading e-texts and participating in the classroom could become difficult. It may be challenging to scroll through your readings and effectively and efficiently work through the material.

PAGE 81

Milestones & Evaluation Points for Satisfactory Academic Progress

Diploma Programs:

3. At the end of second quarter, students with a CGPA under 1.5, but at least 1.0 and/or an ICR below 50%, but at least 33.33% will be placed on probation.

Should read:

3. At the end of second quarter, students with a CGPA under 1.5, but at least 1.0 and/or an ICR below 50%, but at least 33.33% will be placed on probation.
NOTE: If you are on probation for ICR it will be very difficult for you to meet the fourth quarter ICR milestone of 66.67%. In some cases you may have to successfully complete all the hours you attempt in your third and fourth quarter. Please consult with your academic advisor on your exact requirement.

PAGE 87

This arbitration statement replaces the arbitration statement on page 147.

ARBITRATION

Every student and The Art Institute of Houston—North agrees that any dispute or claim between the student and The Art Institute of Houston—North (or any company affiliated with The Art Institute of Houston—North, or any of its officers, directors, trustees, employees or agents) arising out of or relating to a student's enrollment or attendance at The Art Institute of Houston—North whether such dispute arises before, during, or after the student's attendance and whether the dispute is based on contract, tort, statute, or otherwise, shall be, at the student's or The Art Institute of Houston—North's election, submitted to and resolved by individual binding arbitration pursuant to the terms described herein. This policy, however, is not intended to modify a student's right, if any, to file a grievance with any state educational licensing agency.

If a student decides to initiate arbitration, the student may select either, JAMS or the National Arbitration Forum ("NAF") to serve as the arbitration administrator pursuant to its rules of procedure. If The Art Institute of Houston—North intends to initiate arbitration, it will notify the student in writing by regular mail at the student's latest address on file with The Art Institute of Houston—North, and the student will have 20 days from the date of the letter to select one of these organizations as the administrator. If the student fails to select an administrator within that 20day period, The Art Institute of Houston—North will select one.

The Art Institute of Houston—North agrees that it will not elect to arbitrate any undividable claim of less than the relevant jurisdictional threshold that a student may bring in small claims court (or in a similar court of limited jurisdiction subject to expedited procedures). If that claim is transferred or appealed to a different court, however, or if a student's claim exceeds than the relevant jurisdictional threshold The Art Institute of Houston—North reserves the right to elect arbitration and, if it does so, each student agrees that the matter will be resolved by binding arbitration pursuant to the terms of this Section.

IF EITHER A STUDENT OR THE ART INSTITUTE OF HOUSTON—NORTH CHOOSES ARBITRATION, NEITHER PARTY WILL HAVE THE RIGHT TO A JURY TRIAL, TO ENGAGE IN DISCOVERY, EXCEPT AS PROVIDED IN THE APPLICABLE ARBITRATION RULES, OR OTHERWISE TO LITIGATE THE DISPUTE OR CLAIM IN ANY COURT (OTHER THAN IN SMALL CLAIMS OR SIMILAR COURT, AS SET FORTH IN THE PRECEDING PARAGRAPH, OR IN AN ACTION TO ENFORCE THE ARBITRATOR'S AWARD). FURTHER, A STUDENT WILL NOT HAVE THE RIGHT TO PARTICIPATE AS A REPRESENTATIVE OR MEMBER OF ANY CLASS OF CLAIMANTS PERTAINING TO ANY CLAIM SUBJECT TO ARBITRATION. THE ARBITRATOR'S DECISION WILL BE FINAL AND BINDING. OTHER

RIGHTS THAT A STUDENT OR SOUTH UNIVERSITY WOULD HAVE IN COURT ALSO MAY NOT BE AVAILABLE IN ARBITRATION.

The arbitrator shall have no authority to arbitrate claims on a class action basis, and claims brought by or against a student may not be joined or consolidated with claims brought by or against any other person. Any arbitration hearing shall take place in the federal judicial district in which the student resides. Upon a student's written request, The Art Institute of Houston—North will pay the filing fees charged by the arbitration administrator, up to a maximum of \$3,500 per claim. Each party will bear the expense of its own attorneys, experts and witnesses, regardless of which party prevails, unless applicable law gives a right to recover any of those fees from the other party. If the arbitrator determines that any claim or defense is frivolous or wrongfully intended to oppress the other party, the arbitrator may award sanctions in the form of fees and expenses reasonably incurred by the other party (including arbitration administration fees, arbitrators' fees, and attorney, expert and witness fees), to the extent such fees and expenses could be imposed under Rule 11 of the Federal Rules of Civil Procedure.

The Federal Arbitration Act (FAA), 9 U.S.C. §§ 1, et seq., shall govern this arbitration provision. This arbitration provision shall survive the termination of a student's relationship with The Art Institute of Houston—North. If a student has a question about the arbitration administrator mentioned above, the student can contact them as follows: JAMS, 45 Broadway, 28th Floor, New York, NY, 10006, HYPERLINK "<http://www.jamsadr.com>" www.jamsadr.com, 8003525267; National Arbitration Forum, P.O. Box 50191, Minneapolis, MN, 55405, www.arbforum.com, 800-474-2371.

