



The Art Institute of California – San Diego Catalog Addendum

**Addendum to catalog 2007-2008 Volume 3
Effective date 8/24/2009**

Academic Calendar

SPRING 2009

Monday, April 6	Spring Quarter I Classes Start
Monday, April 13, 5 p.m.	End of Add/Drop
Week of May 4 – 9	Mid-Terms
Monday, May 13	Summer 2009 Registration Begins
Thursday, May 14	Spring Quarter II Classes Start
Monday, May 25	Holiday – Memorial Day – No School
Tuesday, May 26	Classes resume
Saturday, June 20	Last Day of Spring Quarter

SUMMER 2009

Monday, July 13	Summer Quarter I Classes Start
Monday, July 20, 5 p.m.	End of Add/Drop
Week of August 10 – 15	Mid-Terms
Wednesday, August 19	Fall 2009 Registration Begins
Thursday, August 20	Summer Quarter II Classes Start
Monday, September 7	Holiday – Labor Day – No School
Tuesday, September 8	Classes resume
Saturday, September 26	Last Day of Summer Quarter

FALL 2009

Monday, October 5	Fall Quarter I Classes Start
Monday, October 12, 5 p.m.	End of Add/Drop
Week of November 2 – 7	Mid-Terms
Wednesday, November 1	Winter 2010 Registration Begins
Thursday, November 12	Fall Quarter II Classes Start
November 26 and 27	Thanksgiving Holiday – No School
Saturday, November 28	Classes resume
Saturday, December 19	Last Day of Fall Quarter

WINTER 2010

Monday, January 11	Winter Quarter I Classes Start
Monday, January 18, 5 p.m.	End of Add/Drop
Week of February 8 – 13	Mid-Terms
Wednesday, February 17	Spring 2009 Registration Begins
Thursday, February 18	Winter Quarter II Classes Start
Saturday, March 27	Last Day of Winter Quarter

Administration

EXECUTIVE COMMITTEE

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B.S., Speech Pathology and Audiology, State University of New York, Geneseo
M.B.A., South University

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Certificate Business and Accounting, Reading College

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B.S., Psychology, Iowa State University
M.S., Counseling, Arizona State University
Ph.D., Philosophy, Counseling Psychology, University of Kentucky

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B.S., Marketing, Pacific Western University

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Facilities Expansion

7675 Mission Valley Road
San Diego, CA 92108

Programmatic Accreditation

The Associate of Science degree in Culinary Arts degree is accredited by the American Culinary Federation Foundation, Inc. Accrediting Commission.

American Culinary Federation
180 Center Way
St. Augustine, FL 32095
800-624-9458

Criteria for Honors Designation

To promote academic excellence and to recognize exemplary academic achievement, the following honors designations will be issued on a term basis and upon graduation.

Term Honors Designation (at the completion of a quarter or semester) – Students who enroll for and complete 12 credits or more and meet the following criteria may receive the corresponding designation:

Term GPA Honors Designation

4.0 President's Honor Roll
3.7-3.9 Dean's Honor Roll
3.5-3.6 Honor Roll

Honor Designation at Graduation – Students who achieve a CGPA of 3.5 to 3.7 are designated as Honor Graduates.

Students who achieve a CGPA of 3.8 or higher are designated as Highest Honor Graduates.

Transitional studies classes are not considered when evaluating honors designations.

California State Grant (Cal Grant)

The Art Institute of California – San Diego is approved by the California Student Aid Commission for students to receive Cal Grant funds under Cal Grant A, B, and C programs. Cal Grant programs require academic qualifications as derived from the Student Aid Commission Grade Point Average (GPA) Verification Form. Both the Free Application for Federal Student Aid (FAFSA) form and the GPA Verification (Cal Grant application) must be completed and postmarked by March 2 each year.

Cal Grant Subsistence Funds will be applied to the student's account at the time the funds are received from the California Student Aid Commission. The student has the right to have these funds release directly to the student and not applied to the account, to do so, the student needs to provide a written request to the Student Financial Aid Office prior to the beginning of the academic quarter.

Transfer of Credit Policy

Credit may be granted on a course-by-course basis if:

1. Credit is applied for prior to matriculation.
2. Grades earned are a C (2.0) or higher.
3. Courses are 100 level or higher.
4. Liberal Studies courses fit into Humanities, Social Behavioral Sciences, Mathematics and Sciences categories.

Satisfactory Academic Policy Provisions for California VA Students

Special Satisfactory Academic Policy Provisions for California VA Students

Effective Date: January 15, 2008

In addition to the provisions of the policy, students in degree programs receiving VA benefits in California have two additional evaluation points. These are not for purposes of determining academic standing, but, rather, are for purposes of determining continued eligibility to receive VA benefits.

Academic Standards for Degree Programs:

At the end of second quarter (or the fifth session for mid-session starts), students must achieve a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in probation.

At the end of third quarter, students must attain a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in dismissal.

At the end of third 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.

At the end of the third quarter, students who are placed on probation and who were on probation after second quarter will have their certification of eligibility to receive VA benefits withdrawn.

At the end of the fourth quarter, students receiving VA benefits who were on academic probation at the end of their second and third quarters will be evaluated to ensure that they have earned a CGPA of at least 1.5 and an ICR of at least 33.33%. Failure to meet these benchmarks will result in the withdrawal of certification of eligibility to receive VA benefits.

At the end of the fifth quarter, students receiving VA benefits who were on academic probation at the end of their third and fourth quarters will be evaluated to ensure that they have earned a CGPA of at least 1.8 and an ICR of at least 60%. Failure to meet these benchmarks will result in the withdrawal of certification of eligibility to receive VA benefits.

At the end of sixth quarter, students must accomplish a CGPA of 2.0 and an ICR of 66.67%. Anything below these milestones will result in dismissal.

While we are bound by Department of Education requirements that a student be dismissed after his or her sixth quarter if the CGPA is below 2.0 and/or the ICR is below 66.67%, we are allowed to place a student on probation in subsequent quarters if the CGPA falls below 2.0, but is at least 1.8, and/or the ICR falls below 66.67%, but is at least 60%. If the student is put on probation, the student will have to attain both a CGPA of 2.0 and an ICR of 66.67% at the end of the next evaluation point or be dismissed (note: evaluation points occur every other quarter after sixth quarter). This can only happen once after sixth quarter.

At any evaluation point after sixth quarter, a student with a CGPA below 1.8 and/or an ICR below 60% will be dismissed.

<u>Degree</u>	<u>End of Third Quarter</u>	<u>End of Fourth Quarter</u>	<u>End of Sixth Quarter*</u>
End of Second Quarter 1.0 and / or 33.33%	1.5 and / or 50% 1.0 and 33.33%	1.5 and / or 33% (and on probation after 2nd and 3rd Quarters)	And every other quarter thereafter 2.0 and 66.67%
Probation	Probation	Loss of VA benefits	
<u>End of Third Quarter</u> 1.0 and / or 33.33%	<u>End of Third Quarter</u> 1.5 and / or 50%	<u>End of Fifth Quarter</u> 1.7 and/or 60% (and on probation after 3rd and 4th Quarters)	
Dismissal	1.0 and 33.33% (and on probation after 2nd Quarter) Probation and Loss of VA Benefits	Loss of VA benefits	

Dismissal

If a student's CGPA falls below 2.0, but is at least 1.8 and/or the ICR is below 66.67% but at least 60%, the student may be placed on probation one time after he or she has moved beyond his or her sixth quarter. The student would then need to achieve the 2.0 and 66.67% milestones at the next evaluation point or be dismissed.

Policy regarding Second-session Classes and Drop/Add

Students who are registered for a second-session class and who withdraw from school during Session 1 of a term will have the second-session class "voided". This means that they will not be charged for the class, the class will not appear on the transcript, and there will be no academic progress implications for that class.

Students enrolled for a second-session class who remain in school, but choose not to take the second-session class must notify the school that they will not take that class prior to the end of the drop/add period for the mid-session start. If they do that, they will be "unregistered" from the class, and will not be charged for it. Failure to do so will result in a W grade (which will apply to the Academic Progress policy) and being charged for the course.

The Process for Evaluation of Transfer Credit (updating current policy on page 75 of the catalog)

Transfer credit must meet the expectations of the faculty, Academic Directors and the Dean of Academic Affairs, and must be appropriate to the degree sought. Academic credit will be reviewed to the applicability to the present course of study. The review committee reserves the right to require examinations or other proof of competence regardless of transfer credits listed on the student's records. It is not the policy of the Art Institute to impose redundant programs or requirements on any student. All transfer credits must be reviewed prior to the student's matriculation. Credits will not be accepted after the student has enrolled at The Art Institute. The student is responsible for providing this evaluation. The Art Institute relies on external evaluations of credit from foreign institutions.

Enrollment Procedure (updating current policy on page 74 of the catalog)

An application for admission and the enrollment agreement must be completed and signed by the applicant and parent or guardian (if applicable) and submitted to The Art Institute with an application fee of \$50 and an administrative fee of \$100 due 10 days after the application has been submitted. The Art Institute requires official proof of high school graduation, GED or California High School Proficiency Exam scores as conditions of enrollment acceptance. Prospective students are strongly encouraged to visit The Art Institute, although a visit is not a condition for submitting the application for admission or enrollment agreement. Arrangements for an interview and tour of the school may be made by contact the Admissions department.

Refund Prior to Matriculation (updating current policy on page 81 of the catalog)

4. Applicants requesting cancellation more than five business days after signing the Enrollment Agreement (and making and initial tuition payment) but prior to the first day of classes, will receive a refund of all monies paid.

Cancellation of Start Date (updating current policy on page 82 of the catalog)

Cancellation by The Art Institute of a scheduled class start date for any program shall entitle a student to the cancellation of the Enrollment Agreement with a full refund all monies paid, including application and administrative fees. However, the student can elect to accept instead a guaranteed reservation in the next scheduled class for that program.

Each school quarter is typically 10-11 weeks. The administrative fee of \$100 is due and payable when your first quarter's tuition is due. The quarterly tuition and fees are subject to adjustment semi-annually. This adjustment will not be applied to continuing, enrolled students as explained under "Program Pricing". Students are given a notice of 90 days in the event of an adjustment.

The starting kit is optional and consists of basic equipment, first quarter textbooks and materials required for the beginning of each program. At list of the components of the starting kit is provided to each enrolled student. These materials may be purchased at The Art Institute or at most supply stores.

Students Right to Cancel (updating current policy on page 90 of the catalog)

You the student have the right to cancel this Agreement, including any equipment or other goods, and services included in the agreement and receive a full refund. Your cancellation takes effect when you give written Notice of Cancellation to The Art Institute at the address above. Please direct the Notice to the attention of the Registrar. Any written expression that you wish not to be bound to this agreement will serve as

a Notice of Cancellation of this Agreement if provided to the Art Institute within five days of the quarter start date. If you mail your Notice of Cancellation to the institute it becomes effective as of the postmark, if properly addressed with proper postage. You are due a complete refund within 30 days after The Art Institute receives valid Notice of Cancellation. However, if you have received any equipment or a Starting Kit, you must return it to the institute with 20 days of the date of the Notice of Cancellation. If you do not return it, The Art Institute may deduct the documented cost of the equipment from the amount of the refund.

Proficiency for Prior Experimental Learning (update from page 76 of current catalog)

Students may request proficiency credit for courses in their program of study. A portfolio of examples demonstrating proficiency credit must be supplied to the appropriate Academic Director prior to the first day of class of the initial quarter of study. Students will be charged a non-refundable administrative fee of \$100 per course for which credit is sought.

Admissions Requirements: (amendment to page 74 of current catalog)

A student who submits a high school transcript with a GPA of less than 2.0 will be required to provide two letters of recommendation for entry into the program of study. The only exception to this is the Game Art & Design and Audio Production programs where the minimum GPA is 2.5. No letter of recommendations are accepted for the Game Art & Design or Audio Production programs. If the student does not meet the high school GPA requirement of 2.5 they can submit college transcripts to show proof that a minimum of 24 semester credits or the equivalent were successfully completed with a 2.5 GPA or higher.

Acceptable Proof of Graduation (amendment to page 74 of current catalog)

In order to matriculate at The Art Institute of California – San Diego, a student must provide proof of graduation from high school that is acceptable to The Art Institute of California – San Diego in the form of one of the following:

- a. an official high-school transcript from a high school whose accreditation is recognized by the U.S. Department of Education;
- b. General Educational Development (GED) test scores;
- c. an official transcript from a postsecondary school whose accreditation is recognized by the U. S. Department of Education —that demonstrates completion of a bachelor’s, master’s, or higher degree;
- d. in lieu of the GED, an equivalent exam approved in the laws or regulation of a specific state (such as the California High School Proficiency Exam—CHSPE).

Other admissions requirements follow. Please note that a certificate of attendance or completion, or a diploma based on the passing of a series of tests other than the GED (with the exception of item d. above), is not acceptable.

Under certain conditions, a student may begin classes on a conditional basis with a less formal proof of graduation, and have a defined period of time to produce the documentation noted above.

	Advertising Associate's • 7 Quarters	Advertising Bachelor's • 12 Quarters	Culinary Arts Associate's • 7 Quarters	Culinary Management Bachelor's • 12 Quarters	Baking & Pastry Associate's • 7 Quarters	Fashion Design Bachelor's • 12 Quarters	Fashion Marketing & Management Bachelor's • 12 Quarters	Game Art & Design Bachelor's • 12 Quarters	Graphic Design Associate's • 7 Quarters	Graphic Design Bachelor's • 12 Quarters	Web Design & Interactive Media Bachelor's • 12 Quarters	Interior Design Bachelor's • 12 Quarters	Media Arts & Animation Bachelor's • 12 Quarters
Current tuition per Quarter (16 credits)	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424	\$7,424
Application Fee	50	50	50	50	50	50	50	50	50	50	50	50	50
Administrative Fee	100	100	100	100	100	100	100	100	100	100	100	100	100
Lab Fee (Food) Per Quarter***	0	0	315	315	315	0	0	0	0	0	0	0	0
Annual Tuition****	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272	\$22,272
Total Tuition/ Fees for Program*****	\$52,118	\$89,238	\$54,323	\$91,443	\$54,323	\$89,238	\$89,238	\$89,238	\$52,118	\$89,238	\$89,238	\$89,238	\$89,238
Starting Kit (estimated)	790	790	1175	1175	1175	1115	715	790	790	790	790	1020	790

* Application and Administrative fee paid by new and transfer students only. The \$50 application fee is non refundable.
 ** STRF Assessment based on \$2.50 per \$1000 of tuition charged. Refer to back of enrollment agreement under heading 'Student Recovery Fund'
 *** Monthly consumable supplies included with the \$315 per quarter lab fee. The culinary lab fee will be treated as part of the tuition for refund purposes.
 **** Annual tuition costs are based on an academic year of three quarters and average of 16 credits per quarter.
 ***** Not including starting kit. Total tuition cost based on 112 credit units for associate degree program and 192 credit units for bachelor degree program.
 ***** A separate financial plan exists, which complies with the Truth in Lending Regulation Z, and is part of the Student's enrollment agreement.

Current Program Offerings

Associate Degree Programs:

Advertising – Seven 11 week quarters

(77 academic weeks, 112 credits, 1540 hours*)

Baking and Pastry – Seven 11 week quarters

(77 academic weeks, 112 credits, 1683 hours*)

Culinary Arts– Seven 11 week quarters

(77 academic weeks, 112 credits, 1683 hours*)

Graphic Design – Seven 11 week quarters

(77 academic weeks, 112 credits, 1540 hours*)

Bachelors Degree Programs:

Advertising – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2640 hours*)

Audio Production – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2563 hours*)

Culinary Management – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2684 hours*)

Fashion Design – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2629 hours*)

Fashion Marketing – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2629 hours*)

Game Art & Design – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2629 hours*)

Graphic Design – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2618 hours*)

Graphic Design – Evening/Weekend – Twelve 11 week quarters

(220 academic weeks, 192 credits, 2618 hours*)

Interior Design – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2629 hours*)

Interior Design – Evening/Weekend – Twelve 11 week quarters

(220 academic weeks, 192 credits, 2640 hours*)

Media Arts & Animation – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2618 hours*)

Visual & Game Programming – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2618 hours*)

Web Design & Interactive Media – Twelve 11 week quarters

(132 academic weeks, 192 credits, 2629 hours*)

*Students who choose an internship/externship will have additional contact hours.

Prerequisite Updates - Cross Departmental

FS239

Career Development

Prerequisite: Accumulation of 135 credits

A study of how to present oneself successfully as a self-marketing venture. Students focus on mechanics of the job search process (skill identification, job research, networking, resume, interviewing, generating positive impressions, cover letters, how to negotiate salaries and contracts, workplace success skills) and the development of the oral communications skills needed in all aspects of professional life.

FS297

Portfolio I

Prerequisite: Accumulation of 95 credits

This course prepares students for the transition to the professional world. This course 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.

FS497

Portfolio II

Prerequisite: Accumulation of 175 credits

This course focuses on the completion of a student's portfolio and enables the student to begin their career search. Students will present work for the portfolio and will review and determine the quality of the work and make any enhancements necessary. The student will also complete a professional resume and extensive job search.

Prerequisite Updates

Advertising - Associate of Science

AD2201

Advertising Design

Prerequisite: GD1133 Digital Grid Systems, AD1110 Fundamentals of Advertising

This course will define the role of the graphic designer in an advertising context. Students will be introduced to informational and administrative approaches to the development of advertising. Campaign strategies, based on media and marketing realities will also be defined and applied.

AD2210

Copy & News Writing

Prerequisite: HU110 College English

This course is an introduction to copywriting. Students will learn the basic principles of copywriting, the process of generating ideas, writing with various strategies and various styles. Copywriting for print, television, radio and the Internet will also be covered. Students will work individually and with teams to solve real world assignments.

AD2245

Fundamentals of Business

Prerequisite: AD2220 Fundamentals of Marketing, HU110 College English

This course introduces students to business functions, operations and structures and explores the role of advertising design in business. Finance, business ethics, labor-management relations, organizational behavior, and marketing are among the topics to be covered. In addition, guidelines and expectations for professional behavior will be addressed.

AD2237

Direct Response

Prerequisite: AD2220 Fundamentals of Marketing, AD2201 Advertising Design

This course will give students an understanding of direct marketing concepts, terminology and practices. This course will examine a target market, segment that market and examine all of the various methods currently available which are currently used to sell directly to that market. Other topics include: customer relationships, direct mail, databases, in-store and non-store retailing, the internet, response and testing strategies as well as business and legal considerations. Students will create a direct response campaign using print, broadcast and the Web

Prerequisite Updates (cont.)

Advertising - Bachelor of Science

AD2201 **Advertising Design**

Prerequisite: GD1133 Digital Grid Systems, AD1110 Fundamentals of Advertising

This course will define the role of the graphic designer in an advertising context. Students will be introduced to informational and administrative approaches to the development of advertising. Campaign strategies, based on media and marketing realities will also be defined and applied.

AD2210 **Copy & News Writing**

Prerequisite: HU110 College English

This course is an introduction to copywriting. Students will learn the basic principles of copywriting, the process of generating ideas, writing with various strategies and various styles. Copywriting for print, television, radio and the Internet will also be covered. Students will work individually and with teams to solve real world assignments.

AD2245 **Fundamentals of Business**

Prerequisite: AD2220 Fundamentals of Marketing, HU110 College English

This course introduces students to business functions, operations and structures and explores the role of advertising design in business. Finance, business ethics, labor-management relations, organizational behavior, and marketing are among the topics to be covered. In addition, guidelines and expectations for professional behavior will be addressed.

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Prerequisite: AD2220 Fundamentals of Marketing, AD2201 Advertising Design

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AD3325 **Art Direction**

Prerequisite: AD2230 Introduction to Advertising Campaign, AD2201 Advertising Design OR GD2262 Message Making

This course surveys the creative team's ability to merge words and images.

AD4400 **Advertising Campaign** **Senior Project I**

Prerequisite: AD2240 Intermediate Ad Campaign

Students select an area to research and develop their portfolio projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation and qualitative results. Additionally, students prepare, present and defend a project suitable for a professional presentation.

AD3345 **Advertising Campaign** **Senior Project I**

Prerequisite: MA2241 Motion Graphics, WDIM123 Fundamentals of Web-based Programming

Students select an area to research and develop their portfolio projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation and qualitative results. Additionally, students prepare, present and defend a project suitable for a professional presentation.

AD4450 **Persuasive Techniques**

Prerequisite: AD2240 Intermediate Advertising Campaign

The art of persuasion and the history and current understanding of critical theory will be covered in this course.

Prerequisite Updates (cont.)

Baking & Pastry - Associate of Science

CUL1117

Purchasing & Product Identification

Prerequisite: MS090 Transitional Math

This course is a collaborative exploration of basic principles of purchasing food, equipment, and supplies. Primary focus is on product identification, supplier selection, and the ordering, receiving, storing and issuing process.

CUL1124

Management, Supervision & Career Development

Prerequisite: HU090 Transitional English

This course focuses on managing people from the hospitality supervisor's viewpoint. The emphasis is on techniques for increasing productivity, controlling labor costs, time management, and managing change. It also stresses effective communication and explains the responsibilities of a supervisor in the food service operation. How to motivate employees and resolve conflicts with staff, guests and other departments are addressed. Development of personal career goals and objectives, self-promotional skills, and strategies for conducting an effective job search in the Foodservice industry. It will also strive to improve listening, decision-making, and presentation skills through group communication and problem-solving activities involving teamwork. Emphasis will be placed on resumes, cover letters, interviewing skills, networking, and conducting company research. To provide students with a foundation in the many skills needed to manage people. Providing leadership, communicating well, planning, and decision-making are essential to successful hiring, training, evaluation, delegation, motivation, discipline, and development.

CUL1145

Management by Menu

Prerequisite: CUL1117 Purchasing & Product Identification

This course prepares future food service managers by giving a clear picture of the important role menu planning plays within operations. It covers topics ranging from menu development, pricing, and evaluation to facilities design and layout. Students will benefit because the understanding of menus is crucial to the success of any food service operation; i.e., a planning tool, source of operational information and a merchandising method for reaching patrons.

CUL2204

Planning & Cost Control

Prerequisite: CUL1145 Management by Menu

In this course, planning and control processes in foodservice industry are presented. Menu pricing, cost-volume-profit analysis, food, and beverage costs are included. Special attention will be given to the areas of inventory control, production projections, cost determination and analysis, as well as income control. Purchasing procedures for foodservice operations, the theory of flow of goods, purchasing trends and cycles, ethical and legal considerations of purchasing and creating and comparing product and bidding specifications are discussed.

CUL2227

Food & Beverage Operations Management

Prerequisite: CUL2204 Planning & Cost Control

Topics covered include the psychology of service, professional standards of performance for dining room personnel, the fundamental skills required for service-ware handling, the service sequence, order taking, guest relations and the liability and consumer dimensions of alcohol service. Highlight the specific management opportunities and challenges in managing a bar, lounge, or food service establishment serving alcoholic beverages. Significant product knowledge orientation, as well as cost control and purchasing, production, and service issues are addressed. The students will produce their own complete dining room and bar operation manual. This project should be saved on diskette or jump drive, as it will be used during Capstone or the development of a business plan.

CUL2303

Capstone

Prerequisite: CUL2227 Food & Beverage Operations Management

In this course, students will be introduced to menu driven concepts and the derivation of a business plan that outlines a food service vision by analyzing demographics, location, design, marketing and financial requirements for such a venture and its overall feasibility in the marketplace. Trends, lifestyle shifts and psycho-graphic analysis will be addressed while analyzing successful restaurant concepts via case studies.

Prerequisite Updates (cont.)

Culinary Arts - Associate of Science

CUL1117

Purchasing & Product Identification

Prerequisite: MS090 Transitional Math

This course is a collaborative exploration of basic principles of purchasing food, equipment, and supplies. Primary focus is on product identification, supplier selection, and the ordering, receiving, storing and issuing process.

CUL1124

Management, Supervision & Career Development

Prerequisite: HU090 Transitional English

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Prerequisite: CUL1117 Purchasing & Product Identification

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Culinary Management - Bachelor of Science

CUL1117

Purchasing & Product Identification

Prerequisite: MS090 Transitional Math

This course is a collaborative exploration of basic principles of purchasing food, equipment, and supplies. Primary focus is on product identification, supplier selection, and the ordering, receiving, storing and issuing process.

CUL1124

Management, Supervision & Career Development

Prerequisite: HU090 Transitional English

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CM4411

Customer Service

Prerequisite: None

In this course, students learn how to provide effective and professional customer service. Students prepare for their career by studying actual hospitality cases and developing solutions to common customer service problems.

Fashion Design - Bachelor of Fine Arts

FD1101 Draping

Prerequisite: FD1121 Fundamentals of Construction

Students are introduced to the proper method of 3D patternmaking, allowing for the free accurate expression of the design concept. Proportion, line, grain and fit are analyzed in this laboratory class.

FD1121 Fundamentals of Construction

Prerequisite: None

In this course, students will continue to build on their basic construction standards and techniques as applied to the apparel industry. The students will become familiar with industrial sewing equipment and its applications.

FD1135 Advanced Fashion Illustration

Prerequisite: FD1125 Fashion Illustration, FD103 Color Theory

In this course, advanced illustration techniques are applied toward development of a personal style in fabric and texture rendering of the fashion figure.

FD2225 Textiles

Prerequisite: None

This course will enable students to identify the major categories of textiles included knits and woven. There is special emphasis on textile terminology, fiber identification and appropriate textile selection for a variety of end uses including apparel and home furnishings. Students will be introduced to the regulations and laws that apply to the textile and apparel industry. They will research and source textile manufacturers and mills relevant to product development.

FD2221 Pattern Details

Prerequisite: FD1131 Fundamentals of Pattern Making

In this course, flat pattern techniques are taught in accordance with the approved garment trade practices. Students will be drafting complex garment components and muslin samples.

FD2215 Intermediate Construction

Prerequisite: FD1131 Fundamentals of Pattern Making

In this course, students will continue to build on their basic construction standards and techniques as applied to the apparel industry. The students will become familiar with industrial sewing equipment and its applications.

FD2235 Computer Design

Prerequisite: FS104 Computer Applications, FD1125 Fashion Illustration

In this course the use of computer design software as used in garment and textile production is emphasized. Students develop their own textiles and draping solutions as related to the design industry.

FD2211 Intermediate Patternmaking

Prerequisite: FD2221 Pattern Details

This course continues to build on mastering the techniques of patternmaking. The students will study the different components that make a garment and construct muslin samples.

FD2227 Technical Drawing

Prerequisite: FS2235 Computer Design

This course covers the manual, mechanical and computerization of technical sketching with an emphasis on flat garment drawing for specification sheets.

FD2231 Applied Construction

Prerequisite: FD2215 Intermediate Construction, FD2221 Pattern Details

In this course, students will demonstrate a working knowledge of basic and advanced construction techniques as they apply the methods to complex garments.

FD3325 Surface Design – Screen Printing

Prerequisite: FD2235 Computer Design

Students will be introduced to screen printing on textiles, including photo silkscreen, and will apply their designs to fabric. Students will use software to prepare color separations for their screens.

FD2237 Computerized Patternmaking

Prerequisite: FD2221 Pattern Details, FD2235 Computer Design

In this course, students further develop patternmaking skills using industry-specific Computer-Aided Design programs. Computer patternmaking tools, input and output devices are used in a laboratory setting.

Fashion Marketing & Management - Bachelor of Science

FM1123 Fundamentals of Advertising

Prerequisite: FM1135 Fundamentals of Marketing

This course is a basic introduction to advertising, its history, potential and limitations. We will examine various definitions of advertising and different methods of communication, as well as the advertising spiral, advertising objectives, advertising copy, and federal regulations. In addition, we will look at how advertising has changed over the years and been affected by the culture that has produced it. Learning about the major events, trends, and influences on advertising will help the student place current events in context and help nourish the student's understanding of the possibilities of various types of ads and advertising campaigns. The course will also help the student recognize emerging trends and capitalize on them.

FD2225 Textiles

Prerequisite: None

This course will enable students to identify the major categories of textiles included knits and woven. There is special emphasis on textile terminology, fiber identification and appropriate textile selection for a variety of end uses including apparel and home furnishings. Students will be introduced to the regulations and laws that apply to the textile and apparel industry. They will research and source textile manufacturers and mills relevant to product development.

FM4400 Catalog Development

Prerequisite: FS122 Image Manipulation, FM2201 Consumer Behavior

This course is designed to introduce the student to different types of direct marketing tools and techniques that can be applied to products and services within the retail environment. Emphasis will focus on learning and applying computer-generated publication skills with different direct marketing tools with a major emphasis in catalogues. Students will learn and apply the steps of creating a catalogue using different computer application programs.

FM2232 Inventory & Stock Control

Prerequisite: FM2217 Retail Buying, FM2229 Merchandise Management

An advanced course in the study of stock control and managing open-to-buys that provide a practicum in buying and utilizing computer spreadsheets for data analysis.

FM2214 Introduction to Manufacturing

Prerequisite: FD2225 Textiles

This course provides an overview of the fashion industries, including the terminology of fashion and an explanation of the three levels of the industry (design, production and sales). Careers and the organization, structure, and problems of the garment industry are studied.

FM3315 Brand Marketing

Prerequisite: FM1123 Fundamentals of Advertising, FM1135 Fundamentals of Marketing

Branding became a buzz word in 1990s advertising and marketing, but this process has evolved into a powerful way to organize and utilize an understanding of consumer needs and motivations in a changing marketplace. As the retail environment changes, marketing people can rely less on the traditional tools of print and broadcast media. Marketing strategists need to learn how to create an identity for their products and services and how to use that identity to support sales. This course is an introduction to the essential concepts and skills of brand marketing.

Game Art & Design - Bachelor of Science

GA3323

3-D Scripting

Prerequisite: AD Approval

Scripting allows the animator to automate tedious tasks and create effects that would be otherwise time-consuming in the traditional 3-D key frame methodology. This course introduces students to scripting in a 3-D package e.g. Maya using MEL (Maya Embedded Language). Students will explore the powerful and diverse capabilities of 3-D scripting.

MA2204

3D Animation

Prerequisite MA1134

Students are introduced to basic 3D animation concepts by applying keyframing techniques along a timeline. Students will apply changes in translation, scale and rotation through space in time, and be introduced to camera control.

GA3512

Mapping For Games

Prerequisite GA3324 Character Modeling

This class covers the creation of texture art for 3D video game environments, assets, and characters. Students will learn how to understand and apply UVW mapping coordinates and to create textures and skins using digital cameras, scanners, and digital painting techniques. Students will explore using reference material and the application of color and design theories for visual consistency. Projects will deal with the correct use of size, scale and detail, working with a grid system, and applying aging techniques to textures. Students will also examine the importance of texture art as a visual storytelling device and as a vehicle for applying environmental clues in game environments.

GA4435

Advanced Game Modeling & Texture

Prerequisite MA3312 Advanced Lighting & Texture

In this course students will continue to develop their skill set with regards to next-generation game platforms. Students will focus on creating art assets for a next generation pipeline. Using a variety of tools that are available for the market, students will study and apply advanced LOD modeling, normal mapping, shaders and advanced real-time texturing solutions. This course also includes an introduction to effects within a game engine.

GA2502

Game Asset Development

Prerequisite: GA3313 Designing 3D Environments

This class covers the art of producing high quality 3D environment art assets for next generation video games. The class will explore in-game asset development from concept to model to texture with an emphasis on the production pipeline for current game modeling and texturing processes. Basic understanding of a 3D modeling program and Photoshop are required.

GA3311

Material & Lighting

Prerequisite: GA2211 Hard Surface & Organic Modeling

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 containing reflection, radiosity and other effects

GA3324

Character Modeling

Prerequisite: GA2211 Hard Surface & Organic Modeling

This course covers advanced modeling techniques used for building a 3-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

GA3313

Designing 3D Environments

Prerequisite: GA2212 Game Modeling & Animation

Most levels of popular games are designed as building interiors and contain characteristics common to interior design layouts. This is also true of the film world. This course provides the opportunity for students to create architectural interiors representing houses, buildings, and entire worlds contained under a roof, in which to place their characters.

GA3314 3D

Character Rigging

Prerequisite: GA3324 Character Modeling

The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up and tested a character.

MA3324

Character Animation

Prerequisite: GA3314 3D Character Rigging

This is an advanced level 3D animation course that builds on techniques learned in previous modeling and animation courses. Students will learn how to apply real life action sequences to characters.

GA3333 Introduction to Scripting Languages

Prerequisite: GA3323 3D Scripting

Students will develop and refine basic programming skills. The student will acquire skills needed to design, develop, and produce practical applications with a specific scripting or programming language.

GA4402

Senior Project Planning

Prerequisite: Accumulation of 135 Credits

This class focuses on pre-planning and beginning development of the student's senior project. Students prepare a project plan and time line for their senior project.

Graphic Design - Associate of Science

GD1132 Grid Systems

Prerequisite: FS102 Fundamentals of Design

This class will enable the student to better design with type and visuals, and utilize technology in problem solving. Emphasis will be on the process of design development from roughs to comprehensives, layout, and the use of a grid system for multi-component layouts.

GD2242 Illustrative Concept Design

Prerequisite: FS102 Fundamentals of Design

This course introduces the philosophy behind illustration. It also highlights the uses of illustration in the graphic design industry. Assignments will focus on black and white and color techniques, using contrast, values, composition, and function. Conceptual visual problem solving will play a fundamental role in this course.

GD2262 Message Making

Prerequisite: GD2251 Branding

This course focuses on how messages can be constructed through images using subject matter, context juxtaposition, editing, scale, color, and composition. Materials and technologies will be explored.

GD2264 Digital Message Making

Prerequisite: GD2251 Branding

Students will further explore through an in-depth study of the exercises learned in Message Making using the computer as the tool to create the messages.

GD2252 Corporate Communications

Prerequisite: GD2251 Branding

This advanced design course will deal primarily with the development of internal corporate imaging. Building on the theories of design, the course will further examine logo design and internal application of the corporate image.

Graphic Design - Bachelor of Science

GD1132

Grid Systems

Prerequisite: FS102 Fundamentals of Design

This class will enable the student to better design with type and visuals, and utilize technology in problem solving. Emphasis will be on the process of design development from roughs to comprehensives, layout, and the use of a grid system for multi-component layouts.

GD2242

Illustrative Concept Design

Prerequisite: FS102 Fundamentals of Design

This course introduces the philosophy behind illustration. It also highlights the uses of illustration in the graphic design industry. Assignments will focus on black and white and color techniques, using contrast, values, composition, and function. Conceptual visual problem solving will play a fundamental role in this course.

GD4403

Environmental Design

Prerequisite: GD3381 Introduction to Packaging, GD3384 Advanced Design

Students will study a range of examples of exhibition/ environmental design measured against conventions of 2-D display/informational systems.

Prerequisite Updates (cont.)

Interior Design - Bachelor of Science

ID2225

Presentation Techniques

Prerequisite ID2215 – Perspective and Rendering

Drawing and Presentation techniques used to communicate design solutions will be covered in this course. Course includes assembling board presentations, the use of graphics and lettering, as well as graphic techniques in refining drawings. Students will use projects developed in earlier or concurrent quarters.

ID3313

Residential Design Contemporary

Prerequisite ID2214 Programming and Space Planning II

Design studio involving the process of programming and designing an upscale contemporary residential space. Emphasis is on special interior details.

ID2235

Lighting Design

Prerequisite ID2214 Programming and Space Planning II

This course offers a comprehensive study of the possibilities of lighting as a form giver to interior space, and the technical knowledge necessary to create a successfully lit interior.

ID2233

Corporate Design

Prerequisite ID2214 Programming and Space Planning II

This is a study of the three-dimensional aspects of interior space and an understanding of interior spaces as volume. Students will work through the process of designing a corporate space in detail from conceptualization to presentation drawings. Research will center on the technical elements involved in commercial spaces, corporate furnishings, lighting, materials, finishes, and code applications for commercial use.

ID3320

ID Computer 3D Modeling

Prerequisite ID1139 Intermediate AutoCAD

Through critical analysis, the student will apply basic design principles to the solution of problems using elements of 3D design. The student will conceptualize 3D coordinate systems and construct 3D models of interior spaces utilizing 3D Studio Max.

ID4413

Senior Design Studio

Prerequisite ID3323 Advanced Corporate Design

Students or Instructor will select an area from interior design the students have not yet been exposed to. Students will then research and program their senior design projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation and qualitative results.

ID4419

Business Management for Interior Designers

Prerequisite Accumulation of 135 Credits

Principles governing the business, legal and contractual aspects of the interior design profession for both commercial and residential applications. Addressed are the factors in client relationships, marketing of design services and issues of the design profession today.

ID4423

Portfolio Presentation

Prerequisite ID4413 Senior Design Studio

In this course students will focus on the preparation and complete of portfolio pieces. They will organize them for presentation, and focus on works that reflect and enhance their individual strengths.

ID1124

Introduction to Interior Design

Prerequisite: FS102 Fundamentals of Design, ID1117 Basic Drafting

This course introduces the profession, its history, its related history and disciplines. The components of this course include problem identification, research methods and sources, and the parameter of design solutions appropriate to targeted markets. Idea generating exercises are introduced, and purpose and function are reflected in the resulting form.

ID1139

Intermediate AutoCAD

Prerequisite: ID2219 Architectural Detailing AutoCAD

Introduction to the process of producing documents for interior spaces. Content includes formatting and cross-referencing drawings. This course will also focus on the creation of 3D representations of interior and architectural features.

ID3317

Materials & Specifications

Prerequisite: ID2237 Textiles

This course develops student awareness of the application of architectural building materials and interior materials and finishes. Students will use computer software to estimate and record quantities, costs, and installation requirements related to construction specifications.

ID3328

Building Codes & Regulations

Prerequisite: ID3317 Materials & Specifications

Study of the physical requirements and code restrictions involved in a variety of specialty areas such as health care, hospitality, recreational, store planning or institutional design. Individual projects cover the total design process with emphasis on pre-design research and alternate presentation methods.

ID3333
Institutional Design

Prerequisite: ID3323 Advanced Corporate Design

This is an upper-level studio course involving the total process of institutional design from initial concepts, to final design development. Skills that will be taught and developed include space planning, selecting appropriate materials and finishes, researching codes, writing specifications, and estimating quantities and cost. Special interior detailing, as well as final presentation boards will also be dealt with.

ID3335
Commercial/Hospitality Design

Prerequisite: ID3323 Advanced Corporate Design

This course investigates the industry standards/requirements involved in the design of hospitality space (i.e., retail, hotels, public reception space). The solutions are expected to show viability and originality of concept and innovative presentation techniques.

Media Arts & Animation - Bachelor of Science

MA2204
3-D Animation

Prerequisite: MA1133 2-D Animation Principles, MA1134 Principles of 3D Modeling

Students are introduced to basic 3-D animation concepts by applying keyframing techniques along a timeline. Students will apply changes in translation, scale and rotation through space in time, and be introduced to camera control.

GA3324
Character Modeling

Prerequisite: GA2211 Hard Surface & Organic Modeling

This course covers advanced modeling techniques used for building a 3-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

GA3314
3-D Character Rigging

Prerequisite: GA3324 Character Modeling

The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up and tested a character.

MA3322
3-D Visual Effects

Prerequisite: MA3312 Advanced Lighting & Texture

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.

MA3324
Character Animation

Prerequisite: GA3314 3-D Character Rigging

This is an advanced level 3-D animation course that builds on techniques learned in previous modeling and animation courses. Students will learn how to apply real life action sequences to characters.

MA3321
Portfolio Fundamentals

Prerequisite: Accumulation of 128 credits

This course focuses on the completion of the print portion of a student's portfolio and enables the student to begin his career search. The student should come into this class with print work for their portfolio. The quality of the work will be evaluated and enhancements to their portfolio will be made. The student will also complete a professional resume and begin their job research.

Web Design & Interactive Media - Bachelor of Science

WDM2205

Editing Techniques

Prerequisite: FS122 Image Manipulation, WDM1134 Introduction to Video

An introduction to the design principles, terminology, and techniques of digital video editing.

WDM3301

Interaction Design for Entertainment

Prerequisite: WDM2213 Intermediate Web Design

An exploration of design for interactive entertainment. Students will learn to combine principles of communication design, sequencing and interactivity to create engaging user-centered experiences.

WDM3313

Streaming Media

Prerequisite: WDM3302 Intermediate Authoring

An examination of the concepts and methodologies of streaming media. In this course students learn the basics of streaming technologies and apply them to sites and events.

WDM3311

Interaction Design for Education

Prerequisite: WDM2213 Intermediate Web Design

An examination of the interplay between design elements, content organization, and cognitive function in the design of interactive education and training. This course focuses on content structures, visual information systems, and user-centered design.

WDM4402

Senior Project Studio

Prerequisite: WDM3304 Database Concepts

Design and production of advanced interactive project.

WDM4403

Senior Project Development

Prerequisite: WDM4402 Senior Project Studio

Project-based research of advanced topic in multimedia design.

WDM2201

Interface Design

Prerequisite: WDM1111

An exploration of the synthesis of visual design and principles of human interactivity. This course will examine the conceptual and practical design of interfaces.

WDM1132

Fundamentals of Authoring

Prerequisite: WDM1123 Fundamentals of Web-Based Programming, WDM1130 Fundamentals of Animation

An introduction to interactive design using authoring tools. Students will create animation and interactivity using basic scripting techniques.

Course Sequencing Updates

Advertising - Bachelor of Science

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Intro to Success						
FS101	Fundamentals/Observational Drawing	22	22	0	44	3	11
FS102	Fundamentals of Design	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
GD1123	Electronic Layout	22	22	0	44	3	11
FS122	Image Manipulation	22	22	0	44	3	11
AD1101	History & Dynamics of Media & Mass Communication	22	22	0	44	3	11
GD1124	Form & Space	22	22	0	44	3	11
GD1125	Introduction to Photography	22	22	0	44	3	11
THIRD QUARTER							
FS131	Typography I - Traditional	22	22	0	44	3	11
AD1110	Fundamentals of Advertising	22	22	0	44	3	11
GD1133	Digital Grid Systems	22	22	0	44	3	11
GD1134	Digital Illustration	22	22	0	44	3	11
MS111	College Algebra*	44	0	0	44	4	11
FOURTH QUARTER							
GD2243	Typography II - Hierarchy	22	22	0	44	3	11
AD2201	Advertising Design	22	22	0	44	3	11
GD2241	Concept Design	22	22	0	44	3	11
GD2244	Advanced Image Manipulation	22	22	0	44	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
FIFTH QUARTER							
GD2251	Branding	22	22	0	44	3	11
AD2210	Copy & News Writing	22	22	0	44	3	11
GD2253	Typography III - Expressive & Experimental	22	22	0	44	3	11
AD2220	Fundamentals of Marketing	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
SIXTH QUARTER							
AD2245	Fundamentals of Business	22	22	0	44	3	11
AD2237	Direct Response	22	22	0	44	3	11
AD2230	Introduction to Advertising Campaign	22	22	0	44	3	11
	Lower Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11
	Upper Division Humanities Writing Requirement	44	0	0	44	4	11
SEVENTH QUARTER							
AD3315	Principles of Marketing Research	22	22	0	44	3	11
FS297	Portfolio I	22	22	0	44	3	11
AD2240	Intermediate Advertising Campaign	22	22	0	44	3	11
WDM1134	Introduction to Video	22	22	0	44	3	11
	Lower / Upper Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Advertising - Bachelor of Science (cont.)

8	EIGHTH QUARTER							
	AD3325	Art Direction	22	22	0	44	3	11
	AD3310	Advanced Advertising Campaign	22	22	0	44	3	11
	GD2254	Pre-Print Production	22	22	0	44	3	11
	WDM1123	Fundamentals of Web-based Programming	22	22	0	44	3	11
	Lower / Upper Division Liberal Studies Requirement		44	0	0	44	4	11
9	NINTH QUARTER							
	AD3330	Sales	22	22	0	44	3	11
	**1st Elective		22	22	0	44	3	11
	MA2241	Motion Graphics	22	22	0	44	3	11
	GD3383	Photography II	22	22	0	44	3	11
	Upper Division Social/Behavioral Sciences Requirement							
10	TENTH QUARTER							
	FS239	Career Development	22	22	0	44	3	11
	AD3335	Media Planning & Buying	22	22	0	44	3	11
	AD3337	Copy & Scriptwriting	22	22	0	44	3	11
	Mathematics & Sciences Requirement		44	0	0	44	4	11
	Upper Division Humanities Art Requirement		44	0	0	44	4	11
11	ELEVENTH QUARTER							
	AD3345	Digital Portfolio	11	33	0	44	2	11
	AD4400	Advertising Campaign Senior Project I	22	22	0	44	3	11
	**2nd Elective		22	22	0	44	3	11
	Upper Division Humanities Requirement		44	0	0	44	4	11
	Upper Division Liberal Studies Requirement		44	0	0	44	4	11
12	TWELFTH QUARTER							
	FS497	Portfolio II	0	44	0	44	2	11
	**3rd Elective		22	22	0	44	3	11
	AD4450	Persuasive Techniques	22	22	0	44	3	11
	AD4495	Advertising Campaign Senior Project II	22	22	0	44	3	11
	Upper Division Liberal Studies Requirement		44	0	0	44	4	11
	FS399	Internship I	0	0	99	99	3	11
	FS499	Internship II	0	0	99	99	3	11
	Total with Internships as Electives		1562	990	198	2750	192	132
	Total without Internships as Electives		1595	1045	0	2640	192	132

**Electives: Choose from a list of electives Academic Director approval is required and prerequisites must be met.

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Audio Production - Bachelor of Science

Audio production — the life and breath of the recording industry — is also a powerful part of multimedia, Web, software, film, video, and audio/video presentations. With new tools for recording, editing, and broadcast audio constantly evolving, today's professional audio engineer or producer must have a solid understanding of the basic principles of sound physics as well as knowing how to use the appropriate equipment. At The Art Institute students begin with acoustic, musical, and electronic audio basics while working with digital computer-based audio recording and editing

programs. Audio recording and post-production classes, as well as courses in music and studio business. In the bachelor of science program, students build on this foundation to study advanced musical production and engineering, Musical Instrument Digital Interface systems (MIDI), audio-to-video, and advanced mixing and mastering, as well as interactive media, media business, project management, and professional development.

A portfolio to showcase the student's skills in a variety of audio formats to present to prospective employers

is required. The program provides a creative, structured environment that encourages, even demands, a combination of hands-on experience and technical knowledge using the kind of equipment found in the industry today.

Audio production graduates are prepared for entry-level positions at production companies, record labels, radio and TV stations, recording studios, CD and DVD manufacturing facilities, mastering studios, audio post production for film and video, and sound design for games and the Internet. The bachelor of science program prepares graduates for entry-level

positions such as audio or video postproduction engineer or mixer; audio software designer/producer; Foley artist, editor, mixer, or recordist, music editor or producer; or sound designer.

Graduation Requirements

To receive a Bachelor of Science degree in Visual & Game Programming, students must complete a minimum of 192 quarter credits with a cumulative GPA of 2.0 or higher.

Course Sequencing Updates (cont.)

Audio Production - Bachelor of Science

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Intro to Success						
AU1101	Fundamentals of Audio	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
AU1111	Survey of the Audio Industry	22	0	0	22	2	11
VP1102	Fundamentals of Editing I	22	22	0	44	3	11
HU110	College English	44	0	0	44	4	11
SECOND QUARTER							
AU1121	Listening & Analysis	22	22	0	22	3	11
AU1211	Audio Technology I	33	0	0	33	3	11
VP1101	Fundamentals of Video Production	22	22	0	44	3	11
AU1411	Science of Sound I	22	22	0	44	3	11
HU111	Effective Speaking	44	0	0	44	4	11
THIRD QUARTER							
AU1311	Studio Recording	22	22	0	44	3	11
AU1213	Digital Audio I	22	22	0	44	3	11
AU1333	Audio Electronics I	22	22	0	44	3	11
VP1103	Production Sound	22	22	0	44	3	11
HU130	Visual Language & Culture	44	0	0	44	4	11
FOURTH QUARTER							
AU2101	MIDI Systems I	22	22	0	44	3	11
AU1221	Audio Technology II	33	0	0	33	3	11
AU1343	Audio Electronics II	22	22	0	44	3	11
VP2203	Post-Production Sound	22	22	0	44	3	11
MS111	College Algebra	44	0	0	44	4	11
FIFTH QUARTER							
AU2111	MIDI Systems II	22	22	0	44	3	11
AU1223	Digital Audio II	22	22	0	44	3	11
AU2311	Studio Recording II	22	22	0	44	3	11
AU2411	Science of Sound II	22	22	0	44	3	11
	Lower Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11
SIXTH QUARTER							
AU2121	Music Theory	33	0	0	33	3	11
AU1331	Field Recording I	22	22	0	44	3	11
AU2333	Audio Electronics III	22	22	0	44	3	11
DFVP3303	ADR/Foley	22	22	0	44	3	11
	Lower / Upper Division Liberal Studies Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Audio Production - Bachelor of Science (cont.)

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SEVENTH QUARTER

AU2131	Live Sound Reinforcement I	22	22	0	44	3	11
AU2331	Field Recording II	22	22	0	44	3	11
Elective 1		22	22	0	44	3	11
AU2431	Sound for Interactive Media	22	22	0	44	3	11
Lower / Upper Division Social/Behavioral Sciences Requirement		44	0	0	44	4	11

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EIGHTH QUARTER

AU2141	Live Sound Reinforcement II	22	22	0	44	3	11
AU2233	Digital Audio III	22	22	0	44	3	11
AU3101	Business of Audio	33	0	0	33	3	11
AU3431	Sounds for New Media	22	22	0	44	3	11
Lower / Upper Division Humanities		44	0	0	44	4	11

9

NINTH QUARTER

AU2151	Music Editing I	22	22	0	44	3	11
AU2243	Digital Audio IV	22	22	0	44	3	11
Elective 2		22	22	0	44	3	11
WDM2214	DVD Authoring	22	22	0	44	3	11
Lower / Upper Division Mathematics & Sciences Requirement		44	0	0	44	4	11

10

TENTH QUARTER

AU3151	Music Editing II	22	22	0	44	3	11
FS297	Portfolio I	22	22	0	44	3	11
FS239	Career Development	22	22	0	44	3	11
WDM3313	Streaming Media	22	22	0	44	3	11
Upper Division Humanities Art Requirement		44	0	0	44	4	11

11

ELEVENTH QUARTER

AU3511	Advanced Sound Design	22	22	0	44	3	11
Elective 3		22	22	0	44	3	11
AU4010	Senior Project 1	22	22	0	44	3	11
Upper Division Liberal Studies Requirement		44	0	0	44	4	11
Upper Division Social/Behavioral Science Requirement		44	0	0	44	4	11

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TWELFTH QUARTER

AU3521	Experimental Sound Design	22	22	0	44	3	11
FS497	Portfolio II	0	44	0	44	2	11
AU4020	Senior Project II	22	22	0	44	3	11
Upper Division Liberal Studies Requirement		44	0	0	44	4	11
Upper Division Humanities Writing Requirement		44	0	0	44	4	11

Without Internships as Electives	1661	902	0	2563	192
With One Internship as Elective	1639	880	99	2618	192
With Two Internships as Electives	1617	858	198	2673	192

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Baking & Pastry - Associate of Science (as of FA09)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence						
FIRST QUARTER						
CUL1105 Concepts & Theories of Culinary Techniques	33	0	0	33	3	11
CUL1108 Fundamentals of Classical Techniques	22	88	0	110	6	11
CUL1107 Sanitation & Safety	33	0	0	33	3	11
FS104 Computer Applications	22	22	0	44	3	11
SECOND QUARTER						
CUL1125 Introduction to Baking Science & Theory	11	44	0	55	3	11
CUL1116 American Regional Cuisine	22	88	0	110	6	11
CUL1117 Purchasing & Product Identification	33	0	0	33	3	11
HU110 College English*	44	0	0	44	4	11
THIRD QUARTER						
CUL2225 Latin Cuisine	11	44	0	55	3	11
CUL1126 Introduction to Pastry Techniques & Artistry	22	88	0	110	6	11
CUL1145 Management by Menu	33	0	0	33	3	11
MS135 Nutrition Science	44	0	0	44	4	11
FOURTH QUARTER						
CUL1202 European Cakes & Tortes	11	44	0	55	3	11
CUL1201 Artisan Breads & Baking Production	22	88	0	110	6	11
CUL1144 Planning & Controlling Costs	33	0	0	33	3	11
MS111 College Algebra	44	0	0	44	4	11
FIFTH QUARTER						
CUL2227 Food and Beverage Operations Management	33	0	0	33	3	11
CUL1204 Advanced Patisserie and Display Cakes	22	88	0	110	6	11
CUL1124 Management, Supervision & Career Development	33	0	0	33	3	11
HU111 Effective Speaking	44	0	0	44	4	11
SIXTH QUARTER						
CUL1261 Petits Fours and Buffet Desserts	33	0	0	33	3	11
CUL2301 À La Carte	22	88	0	110	6	11
HU130 Visual Language and Culture	44	0	0	44	4	11
Lower Division Social & Behavioral Sciences Requirement*	44	0	0	44	4	11
SEVENTH QUARTER						
CUL1260 Chocolate, Confections & Centerpieces	22	88	0	110	6	11
CUL2302 Externship	0	0	99	99	3	11
CUL2303 Capstone	33	0	0	33	3	11
Lower Division Social & Behavioral Sciences Requirement*	44	0	0	44	4	11
Total	814	770	99	1683	112	

*Indicates a Liberal Studies class

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Culinary Arts - Associate of Science (as of FA09)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours
Typical Course Sequence					
FIRST QUARTER					
CUL1105 Concepts & Theories of Culinary Techniques	33	0	0	33	3
CUL1108 Fundamentals of Classical Techniques	22	88	0	110	6
CUL1107 Sanitation & Safety	33	0	0	33	3
FS104 Computer Applications	22	22	0	44	3
SECOND QUARTER					
CUL1125 Introduction to Baking Science & Theory	11	44	0	55	3
CUL1116 American Regional Cuisine	22	88	0	110	6
CUL1117 Purchasing & Product Identification	33	0	0	33	3
HU110 College English*	44	0	0	44	4
THIRD QUARTER					
CUL2225 Latin Cuisine	11	44	0	55	3
CUL1126 Introduction to Pastry Techniques & Artistry	22	88	0	110	6
CUL1145 Management by Menu	33	0	0	33	3
HU111 Effective Speaking*	44	0	0	44	4
FOURTH QUARTER					
CUL1143 World Cuisine	11	44	0	55	3
CUL1146 Garde Manger	22	88	0	110	6
CUL1144 Planning & Controlling Costs	33	0	0	33	3
HU130 Visual Language & Culture*	44	0	0	44	4
FIFTH QUARTER					
CUL2214 Asian Cuisine	11	44	0	55	3
CUL2216 Classical European Cuisines	11	44	0	55	3
CUL1124 Management, Supervision & Career Development	33	0	0	33	3
CUL2227 Food & Beverage Operations Management	33	0	0	33	3
MS135 Nutrition Science*	44	0	0	44	4
SIXTH QUARTER					
Elective**	33	0	0	33	3
CUL2301 À La Carte	22	88	0	110	6
MS111 College Algebra	44	0	0	44	4
Lower Division Social & Behavioral Sciences Requirement *	44	0	0	44	4
SEVENTH QUARTER					
CUL2304 Art Culinaire	22	88	0	110	6
CUL2302 Externship	0	0	99	99	3
CUL2303 Capstone	33	0	0	33	3
Lower Division Social & Behavioral Sciences Requirement*	44	0	0	44	4
Total	814	770	99	1683	112

**Electives: Choose from a list of electives Academic Director approval is required and prerequisites must be met

*Indicates a Liberal Studies class

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Culinary Management - Bachelor of Science (as of FA09)

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
CUL1105	Concepts & Theories of Culinary Techniques	33	0	0	33	3	11
CUL1108	Fundamentals of Classical Techniques	22	88	0	110	6	11
CUL1107	Sanitation & Safety	33	0	0	33	3	11
FS104	Computer Applications	22	22	0	44	3	11
SECOND QUARTER							
CUL1125	Introduction to Baking Science & Theory	11	44	0	55	3	11
CUL1116	American Regional Cuisine	22	88	0	110	6	11
CUL1117	Purchasing & Product Identification	33	0	0	33	3	11
HU110	College English*	44	0	0	44	4	11
THIRD QUARTER							
CUL2225	Latin Cuisine	11	44	0	55	3	11
CUL1126	Introduction to Pastry Techniques & Artistry	22	88	0	110	6	11
CUL1145	Management by Menu	33	0	0	33	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
FOURTH QUARTER							
CUL1143	World Cuisine	11	44	0	55	3	11
CUL1146	Garde Manger	22	88	0	110	6	11
CUL1144	Planning & Controlling Costs	33	0	0	33	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
FIFTH QUARTER							
CUL2214	Asian Cuisine	11	44	0	55	3	11
CUL2216	Classical European Cuisines	11	44	0	55	3	11
CUL1124	Management, Supervision & Career Development	33	0	0	33	3	11
CUL2227	Food & Beverage Operations Management	33	0	0	33	3	11
MS135	Nutrition Science*	44	0	0	44	4	11
SIXTH QUARTER							
1st Elective**		33	0	0	33	3	11
CUL2301	À La Carte	22	88	0	110	6	11
MS111	College Algebra	44	0	0	44	4	11
Lower Division Social & Behavioral Sciences Requirement*		44	0	0	44	4	11
SEVENTH QUARTER							
CUL2304	Art Culinaire	22	88	0	110	6	11
CUL2302	Externship	0	0	99	99	3	11
CUL2303	Capstone	33	0	0	33	3	11
Lower Division Social & Behavioral Sciences Requirement*		44	0	0	44	4	11
EIGHTH QUARTER							
2nd Elective**		33	0	0	33	3	11
CM3305	Facilities Management & Design	33	0	0	33	3	11
CM3306	Foodservice Technology & Information	33	0	0	33	3	11
CM3322	Human Resource Management	33	0	0	33	3	11
Upper Division Humanities Writing Requirement*		44	0	0	44	4	11

Course Sequencing Updates (cont.)

Culinary Management - Bachelor of Science (cont.)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
9 Typical Course Sequence						
NINTH QUARTER						
CM3319 Leadership & Organizational Development	33	0	0	33	3	11
CM4420 Exploring Wines & the Culinary Arts	22	22	0	44	3	11
CM3317 Introduction to Accounting	33	0	0	33	3	11
CM3315 Hospitality Marketing	33	0	0	33	3	11
Upper Division Liberal Studies Requirement*	44	0	0	44	4	11
10 TENTH QUARTER						
CM3316 Legal Issues & Ethics for Culinarians	33	0	0	33	3	11
CM3324 Catering & Event Management	33	0	0	33	3	11
CM3320 Foodservice Financial Management	33	0	0	33	3	11
Lower or Upper Division Social & Behavioral Sciences Requirement*	44	0	0	44	4	11
Upper Division Humanities Art Requirement*	44	0	0	44	4	11
11 ELEVENTH QUARTER						
CM4400 Management Externship	0	0	99	99	3	11
CM4404 Quality Service Management & Training	33	0	0	33	3	11
CM4405 Senior Culinary Practicum	22	66	0	88	4	11
Upper Division Liberal Studies Requirement*	44	0	0	44	4	11
Upper Division Liberal Studies Requirement*	44	0	0	44	4	11
12 TWELFTH QUARTER						
CM4410 Innovation & Entrepreneurship	33	0	0	33	3	11
CM4412 Senior Project - Capstone	33	0	0	33	3	11
CM4415 Global Management & Operations in the Hospitality Industry	33	0	0	33	3	11
Upper Division Humanities Requirement*	44	0	0	44	4	11
Total	1628	858	198	2684	192	132

**Electives: Choose from a list of electives Academic Director approval is required and prerequisites must be met.

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Fashion Design - Bachelor of Fine Arts

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Introduction to Success						
FS101	Fundamentals/Observational Drawing	22	22	0	44	3	11
FS102	Fundamentals of Design	22	22	0	44	3	11
FD1121	Fundamentals of Construction	22	22	0	44	3	11
FD1127	Introduction to the Fashion Industry	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
FD1131	Fundamentals of Patternmaking	22	22	0	44	3	11
FD1123	History of Fashion I	22	22	0	44	3	11
FD1125	Fashion Illustration	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
THIRD QUARTER							
FD1101	Draping	22	22	0	44	3	11
FD1133	History of Fashion II	22	22	0	44	3	11
FD1135	Advanced Fashion Illustration	22	22	0	44	3	11
FD2225	Textiles	22	22	0	44	3	11
Lower Division Social/Behavioral Sciences Requirement*		44	0	0	44	4	11
FOURTH QUARTER							
FD2221	Pattern Details	22	22	0	44	3	11
FD2215	Intermediate Construction	22	22	0	44	3	11
FD2235	Computer Design	22	22	0	44	3	11
FD2223	Trends & Concepts in Apparel Marketing	22	22	0	44	3	11
Lower / Upper Social/Behavioral Sciences Requirement*		44	0	0	44	4	11
FIFTH QUARTER							
FD2211	Intermediate Patternmaking	22	22	0	44	3	11
FD1137	Apparel Marketing	22	22	0	44	3	11
FD2227	Technical Drawing	22	22	0	44	3	11
FD2217	Manufacturing Concepts	22	22	0	44	3	11
MS111	College Algebra	44	0	0	44	4	11
SIXTH QUARTER							
FD2231	Applied Construction	22	22	0	44	3	11
FD2287	Fashion Show Production	22	22	0	44	3	11
FD3315	Surface Design	22	22	0	44	3	11
FD3325	Surface Design - Screen Printing	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
SEVENTH QUARTER							
FD2237	Computerized Patternmaking	22	22	0	44	3	11
FD4415	Surface Design - Wovens	22	22	0	44	3	11
FD2233	Basic Bodice	22	22	0	44	3	11
HU130	Visual Language & Culture	22	22	0	44	3	11
Upper Division Humanities Writing Requirement		44	0	0	44	4	11
EIGHTH QUARTER							
FD3335	Surface Design - Knits	22	22	0	44	3	11
FD3331	Advanced Draping	22	22	0	44	3	11
FD2240	Production Processes	22	22	0	44	3	11
*1st Elective		22	22	0	44	3	11
FD3337	Current Designers	11	22	0	33	2	11

Course Sequencing Updates (cont.)

Fashion Design - Bachelor of Fine Arts (cont.)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
9 Typical Course Sequence						
NINTH QUARTER						
FD3327 Applied Computer Design	22	22	0	44	3	11
FD2277 Computerized Grading & Markers	22	22	0	44	3	11
FS297 Portfolio I	22	22	0	44	3	11
FD4413 Design Specialties - Couture	22	22	0	44	3	11
Upper Division Humanities Art Requirement	44	0	0	44	4	11
10 TENTH QUARTER						
FD3313 Concept & Line Development	22	22	0	44	3	11
FD4427 Production Systems	22	22	0	44	3	11
FS239 Career Development	22	22	0	44	3	11
Upper Division Social/Behavioral Science Requirement	44	0	0	44	4	11
Upper Division Humanities Requirement	44	0	0	44	4	11
11 ELEVENTH QUARTER						
FD4421 Costume Specialties	22	22	0	44	3	11
FD4435 Product Development	22	22	0	44	3	11
*2nd Elective	22	22	0	44	3	11
Lower / Upper Liberal Studies Requirement*	44	0	0	44	4	11
Math/Sciences Requirement	44	0	0	44	4	11
12 TWELFTH QUARTER						
FD4431 Costume Design & Production	22	22	0	44	3	11
*3rd Elective	22	22	0	44	3	11
FS497 Portfolio II	0	44	0	44	2	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
FS399 Internship I	0	0	99	99	3	
FS499 Internship II	0	0	99	99	3	
TOTALS						
With Internships as Electives	1551	990	198	2739	192	132
Without Internships as Electives	1595	1034	0	2629	192	132

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Fashion Marketing & Management - Bachelor of Science

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Introduction to Success						
FS103	Color Theory	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
FD1127	Introduction to the Fashion Industry	22	22	0	44	3	11
FM1101	Introduction to Fashion Marketing	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
FM1135	Fundamentals of Marketing	22	22	0	44	3	11
FS122	Image Manipulation	22	22	0	44	3	11
FD1123	History of Fashion I	22	22	0	44	3	11
FM2201	Consumer Behavior	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
THIRD QUARTER							
FM1123	Fundamentals of Advertising	22	22	0	44	3	11
FM1140	Retailing	22	22	0	44	3	11
FD2225	Textiles	22	22	0	44	3	11
FD1133	History of Fashion II	22	22	0	44	3	11
MS111	College Algebra	44	0	0	44	4	11
FOURTH QUARTER							
FM2214	Introduction to Manufacturing	22	0	0	44	3	11
FM2205	Sales Promotion	22	22	0	44	3	11
FM2224	Business Management	22	22	0	44	3	11
FD2223	Trends & Concepts in Apparel Marketing	22	22	0	44	3	11
	Lower Division Social/Behavioral Sciences Requirement*	44	0	0	44	4	11
FIFTH QUARTER							
FD1137	Apparel Marketing	22	22	0	44	3	11
FM2220	3D Visual Merchandising I	22	22	0	44	3	11
FM2209	Specialty Merchandise	22	22	0	44	3	11
FM4400	Catalog Development	22	22	0	44	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
SIXTH QUARTER							
FM2229	Merchandise Management	22	22	0	44	3	11
FM2235	3D Visual Merchandising II	22	22	0	44	3	11
FD2287	Fashion Show Production	22	22	0	44	3	11
FM2217	Retail Buying	22	22	0	44	3	11
	Lower / Upper Division Social/Behavioral Sciences Requirement*	44	0	0	44	4	11
SEVENTH QUARTER							
FM2232	Inventory & Stock Control	22	22	0	44	3	11
FM3315	Brand Marketing	22	22	0	44	3	11
FM3330	Global Marketing	22	22	0	44	3	11
	*1st Elective	22	22	0	44	3	11
	Upper Division Social/Behavioral Sciences Requirement*	44	0	0	44	4	11
EIGHTH QUARTER							
FM3305	Store Operations	22	22	0	44	3	11
FM3310	In-House Promotions	22	22	0	44	3	11
FM4425	Human Resource Management	22	22	0	44	3	11
FD3337	Current Designers	11	22	0	33	2	11
	Upper Division Humanities Writing Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Fashion Marketing & Management - Bachelor of Science (cont.)

	Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks	
9	Typical Course Sequence							
	NINTH QUARTER							
	FM3320	Retail Store Management	22	22	0	44	3	11
	FM4410	Executive Leadership	22	22	0	44	3	11
	FS297	Portfolio I	22	22	0	44	3	11
	FM4420	Public Relations & Promotions	22	22	0	44	3	11
	Upper Division Humanities Art Requirement	44	0	0	44	4	11	
10	TENTH QUARTER							
	FM2250	Entrepreneurship	22	22	0	44	3	11
	FM3327	Advertising Sales & Ratings	22	22	0	44	3	11
	FS239	Career Development	22	22	0	44	3	11
		Lower / Upper Division Liberal Studies Requirement	44	0	0	44	4	11
		Upper Division Humanities Requirement	44	0	0	44	4	11
11	ELEVENTH QUARTER							
	FM4411	Senior Project I	22	22	0	44	3	11
	FM3323	Product Development	22	22	0	44	3	11
		*2nd Elective	22	22	0	44	3	11
		Upper Division Liberal Studies Requirement	44	0	0	44	4	11
		Math/Sciences Requirement	44	0	0	44	4	11
12	TWELFTH QUARTER							
	FM4423	Senior Project II	22	22	0	44	3	11
	FM4430	Business Ownership	22	22	0	44	3	11
	FS497	Portfolio II	0	44	0	44	2	11
		*3rd Elective (Upper Division)	22	22	0	44	3	11
		Upper Division Liberal Studies Requirement	44	0	0	44	4	11
		FS399 Internship I	0	0	99	99	3	11
		FS499 Internship II	0	0	99	99	3	11
	TOTALS							
		With Internships as Electives	1551	990	198	2739	192	132
	Without Internships as Electives	1595	1034	0	2629	192	132	

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Game Art & Design - Bachelor of Science

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Introduction to Success						
FS104	Computer Applications	22	22	0	44	3	11
FS101	Fundamentals of Observational Drawing	22	22	0	44	3	11
FS102	Fundamentals of Design	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
FS122	Image Manipulation	22	22	0	44	3	11
GA1121	Survey of the Game Industry	33	0	0	33	2	11
FS111	Drawing, Proportion & Perspective	22	22	0	44	3	11
MA1112	Drawing & Anatomy	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
THIRD QUARTER							
MA1134	Principles of 3D Modeling	22	22	0	44	3	11
GA2201	Game Design & Game Play	22	22	0	44	3	11
MA1122	Character & Object Design	22	22	0	44	3	11
MA1132	Life Drawing & Gesture	22	22	0	44	3	11
MS111	College Algebra*	44	0	0	44	4	11
FOURTH QUARTER							
GA2212	Game Modeling & Animation	22	22	0	44	3	11
MA1133	2D Animation Principles	22	22	0	44	3	11
MA1131	Conceptual Storytelling	22	22	0	44	3	11
FS131	Typography I - Traditional	22	22	0	44	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
FIFTH QUARTER							
GA2211	Hard Surface & Organic Modeling	22	22	0	44	3	11
MA1124	Sculpture for Animation	22	22	0	44	3	11
MA2204	3D Animation	22	22	0	44	3	11
MA2202	Storyboarding for Animation	22	22	0	44	3	11
	Lower Division Social/Behavioral Requirement	44	0	0	44	4	11
SIXTH QUARTER							
GA3311	Material & Lighting	22	22	0	44	3	11
GA3324	Character Modeling	22	22	0	44	3	11
GA3313	Designing 3D Environments	22	22	0	44	3	11
	1st Elective	22	22	0	44	3	11
	Lower or Upper Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Game Art & Design - Bachelor of Science (cont.)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence						
SEVENTH QUARTER						
MA3312 Advanced Lighting & Texture	44	0	0	44	4	11
GA3314 3D Character Rigging	22	22	0	44	3	11
MA2212 3D Camera Techniques	22	22	0	44	3	11
MA2201 Background Design & Layout	22	22	0	44	3	11
Upper Division Humanities Writing Requirement	44	0	0	44	4	11
EIGHTH QUARTER						
GA3323 3D Scripting	22	22	0	44	3	11
MA3324 Character Animation	22	22	0	44	3	11
GA2502 Game Asset Development	22	22	0	44	3	11
HU230 Art History*	44	0	0	44	4	11
Math/Science Requirement	44	0	0	44	4	11
NINTH QUARTER						
GA3333 Introduction to Scripting Languages	22	22	0	44	3	11
GA3312 Level Design	22	22	0	44	3	11
2nd Elective	22	22	0	44	3	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
Upper Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11
TENTH QUARTER						
GA4403 Intermediate Scripting Languages	22	22	0	44	3	11
GA3322 Advanced Level Design	22	22	0	44	3	11
GA4402 Senior Project Planning	22	22	0	44	3	11
GA4435 Advanced Game Modeling & Texture	22	22	0	44	3	11
FS239 Career Development*	22	22	0	44	3	11
ELEVENTH QUARTER						
FS497 Portfolio II	0	44	0	44	2	11
GA3331 Game Prototyping	22	22	0	44	3	11
GA4412 Senior Project I	22	22	0	44	3	11
GA3512 Mapping for Games	22	22	0	44	3	11
Upper Division Humanities Art Requirement	44	0	0	44	4	11
TWELFTH QUARTER						
3rd Elective	22	22	0	44	3	11
GA4401 Advanced Game Prototyping	22	22	0	44	3	11
GA4422 Senior Project II	22	22	0	44	3	11
Upper Division Humanities Requirement	44	0	0	44	4	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
FS399 Internship I	0	0	99	99	3	11
FS499 Internship II	0	0	99	99	3	11
Total With Internships as Electives	1573	968	198	2739	192	132
Total Without Internships as Electives	1617	1012	0	2629	192	132

**Electives: Choose from a list of electives. Academic Director approval is required and prerequisites must be met

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Graphic Design - Bachelor of Science

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Introduction to Success						
FS101	Fundamentals/Observational Drawing	22	22	0	44	3	11
FS102	Fundamentals of Design	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
FS111	Drawing, Proportion & Perspective	22	22	0	44	3	11
FS122	Image Manipulation	22	22	0	44	3	11
GD1123	Electronic Layout	22	22	0	44	3	11
GD1124	Form & Space	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
THIRD QUARTER							
FS131	Typography I – Traditional	22	22	0	44	3	11
GD1132	Grid Systems	22	22	0	44	3	11
GD2242	Illustrative Concept Design	22	22	0	44	3	11
GD1134	Digital Illustration	22	22	0	44	3	11
GD1125	Introduction to Photography	22	22	0	44	3	11
FOURTH QUARTER							
GD2241	Concept Design	22	22	0	44	3	11
GD1133	Digital Grid Systems	22	22	0	44	3	11
GD2243	Typography II – Hierarchy	22	22	0	44	3	11
GD2244	Advanced Image Manipulation	22	22	0	44	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
FIFTH QUARTER							
GD2251	Branding	22	22	0	44	3	11
GD3391	Graphic Design History	22	22	0	44	3	11
GD2253	Typography III- Expressive & Experimental	22	22	0	44	3	11
GD2254	Pre Print Production	22	22	0	44	3	11
MS111	College Algebra*	44	0	0	44	4	11
SIXTH QUARTER							
GD2262	Message Making	22	22	0	44	3	11
GD2263	Typography IV – Publication	22	22	0	44	3	11
GD2264	Digital Message Making	22	22	0	44	3	11
GD2252	Corporate Communications	22	22	0	44	3	11
	Lower Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11
SEVENTH QUARTER							
	1st Elective	22	22	0	44	3	11
GD3365	Project Concept	22	22	0	44	3	11
FS297	Portfolio I	22	22	0	44	3	11
	Lower / Upper Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11
	Lower / Upper Division Liberal Studies Requirement	44	0	0	44	4	11
EIGHTH QUARTER							
GD3381	Introduction to Packaging	22	22	0	44	3	11
GD3371	Project Study	22	22	0	44	3	11
GD3383	Photography II	22	22	0	44	3	11
GD3384	Advanced Design	22	22	0	44	3	11
	Upper Division Social/Behavioral Sciences Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Graphic Design - Bachelor of Science (cont.)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
9 Typical Course Sequence						
NINTH QUARTER						
GD4402 Design Research – Marketing Design	22	22	0	44	3	11
MA2241 Motion Graphics I	22	22	0	44	3	11
GD3393 Art & The Law	33	0	0	33	3	11
GD3394 Package Design	22	22	0	44	3	11
Upper Division Humanities Writing Requirement	44	0	0	44	4	11
10 TENTH QUARTER						
FS239 Career Development	22	22	0	44	3	11
GD4401 Design Team I	22	22	0	44	3	11
GD4403 Environmental Design	22	22	0	44	3	11
GD4404 Independent Study	22	22	0	44	3	11
Mathematics & Sciences Requirement	44	0	0	44	4	11
11 ELEVENTH QUARTER						
GD4411 Design Team II	22	22	0	44	3	11
GD4412 Senior Project Design Studio	22	22	0	44	3	11
GD4413 Senior Project Lab	11	22	0	33	2	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
Upper Division Humanities Art Requirement	44	0	0	44	4	11
12 TWELFTH QUARTER						
FS497 Portfolio II	0	44	0	44	2	11
2nd Elective	22	22	0	44	3	11
3rd Elective	22	22	0	44	3	11
Upper Division Humanities Requirement	44	0	0	44	4	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
FS399 Internship I	0	0	99	99	3	11
FS499 Internship II	0	0	99	99	3	11
Total Without Internship	1606	1012	0	2618	192	132
Total With Internship	1562	968	198	2816	192	132

**Electives: Choose from a list of electives. Academic Director approval is required and prerequisites must be met.

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Graphic Design - Associate of Science

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence						
FIRST QUARTER						
FS100	Introduction to Success					
FS101	Fundamentals/Observational Drawing	22	22	0	44	3
FS102	Fundamentals of Design	22	22	0	44	3
FS103	Color Theory	22	22	0	44	3
FS104	Computer Applications	22	22	0	44	3
HU110	College English*	44	0	0	44	4
SECOND QUARTER						
FS111	Drawing, Proportion & Perspective	22	22	0	44	3
FS122	Image Manipulation	22	22	0	44	3
GD1123	Electronic Layout	22	22	0	44	3
GD1124	Form & Space	22	22	0	44	3
GD1125	Introduction to Photography	22	22	0	44	3
THIRD QUARTER						
FS131	Typography I – Traditional	22	22	0	44	3
GD1132	Grid Systems	22	22	0	44	3
GD2242	Illustrative Concept Design	22	22	0	44	3
GD1134	Digital Illustration	22	22	0	44	3
HU111	Effective Speaking*	44	0	0	44	4
FOURTH QUARTER						
GD2241	Concept Design	22	22	0	44	3
GD1133	Digital Grid Systems	22	22	0	44	3
GD2243	Typography II – Hierarchy	22	22	0	44	3
GD2244	Advanced Image Manipulation	22	22	0	44	3
HU130	Visual Language & Culture*	44	0	0	44	4
FIFTH QUARTER						
GD2251	Branding	22	22	0	44	3
GD3391	Graphic Design History	22	22	0	44	3
GD2253	Typography III- Expressive & Experimental	22	22	0	44	3
GD2254	Pre Print Production	22	22	0	44	3
MS111	College Algebra*	44	0	0	44	4
SIXTH QUARTER						
GD2262	Message Making	22	22	0	44	3
GD2263	Typography IV – Publication	22	22	0	44	3
GD2264	Digital Message Making	22	22	0	44	3
GD2252	Corporate Communications	22	22	0	44	3
Lower Division Social/Behavioral		44	0	0	44	4
SEVENTH QUARTER						
FS239	Career Development	22	22	0	44	3
GD3365	Project Concept	22	22	0	44	3
FS297	Portfolio I	22	22	0	44	3
Lower / Upper Division Liberal Studies Requirement		44	0	0	44	4
Lower / Upper Division Social/Behavioral Sciences Requirement		44	0	0	44	4
Total Without Internship		924	616	0	1540	112
						77









**Electives: Choose from a list of electives. Academic Director approval is required and prerequisites must be met.

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Sequencing Updates (cont.)

Interior Design - Bachelor of Fine Arts

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
	Typical Course Sequence						
	FIRST QUARTER						
FS100	Intro to Success						
FS102	Fundamentals of Design	22	22	0	44	3	11
FS101	Fundamentals/Observational Drawing	22	22	0	44	3	11
ID1117	Basic Drafting	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
	SECOND QUARTER						
ID1124	Introduction to Interior Design	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
ID1127	Architectural Drafting	22	22	0	44	3	11
FS111	Drawing, Proportion & Perspective	22	22	0	44	3	11
HU111	Effective Speaking	44	0	0	44	4	11
	THIRD QUARTER						
ID1134	Programming & Space Planning I	22	22	0	44	3	11
ID1135	Design Basics 3D	22	22	0	44	3	11
ID1137	Architecture, Interiors & Furniture – Ancient to 1830	22	22	0	44	3	11
ID1129	Introduction to AutoCAD	22	22	0	44	3	11
	Lower Division Social & Behavioral Sciences Requirement	44	0	0	44	4	11
	FOURTH QUARTER						
ID2214	Programming & Space Planning II	22	22	0	44	3	11
ID2217	Architecture, Interiors & Furniture – 1830 to Present	22	22	0	44	3	11
ID2219	Architectural Detailing - AutoCAD	22	22	0	44	3	11
ID2215	Perspective & Rendering	22	22	0	44	3	11
HU130	Visual Language & Culture*	44	0	0	44	4	11
	FIFTH QUARTER						
ID2223	Residential Design – Traditional	22	22	0	44	3	11
ID2225	Presentation Techniques	22	22	0	44	3	11
ID2237	Textiles	22	22	0	44	3	11
FS122	Image Manipulation	22	22	0	44	3	11
MS111	College Algebra*	44	0	0	44	4	11
	SIXTH QUARTER						
ID2235	Lighting Design	22	22	0	44	3	11
ID3313	Residential Design – Contemporary	22	22	0	44	3	11
ID2227	Interior Design Sketch Techniques	22	22	0	44	3	11
ID3317	Materials & Specifications	22	22	0	44	3	11
HU230	Art History	44	0	0	44	4	11
	SEVENTH QUARTER						
ID2233	Corporate Design	22	22	0	44	3	11
ID3326	Building Construction & Systems	22	22	0	44	3	11
ID3328	Building Codes & Regulations	22	22	0	44	3	11
ID1139	Intermediate AutoCAD	22	22	0	44	3	11
	Upper Division Humanities Writing Requirement	44	0	0	44	4	11
	EIGHTH QUARTER						
ID3323	Advanced Corporate Design	22	22	0	44	3	11
ID3316	Construction Documents & Details I	22	22	0	44	3	11
ID2229	Human Factors	22	22	0	44	3	11
ID3320	Interior Design Computer 3-D Modeling	22	22	0	44	3	11
	Lower or Upper Division Social & Behavioral Sciences Requirement	44	0	0	44	4	11

Course Sequencing Updates (cont.)

Interior Design - Bachelor of Fine Arts (cont.)

Course	Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
9 Typical Course Sequence						
NINTH QUARTER						
ID3333 Institutional Design	22	22	0	44	3	11
ID3335 Commercial/Hospitality Design	22	22	0	44	3	11
Upper Division Humanities Requirement	44	0	0	44	4	11
ID3330 Interior Design Digital Camera & Lighting Techniques	22	22	0	44	3	11
Upper Division Humanities Writing Requirement	44	0	0	44	4	11
10 TENTH QUARTER						
ID4413 Senior Design – Studio (Health Care, Retail, Hospitality)	22	22	0	44	3	11
ID4415 Thesis – Programming	11	22	0	33	2	11
*1st Elective	22	22	0	44	3	11
ID4419 Business Management for Interior Designers	22	22	0	44	3	11
FS239 Career Development	22	0	0	44	3	11
11 ELEVENTH QUARTER						
ID4423 Portfolio Preparation	22	22	0	44	3	11
ID4425 Thesis – Design	22	22	0	44	3	11
ID3340 Construction Documents & Details II	22	22	0	33	3	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
Upper Division Social & Behavioral Sciences Requirement	44	0	0	44	4	11
12 TWELFTH QUARTER						
*2nd Elective	22	22	0	44	3	11
ID4435 Thesis – Presentation	22	22	0	44	3	11
FS497 Portfolio II	0	44	0	44	2	11
Upper Division Liberal Studies Requirement	44	0	0	44	4	11
Mathematics & Sciences Requirement	44	0	0	44	4	11
FS399 Internship I	0	0	99	99	3	11
FS499 Internship II	0	0	99	99	3	11
With One Internship as Elective	1573	1012	99	2541	192	132
With Two Internships as Electives	1551	990	198	2585	192	132
Without Internships as Electives	1595	1034	0	2629	192	132

*Electives: 1st elective may be chosen from lower division (1000- or 2000-level) or upper division (3000- or 4000-level) courses. 2nd elective must be selected from upper division courses. Academic Director approval is required and prerequisites must be met.*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Visual & Game Programming - Bachelor of Fine Arts

To develop and design an animated 3-D game, it takes the work of both an artist and a technical programmer. The artist creates characters, backgrounds, and other graphics to make the game visually appealing and exciting while the technical programmer creates programs/scripts to enable the various movements and interactions of characters and objects. For both sides to work effectively as a team, it is critical to have a third party whom the industry professionals call "Technical Artist." The Technical Artist must have the artistic talent and abilities, and more importantly, the

Technical Artist must also be well versed in the technical aspects of the game, thus capable of comprehending the intent of the artistic creator and the technical needs and challenges in achieving the intended results of the game designers. With that unique understanding, the Technical Artist can customize the programming tools in a computer software application to best meet the needs of an individual game. Intensely hands-on, this program combines traditional animation skills with technical skills and extends the student's ability to programs/scripts for 3-D graphics animation.

Graduates will show proficiency in the areas of design, color, and drawing through their portfolio reviews and at graduation. Graduates will demonstrate their technical skills through setting up efficient models, rigging, texturing, shading, and lighting and demonstrate a solid consistent naming convention system in keeping with a production pipeline. Graduates will demonstrate their programming skills in object-oriented, 3D scripting, shell scripting and game scripting languages. Graduates will demonstrate clear verbal communication and critical thinking skills and be prepared

to work as a team member within the field. Graduates are prepared to become technical artists.

Graduation Requirements

To receive a Bachelor of Science degree in Visual & Game Programming, students must complete a minimum of 192 quarter credits with a cumulative GPA of 2.0 or higher.

Course Sequencing Updates (cont.)

Visual & Game Programming - Bachelor of Fine Arts (cont.)

Course		Lecture Hours	Lab Hours	Internship Hours	Contact Hours	Credit Hours	Weeks
Typical Course Sequence							
FIRST QUARTER							
FS100	Introduction to Success						
FS101	Fundamentals/Observational Drawing	22	22	0	44	3	11
FS102	Fundamentals of Design	22	22	0	44	3	11
FS103	Color Theory	22	22	0	44	3	11
FS104	Computer Applications	22	22	0	44	3	11
HU110	College English*	44	0	0	44	4	11
SECOND QUARTER							
VG1106	Operating Systems & Shell Scripting	22	22	0	44	3	11
MA1112	Drawing & Anatomy	22	22	0	44	3	11
VG1102	History of Animation & Games	22	11	0	33	2	11
FS122	Image Manipulation	22	22	0	44	3	11
HU111	Effective Speaking*	44	0	0	44	4	11
THIRD QUARTER							
VG1112	Principles of Programming	22	22	0	44	3	11
FS111	Drawing, Proportion & Perspective	22	22	0	44	3	11
MA1133	2D Animation Principles	22	22	0	44	3	11
MA1134	Principles of 3D Modeling	22	22	0	44	3	11
HU230	Art History	44	0	0	44	4	11
FOURTH QUARTER							
VG1126	Object-Oriented Programming	22	22	0	44	3	11
VG1128	Continuous Mathematics for Applications	33	0	0	33	3	11
MA2204	3D Animation	22	22	0	44	3	11
GA2211	Hard Surface & Organic Modeling	22	22	0	44	3	11
Lower Division Mathematics & Sciences Requirement*		44	0	0	44	4	11
FIFTH QUARTER							
VG1140	Geometry for Computer Games	22	22	0	44	3	11
GA2212	Game Modeling & Animation	22	22	0	44	3	11
GA3311	Material & Lighting	22	22	0	44	3	11
GA3314	3D Character Rigging	22	22	0	44	3	11
Upper Division Mathematics & Sciences Requirement*		44	0	0	44	4	11
SIXTH QUARTER							
VG2221	Design Patterns & Data Structures	22	22	0	44	3	11
MA2212	3D Camera Techniques	22	22	0	44	3	11
VG3323	3D Scripting	22	22	0	44	3	11
GA3324	Character Modeling	22	22	0	44	3	11
HU130	Visual Language & Culture	44	0	0	44	4	11

7	SEVENTH QUARTER							
	VG2230	Physics of Motion, Light & Sound	22	22	0	44	3	11
	MA3322	3D Visual Effects	22	22	0	44	3	11
	MA1131	Conceptual Storytelling	22	22	0	44	3	11
	VG2215	Programming for Shading	22	22	0	44	3	11
	Upper Division Humanities Writing Requirement*	44	0	0	44	4	11	
8	EIGHTH QUARTER							
	VG3315	Programming for Shading II	22	22	0	44	3	11
	VG2214	Technical Animation	22	22	0	44	3	11
	VG3327	Games for the Net	22	22	0	44	3	11
		Lower Division Social & Behavioral Science Requirement*	44	0	0	44	4	11
	HU111	Effective Speaking*	44	0	0	44	4	11
9	NINTH QUARTER							
	VG3302	Software Dev. for Game & Animation	22	22	0	44	3	11
	**1st Elective		22	22	0	44	3	11
	VG3312	Level Design	22	22	0	44	3	11
	VG3321	Artificial Intelligence in Game Design	22	22	0	44	3	11
	Lower Division Social & Behavioral Sciences Requirement*	44	0	0	44	4	11	
10	TENTH QUARTER							
	VG4425	Programming for Computer Graphics	22	22	0	44	3	11
	VG3308	Manipulation of Motion Capture Data	22	22	0	44	3	11
	VG3331	Game Prototyping	22	22	0	44	3	11
	FS239	Career Development	22	22	0	44	3	11
	Upper Division Humanities Requirement*	44	0	0	44	4	11	
11	ELEVENTH QUARTER							
	VG4401	Advanced Game Prototyping	22	22	0	44	3	11
	VG4426	Senior Project Preparation	22	22	0	44	3	11
	**2nd Elective		22	22	0	44	3	11
	VG4430	Game Engine Scripting	22	22	0	44	3	11
	Upper Division Liberal Studies Requirement*	44	0	0	44	4	11	
12	TWELFTH QUARTER*							
	FS497	Portfolio II	0	44	0	44	2	11
	**3rd Elective		22	22	0	44	3	11
	VG4450	Senior Project	22	22	0	44	3	11
		Upper Division Liberal Studies Requirement*	44	0	0	44	4	11
	Upper Division Social & Behavioral Sciences Requirement*	44	0	0	44	4	11	
	Total Without Internships	1595	957	198	2750	192	132	
	Total With Internships	1617	1001	0	2618	192	132	

**Electives: Choose from a list electives. Academic Director approval is required and prerequisites must be met.

*Indicates a Liberal Studies class.

Course sequence is based on the typical progression of the academic program. Actual course sequence may vary.

Course Description Updates

Culinary Arts - Associate of Science

CUL2225 **Latin Cuisine**

Prerequisite: CUL1104 Sanitation & Safety, CUL1105 Concepts & Theories of Culinary Techniques, CUL1106 Introduction to Culinary Skills

This class provides an in-depth study of the cuisine of the Central and South America. Advanced hands-on techniques will be utilized in the production of regional cuisine menus. Studies will be required for products and ingredients that are indigenous to the various regions of the other Americas. Some of these regions are: Mexico, El Salvador, Nicaragua, Costa Rica, Guatemala, Honduras, Panama, Belize, Antilles, and the Caribbean islands representing Central America; Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela- representing South America. An historical approach with hands-on application will be emphasized and cultural implications in the presentation of foods and the selection of menus will be stressed. The goal of the class will be to realize the influence of these cuisines and their core ingredients to current global cuisine.

Culinary Management - Bachelor of Science

CM4420 **Exploring Wines And The Culinary Arts**

CUL2227 Food & Beverage Operations Management

This course provides an introduction to the production of wine from vineyard to bottle, as well as a review of the basic grape varieties that are used to make wine. Through lectures, research and tasting, students are exposed to different types, styles and quality levels of wine. Students will become familiar with the world's most important wine regions and learn the common criteria by which wines from these different regions are evaluated. This course is designed to teach students the applied approach to matching wine and food, using flavors, textures, and components present in food and wine as complementing strategies. The course emphasizes menu planning, preparation of foods, cooking methods, and tasting wines with food.

Liberal Studies

HU399 **Seminar In Humanities – Voice and Diction**

Prerequisite HU111 Effective Speaking

Students will build on their previous humanities experience to explore topics from Advanced Speaking to Voice Acting. Vocal improvement in both phonation and enunciation are stressed.

SB100 **Spanish I**

Prerequisite HU110 College English

This conversational course introduces students to Spanish sounds and letters, with emphasis placed on pronunciation, vocabulary acquisition, basic grammar concepts, and the beginnings of an understanding of the Spanish-speaking communities in Latin America, the United States and Spain. Highly integrated sections of the program, including audio, video and computer technology, provide many opportunities to develop speaking and listening skills in situations relevant to students' lives.

MS135 **Nutrition Science**

Prerequisite None

This course centers on an explanation of the basic principals of nutrition and their relationship to health. The structure, function, and sources of nutrients including proteins, carbohydrates, fats, vitamins, minerals, and water - are discussed. Current issues in nutrition are reviewed, including dietary guidelines, energy balance and nutrition for the prevention and management of chronic disease

Web Design & Interactive Media - Electives

WDM3347 **Client-Side Scripting**

Prerequisites: WDM1123 Fundamentals of Web-based Programming

This course focuses on the Document Object Model, how browsers behave and browser interaction as well as compatibility and systems differences.

WDM3342 **Short Media Production**

Prerequisites: WDM1134 Intro to Video and WDM2205 Editing Techniques

This course discusses short form as a genre of media production and its features in subject matter and style. Students learn to produce short-form news, information, and dramatic content for multiple delivery platforms.

WDM3341 **Audio & Video for Advertising**

Prerequisites: WDM1134 Intro to Video, MA2241 Motion Graphics and WDM2205 Editing Techniques

This course is a co-op studio class with advanced Advertising and WDM students. WDM students create the video, graphics and sound for ad campaigns written by ad students.

WDM3348
Usability Testing

Prerequisite: WDM3323 Advanced Web Based Programming

This course introduces students to concepts and techniques used in usability testing. Through theories presented in the course, students learn common ways to locate errors or problems with interactive products. This course will focus on Web design usability testing.

List and define various types of usability tests.
Select an appropriate user group for testing.
Create or administer a test.
Interpret the results of a test and correlate results to the bottom line and to company objectives.
Compare and contrast quantitative and qualitative research

WDM3343
Advanced Digital Illustration

Prerequisite: GD1134 Digital Illustration

This course will help students expand their knowledge of communication and design with the computer as a professional tool. Using different software applications, the student will demonstrate an understanding of digital illustration. The course will integrate vector-based graphic applications into interactive design using techniques that are considered to be industry standard.

WDM3345
Designing for Dynamic Web Sites

Prerequisite: WDM2213 Intermediate Web Design

Students will apply user-centered design principles, database structures and server side scripting to create dynamic web sites. Particular attention will be paid to design issues relating to the display of dynamic content on the screen and how that dynamic content will be delivered.

Define the essential components of web-based databases.
Map the conceptual relationship of databases to information structure.
Create simple databases for delivering dynamic content.
Use server-side scripting to deliver database content to a web page.
Implement and design a dynamic web site that solves an end-user need or problem.

WDM3349
Web Programming Architecture

Prerequisite: WDM1123 Fundamentals of Web-based Programming

This course provides critical information about programming languages and their syntax/usage as it applies to web design and development. Students will learn the fundamentals of web technologies and gain a better understanding of the protocols and formats that enable the exchange of information between web clients and servers.

WDM3344
Interactive Development for Hand-Held Devices

Prerequisite: WDM3303 Intermediate Web-based Programming

Students will create and publish content for hand-held devices. Students will learn the fundamentals of web technologies as they pertain to the delivery of interactive content to cell phones and other portable devices.

WDM3346
Advanced Topics in Web Development

Prerequisite: WDM3323 Advanced Web-based Program

The student selects an Interactive Media Design topic for their graduate project. During the course, students research their topic and begin programming the application for their graduate projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results.

WDM3350
Podcast Development

Prerequisite: WDM3313 Streaming Media

Students will create and publish web content for distribution to portable devices. Podcasting is the process of creating an audio show of some sort available in MP3 format via an RSS 2.0 feed that supports enclosures. Podcasts are designed to include talk shows, tutorials, music, or other audio content.

WDM3340
Advanced Interface Graphics

Prerequisites: WDM2201 Interface Design, WDM1132 Fundamentals of Authoring

This course further explores topics and practices related to Interface Design, with emphasis on user-experience design and graphical user interface (GUI) design. Students will broaden their design portfolios, learning and practicing advanced techniques for creating graphic elements for web, software, and other devices. Projects may include advanced open-source software design (skinning), advanced pixel art, creating animated cursors & icons, web applications, physical interfaces and experimental interface design.

AD2220
Fundamentals of Marketing

Prerequisite: FS104 Computer Applications

Students will learn the vocabulary of the marketing industry. They will learn various techniques for researching target markets, working with focus groups, testing product and advertising designs. They will also be exposed to the analysis of marketing. Case studies and original research will be covered.

AD1110
Fundamentals of Advertising

Prerequisite: FS102 Fundamentals of Design

This course will explore advertising, and its role in various markets (local, regional, national and global). The course will include an overview of the following: ad agencies, campaigns, socioeconomics, research, positioning, branding, consumer behavior, target audiences, sales, marketing, management and the ethical and legal considerations of the industry.

WDM3003
Portfolio Strategies

Prerequisite: WDM1123 Fundamentals of Web-based Programming

This course provides students with the opportunity to review and revise their 4th and 8th quarter student portfolios. By reviewing both traditional and digital portfolios, critiques, and faculty recommendations, students will refine their own portfolios so that they reflect and enhance student strengths and target specific job markets.

Credit Adjustment:

FD3337 Current Designers = 2 credits

FS497 Portfolio II = 2 credits

Audio Production - Bachelor of Science

Quarter 1

AU1101 **Fundamentals of Audio**

Prerequisite: None

This course addresses the principles of recording sound and covers the study of sound characteristics, basic acoustics, ergonomics, and basic techniques for field recording. The role of sound in media production is explained and exemplified.

AU1111 **Survey of the Audio Industry**

Prerequisite: None

Students explore the music industry and its constituent sectors, including music performing, recording, promoting, and record distribution. Lectures and projects focus on identifying various career opportunities and typical career paths in the music industry and knowledge and skill sets needed to succeed as an entry level professional.

FS104 **Computer Applications**

Prerequisite: None

This course introduces students to the basic operation of computer hardware on both Mac and PC platforms. File management and storage, basic word processing, spreadsheet and database techniques are explored. The use of scanners, printers, external drives and other equipment will be examined. Students will also be introduced to the Internet as a research and networking tool.

VP1102 **Fundamentals of Editing I**

Co-requisite: VP1101 Fundamentals of Video Production

This course introduces students to the basics of media language and the technical terminology, equipment, and techniques of video editing.

HU110 **College English**

Prerequisite: Successful Placement

In this course, students will express themselves in writing and develop an effective writing voice for a variety of audiences. Students will involve themselves in the drafting and editing processes, including brainstorming, research, and

critique. Students will practice their ability to construct effective arguments, using emotion, logic, and creativity. Mechanics are addressed in the context of students' own work during mini-lessons and conferences.

Quarter 2

AU121 **Listening and Analysis**

Prerequisite: None

This course introduces the student to ear-training and critical listening from the perspective of the audio engineer and contemporary production techniques. The student will learn to aurally analyze and identify typical contemporary popular song forms and the production techniques used to create them.

VP1101 **Fundamentals of Video Production**

Co-requisite: VP1102 Fundamentals of Editing I

This course introduces students to the technical terminology, equipment, and techniques of video production.

AU1211 **Audio Technology I**

Prerequisite: AU1101 Fundamentals of Audio

This course examines the principles of audio signals and the equipment used to record, process, and distribute audio content. Students will begin to develop an understanding of signal flow of audio systems using block diagrams. A survey of audio transmission, manipulation, and delivery systems including cables, connectors, basic stereo mixers, microphones, amplifiers, and loudspeakers will be presented

AU1411 **Science of Sound I**

Prerequisite: AU1101 Fundamentals of Audio

This course examines the physical behavior of sound indoors and outdoors. Topics include human hearing and the principles of psychoacoustics, sound propagation, transmission, reflection, diffraction, diffusion, noise reduction, basic studio and room acoustics, and sound isolation. Concepts will be presented through lectures and case studies.

HU111 **Effective Speaking**

Prerequisite: HU110 College English

This course provides the student with the communication skills that are essential to a successful professional career. Students will notice a marked decrease in their anxiety about speaking and a marked increase in their ability to inform, inspire, and persuade an audience. A variety of experiences designed to develop basic concepts of the oral communication process will be introduced, as well as communication theory, and speech preparation and delivery.

Quarter 3

AU1213 **Digital Audio I**

Prerequisite: AU1211 Audio Technology I

This course introduces students to the theories, practices, and tools used in digital audio production and techniques of non-linear digital audio editing, focusing on the fundamental theories and concepts behind various types of digital audio tools. Through lectures and in-class projects, students develop knowledge and skills needed to operate non-linear audio workstations.

AU1311 **Studio Recording I**

Prerequisite: AU1101 Fundamentals of Audio

This course covers the techniques and technology typical to professional music recording and mixing using advanced large format consoles. Topics include: studio procedures and professionalism, SSL Console operation, advanced signal flow, signal processing, analytical and critical listening skills, close, distant and stereo mic techniques for a variety of musical instruments, and basic mix down strategies.

AU1333 **Audio Electronics I**

Prerequisite: AU1211 Audio Technology I

This course introduces students to the fundamental concepts of electronics as they relate to audio production. Topics include Ohm's Law, AC and DC circuits, basic troubleshooting for audio

equipment, AC line voltage and filtered DC voltage, etc.

VP1103 **Production Sound**

Prerequisite: VP1101 Fundamentals of Video Production

This is a course in the science and art of production sound. Students learn how to use microphones, field mixers and digital sound equipment to record dialogue and sound effects in a variety of settings. The fundamentals of sound editing and mixing are introduced.

HU130 **Visual Language and Culture**

Prerequisite: HU110 College English

The media revolution communicates through images as much if not more than through words. Strategies of interpretation and theories of visual logic are introduced.

Quarter 4

AU2101 **MIDI Systems I**

Prerequisite: AU1213 Digital Audio I

This course allows students to develop a working theoretical and skills-based knowledge of the multi-timbral synthesizer and the sequencing environment within the context of the contemporary MIDI production studio. Both live and studio applications are covered, and full use is made of the digital signal processing resources available within the equipment.

AU1221 **Audio Technology II**

Prerequisite: AU1211 Audio Technology I

In this course students continue to study the principles of audio signals and the equipment used to record, process, and distribute audio content. Sound in acoustical form is discussed in relation to studio acoustics. Students expand their understanding of signal flow of advanced audio systems by creating and reading complex block diagrams. Some of the topics studied in depth are: signal processors, dynamic range, distortion, analogue recording, and SMPTE time code.

AU1343 **Audio Electronics II**

Prerequisite: AU1333 Audio Electronics I

In the second electronics course, students explore the concepts, building, and application of transformers and filters and learn to read, interpret, and utilize data from schematic circuit diagrams. Emphasis is placed upon applying these electronic devices to the operation and troubleshooting of audio equipment.

VP2203 **Post-Production Sound**

Prerequisite: VP1103 Production Sound

This course focuses on the artistic and technical problems of preparing sound in relation to picture. Students will be the terminology and techniques of editing, mixing, and sound design.

MS111 **College Algebra**

Prerequisite: Successful Placement
In this course, students examine quantitative relationships and employ problem-solving strategies.

Quarter 5

AU2111 **MIDI Systems II**

Prerequisite: AU2101 MIDI Systems I
In MIDI Systems II students develop a detailed knowledge of the MIDI language and learn to apply more flexible and in-depth uses of sequencers involving graphical and list based editing, static and dynamic parameter and tempo automation, and the basic recording of MIDI messages. Students gain greater proficiency in MIDI production processes through small group and individual production projects.

AU1223 **Digital Audio II**

Prerequisite: AU1213 Digital Audio I
Students learn the concepts and production techniques used with Pro Tools integrated into a digital audio workstation. Topics include computer based digital audio workstations, sound design, field recording, digital audio transfer protocols, software-based effects plug-ins, and online automation.

AU2311 **Studio Recording II**

Prerequisite: AU1311 Studio Recording I

This course provides the student a greater understanding of SSL consoles and VCA automation systems. Students use SMPTE Time Code for synchronization to a variety of multi-track formats, use digital audio sampling for sound replacement, and integrate Pro Tools and MIDI sequencers into the analog studio mixing environment. Critical listening skills and critical analysis of master tapes are emphasized. Students participate in in-class recording sessions and engineer recording projects during and out of class hours, which may be included in their portfolio.

AU2411 **Science of Sound II**

Prerequisite: AU1411 Science of Sound I

This is an advanced level course on the physical behavior of sound indoors and outdoors. Advanced concepts will be presented through lectures, hands-on practice, and case studies.

Lower Division Social and Behavioral Sciences Requirement

Quarter 6

AU2121 **Music Theory**

Prerequisite: None

This course introduces students to the rudiments of music theory. Students learn to identify notes and common scales as well as the notation of notes, scales and simple rhythms. The concept and structure of the lead sheet will be introduced. An ear-training component will develop the students' skill in identifying and transcribing simple chords, melodies, and rhythms.

AU1331 Field Recording I

Prerequisite: VP1102 Fundamentals of Editing I

This course introduces students to the equipment, techniques, protocols, and procedures used in on-site recording for film and TV. Topics include power requirements and electrical noise, acoustic isolation, sampling sounds and environments, microphone placement, and communication and audio processing in the field.

AU2333 **Audio Electronics III**

Prerequisite: AU1343 Audio Electronics II

In this course, students focus on the theoretical principles, physical properties, build, and characteristics of various microphones. They will learn to take apart and assemble the components of a microphone and perform basic troubleshooting and repairing of microphones.

DFVP3303 **ADR/Foley**

Prerequisite: VP2203 Post-Production Sound

Students will gain practical experience in advanced sound design and audio production. This course will include Automated Dialogue Replacement (ADR), creation of realistic synchronized sound effects (Foley), and multi-track recording, editing, and mixing in the post-production storytelling process

Lower or Upper Division Liberal Studies Requirement

Quarter 7

AU2131 **Live Sound Reinforcement I**

Prerequisite: AU1331 Field Recording I

In this course students learn to set up and operate various audio equipments for a typical live sound reinforcement. Topics include reading block diagrams of audio systems, wiring speakers, connecting powers, testing and adjusting microphones, troubleshooting sound systems, and fine-tune reinforcement effects.

AU2331 **Field Recording II**

Prerequisite: AU1331 Field Recording I

Students build on basics learned in AU1331 through hands-on training and projects. Students participate in a location production shoot. Topics include location mixing, field and post synchronization, sampling sounds and environments, wireless microphones.

AU2431 **Sound for Interactive Media**

Prerequisite: FS104 Computer Applications and AU1101 Fundamentals of Audio

Students learn the techniques of recording, mixing, and mastering for various interactive media such as CD-ROM, DVD, and the

internet. The unique challenges of memory allocation and optimization are examined with a focus on quality differences between different formats. In addition, students examine coding and compression techniques.

Elective 1

Lower or Upper Division Social & Behavioral Science Requirement

Quarter 8

AU2141 **Live Sound Reinforcement II**

Prerequisite: AU2131 Live Sound Reinforcement I

This course presents students more sophisticated and complex situations for live sound reinforcement. Through studio settings or real world events, students learn to operate large format analogue and digital mixing consoles and solve signal manipulation problems with transformers. Students also learn professional protocols in live sound reinforcement settings.

AU2233 **Digital Audio III**

Prerequisite: AU1223 Digital Audio II

This course covers in depth the use of Pro Tools in a number of different professional studio operation scenarios. Topics include SMPTE time code and synchronization, digital console automation, OMF file transfers, synchronization and machine control in post-production, and introduction to surround mixing and surround formats.

AU3101 **Business of Audio**

Prerequisite: None

In this course, students are introduced to the fundamentals of business. Topics of learning include forms of business ownership, starting a business, developing a business plan, business management principles and strategies, and marketing and promotion strategies for a business.

AU3431 **Sounds for New Media**

Prerequisite: AU2431 Sound for Interactive Media

The main emphasis in this course is on developing sound for new forms through sound installation, interactive media, digitalization, improvisation, and acoustic experimentation.

Quarter 9

AU2151 Music Editing I

Prerequisite: AU2121 Music Theory
This course covers approaches to editing music in relation to television and film. Topics include matching, mood, and aesthetic. Areas of concentration may include commercials, narratives, and music videos.

AU2243 Digital Audio IV

Prerequisite: AU2233 Digital Audio III
In this course, students explore digital audio theory and interact with analog consoles, digital recorders, external DSP, software signal routing, interfacing equipment, and synchronizing digital audio streams. Topics include analog-to-digital/digital-to-analogue conversion, dithering, error correction and concealment, digital storage media, encoding methods involving data compression, digital audio interface standards, DAW interchange standards and synchronization methods.

Elective 2

WDM2214 DVD Authoring

Prerequisite: VP1101 Fundamentals of Video Production
This course provides an introduction to creating interactive DVD titles. This class will focus on production techniques of DVD authoring, proofing, and pre-mastering.

Lower or Upper Math and Science Requirement

Quarter 10

AU3151 Music Editing II

Prerequisite: AU2151 Music Editing I
This is an advanced music editing course dealing with standard film and television industry procedures. Intended for the student who demonstrates technical fluidity with editing equipment and who intends to pursue a career in this field. Emphasis is on the responsibilities of a music editor for the "scored" film from temp tracks and spotting through dubbing.

FS297 Portfolio I

Prerequisite: Permission of Academic Department Director/Advisor
This course prepares students for the transition to the professional world. This course 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.

FS239 Career Development

Prerequisite: Accumulation of 135 credits
This course introduces the guidelines for professional business practices, behaviors and self-marketing ventures. Students focus on the mechanics of the job and client search process (networking, resume, interview, generating positive impressions, cover letters, business and project proposals and contracts). The development of the written and oral communication skills needed in all aspects of the professional life will be addressed.

WDM3313 Streaming Media

Course Prerequisite: WDM2214 DVD Authoring
This course provides an examination of the concepts and methodologies of streaming media. In this course students learn the basics of streaming technologies and apply them to sites and events.

Upper Division Humanities Art Requirement

Quarter 11

AU3511 Advanced Sound Design

Prerequisite: DFVP3303 ADR/Foley
Students learn advanced level of sound design through hands-on practice and case study. Focus will be on using sound as a tool to enhance narrative, characterization, and mood.

Elective 3

AU4010 Senior Project I

Prerequisite: Permission of Academic Department Director/Advisor
This course initiates a two quarter long comprehensive project which will be integral to students' final portfolios. Students will employ their cumulative skills to pre-produce a significant, sophisticated, multi-track digital audio work. Committee and/or faculty will approve the project content and type of the audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor.

Upper Division Liberal Studies Requirement

Upper Division Social & Behavioral Science Requirement

Quarter 12

AU3521 Experimental Sound Design

Prerequisite: DFVP3303 ADR/Foley
Coursework focuses on experimental performance practices, interactive performance, digital media, software design and programming, instrument design, installation works, acoustics, and music perception.

FS497 Portfolio II

Prerequisite: Accumulation of 175 credits
This course focuses on the completion of a student's portfolio and enables the student to begin their career search. Students will present work for the portfolio and will review and determine the quality of the work and make any enhancements necessary. The student will also complete a professional resume and extensive job search.

AU4020 Senior Project II

Prerequisite: Permission of Academic Department Director/Advisor
This course continues the two-quarter long comprehensive project begun in Senior Project I. Students will employ cumulative skills to produce a significant, sophisticated, multi-track digital audio work. Projects will be carried out individually or in groups based on the needs of the class as determined by the instructor.

Visual & Game Programming - Bachelor of Fine Arts (cont.)

1st Quarter

FS100 **Introduction to Success**

Prerequisite: None

This course will maximize students' success in college and in life by providing them with practical experiences in the skills, processes and techniques necessary to become successful students at The Art Institute of California-San Diego, and successful professionals in their chosen fields. The course includes training in time, stress, and money management, organizational skills, learning skills, goal setting, decision-making, and other life skills.

FS101 **Fundamentals/Observational Drawing**

Prerequisite: None

This course is a fundamental drawing course where the students will explore various art and media and learn to use a variety of drawing tools. This course involves the observation and translation of three-dimensional form into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition, line quality, use of tone, and human anatomy.

FS102 **Fundamentals of Design**

Prerequisite: None

A presentation of the basic elements and principles of graphic design will be made in this course. The student will develop a firm foundation to layout and organize design elements for a variety of visual effects.

FS103 **Color Theory**

Prerequisite: None

In this course, students will explore color theory, including additive and subtractive color. Discussions of color and its relationship to composition, through harmony and contrast, will be explored.

FS104 **Computer Applications**

Prerequisite: None

This course introduces students to the basic operation of computer hardware on both Mac and PC platforms. File management and storage, basic word processing, spreadsheet and database techniques are explored. The use of scanners, printers, external drives and other equipment will be examined. Students will also be introduced to the Internet as a research and networking tool.

HU110 **College English**

Prerequisite: Successful Placement

In this course, students will express themselves in writing and develop an effective writing voice for a variety of audiences. Students will involve themselves in the drafting and editing processes, including brainstorming, research, and critique. Students will practice their ability to construct effective arguments, using emotion, logic, and creativity. Mechanics are addressed in the context of students' own work during mini-lessons and conferences.

2nd Quarter

VG1106 **Operating Systems & Shell Scripting**

Prerequisite: FS104 Computer Applications

Photography is a fundamental component of graphic design. This course will introduce the elements of photography and explore its impact and various applications as a vehicle to convey a visual message. Students will learn the operation of cameras such as 35- millimeter and digital, and the principles of composition, lighting and depth of field. The student will be introduced to the concepts of portraiture, narrative and documentary issues.

MA1112 **Drawing & Anatomy**

Prerequisite: FS101 Fundamentals/Observational Drawing

Continuing to develop the basic drawings course, students will focus on rendering life forms in space. Emphasis will be placed on the basic anatomical

structures of human and animal forms.

VG1102 **History of Animation & Games**

Prerequisite: None

This course will present a history of the game and Animation industries. Specifically, it will focus on entry-level jobs and responsibilities, career paths, characteristics and necessary skills for success, regional differences in employment, types of projects and products, and an introduction of the path from concept to product in the industry.

FS122 **Image Manipulation**

Prerequisite: FS104 Computer Applications

Students develop basic image manipulation skills in a raster-based computer environment. Emphasis is placed on mastering the fundamentals of scanning, color management, photo retouching, imaging, special effects and filters and masks.

MS111 **College Algebra**

Prerequisite: Successful Placement

In this course, students examine quantitative relationships and employ problem-solving strategies.

3rd Quarter

VG1112 **Principles of Programming**

Prerequisite: VG1106 Operating Systems & Shell Scripting

This course exposes students to different kinds of scripts and programs and enables them to understand how such scripts and programs are executed. Students will learn to write simple scripts and programs to implement design specifications. Trouble shooting and problem-solving skills as related to scripts and programs are also addressed.

FS111 **Drawing, Proportion & Perspective**

Prerequisite: FS101 Fundamentals/Observational Drawing

This course is a fundamental drawing course with an emphasis on perspective, where the students will draw three-dimensional objects in one-, two-,

and three-point perspective.

MA1133 **2D Animation Principles**

Prerequisite: MA1112 Drawing & Anatomy

Students will study timing and weight through a series of projects designed to demonstrate the principle of animation. Issues such as keyframing, in-betweening, and cycling will be addressed.

MA1134 **Principles of 3-D Modeling**

Prerequisite: FS122 Image Manipulation

Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3-D design. The student will conceptualize 3-D coordinate systems, construct 3-D models, and perform mathematical computations as they apply to geometric construction.

HU230 **Art History**

Prerequisite: College English

This course will conduct a comparative study of the visual arts in different time periods and cultures. It will concentrate on the chronological progression of techniques and the evolving styles of artistic expression..

4th Quarter

VG1126 **Object-Oriented Programming**

Prerequisite: VG1112 Principles of Programming

This course covers the concepts and principles in writing object-oriented programs, addressing such key aspects as classes and hierarchies, input/output constructs, data structures, exception handling features, and graphical user interface (GUI).

VG1128 **Continuous Mathematics for Applications**

Prerequisite: MS111 College Algebra

This course covers topics in real analysis that have wide application in game-related fields. With the concept of functions and their properties as the foundation, students study concepts from trigonometry, differential and integral calculus, and analytic geometry and how to apply

them. Objectives are a clear understanding of the principles and facility with the calculations, rather than mathematical rigor.

MA2204 **3-D Animation**

Prerequisite: MA1133 2-D Animation Principles, MA1134 Principles of 3-D Modeling
Students are introduced to basic 3-D animation concepts by applying keyframing techniques along a timeline. Students will apply changes in translation, scale and rotation through space in time, and be introduced to camera control.

GA2211 **Hard Surface & Organic Modeling**

Course Prerequisite: MA1134 Principles of 3-D Modeling
This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

Lower Division Mathematics & Science Requirement
Refer to Liberal Studies section at the end of this catalog.

5th Quarter

VG1140 **Geometry for Computer Graphics**

Prerequisite: VG1112 Principles of Programming
Focused on geometrical concepts and operations as related to computer graphics, this course covers mathematical representations of position, motion, and shape, matrices and matrix operations, calculation of perspective and projective transformations, and methods to model curves and surfaces. Principles of differential and integral calculus will also be addressed.

GA2212 **Game Modeling & Animation**

Prerequisite: MA1134 Principles of 3-D Modeling
Real time 3-D animation requires a thorough understanding and ability to create scenes and characters in such a way as to minimize the time it takes for a computer to redraw the scene as it moves in a game. Students will learn low-polygon creation techniques using industry-standard 3-D modeling software and computers.

GA3311 **Material & Lighting**

Prerequisite: MA2204 3-D Animation
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 containing reflection radiosity and other effects.

GA3314 **3-D Character Rigging**

Prerequisite: MA2204 3-D Animation
The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up and tested a character.

Upper Division Mathematics & Science Requirement
Refer to Liberal Studies section at the end of this catalog.

6th Quarter

VG2221 **Design Patterns & Data Structures**

Prerequisite: VG1126 Object-Oriented Programming
Organizing, storing, and efficiently accessing large amounts of data are integral to software applications. It is important to keep the software source code manageable as the projects increase in size and power. In this course, students learn the fundamental toolset for software structure as they build simple programs and more complicated applications.

MA2212 **3-D Camera Techniques**

Prerequisite: MA2204 3-D Animation
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.

VG3323 **3-D Scripting**

Prerequisite: GA3314 3-D Character Rigging
Scripting allows the animator to automate tedious tasks and create effects that would be otherwise time-consuming in the traditional 3-D key frame methodology. This course introduces students to scripting in a 3-D package e.g. Maya using MEL (Maya Embedded Language). Students will explore the powerful and diverse

capabilities of 3-D scripting.

HU130 **Visual Language & Culture**

Prerequisite: FS122 Image Manipulation
The media revolution communicates through images as much if not more than through words. Strategies of interpretation and theories of visual logic are introduced.

Upper Division Mathematics & Science Requirement
Refer to Liberal Studies section at the end of this catalog.

7th Quarter

VG2230 **Physics of Motion, Light & Sound**

Prerequisite: VG1126 Object-Oriented Programming
This is an applied physics course that focuses on the concepts and laws of physics as applied to game and animation design. Students learn to recognize the principles of physics in game and animation design and apply them for the desired visual effects.

MA3322 **3-D Visual Effects**

Prerequisite: GA3311 Material & Lighting
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.

MA1131 **Conceptual Storytelling**

Prerequisite: MA1112 Drawing & Anatomy
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.

VG2215 **Programming for Shading**

Prerequisite: GA2212 Game Modeling & Animation
Proper shading enhances the visual effects of a model, a character, and/or an environment in animation and game. This course enables the student to learn how to apply programming features to create effects of shading in a 3-D animation or game work.

Upper Division Humanities Writing Requirement
Refer to Liberal Studies section at the end of this catalog.

8th Quarter

VG3315 **Programming for Shading II**

Prerequisite: VG2215 Programming for Shading
This course teaches advanced shading and rendering technical concepts. The course will build upon the foundation of programming for shading; students will continue to develop a technical knowledge of shading and rendering as applicable with Pixar's Renderman toolset, or like package, Renderman's RIB interface and in-depth SL shading language programming in conjunction with the practice of high level applications (MtoR, SLIM). By the end of the course, students should not only be proficient users of the software but also capable of extending the capabilities of the toolset with the programming of custom shader templates.

VG2214 **Technical Animation**

Prerequisite: VG3323 3D Scripting (3 quarter credits)
This course will cover the tools and techniques required to animate all non-character elements in a scene. This will include mechanical systems, natural phenomena, and effects.

VG3327 **Games for the Net**

Prerequisite: VG2230 Physics of Motion, Light & Sound.
Rapid development of Internet technologies allow more and more complex games to be delivered over the net. This course addresses the design and delivery constraints of games for the net and provides an opportunity for students to design a multiplayer game that can be accessed and played on the net.

HU111 **Effective Speaking**

Prerequisite: College English.
This course provides the student with the communication skills that are essential to a successful professional career. Students will notice a marked decrease in their anxiety about speaking and a marked increase in their ability to inform, inspire, and persuade an audience. A variety of experiences designed to develop basic concepts of the oral communication process will be introduced, as well as communication theory, and speech preparation and delivery.t

Lower Division Social & Behavioral Sciences Requirement
Refer to Liberal Studies section at the end of this catalog.

9th Quarter

VG3302 **Software Development for Game & Animation**

Prerequisite: VG2230 *Physics of Motion, Light & Sound*
In this course students learn to develop scripts and plug-ins used for game and animation. Such scripts and plug-ins are intended to enhance the modeling, animation, and other game features in 3-D software packages. Students also learn to use standard graphics libraries..

VG3312 **Level Design**

Prerequisite: GA2212 *Game Modeling & Animation*
This course enables the student to employ ways to represent knowledge and state in Artificial Intelligence (A.I.) and to incorporate A.I. elements in the development and design of games.

VG3321 **DVD Authoring**

Prerequisite: WDM2205 *Editing Techniques*
An introduction to creating interactive DVD titles. This class will focus on production techniques of DVD authoring, proofing and pre-mastering.

1st Elective
Refer to Electives section at the end of this catalog

Lower Division Social & Behavioral Sciences Requirement

10th Quarter

VG4425 **Programming for Computer Graphics**

Prerequisite: VG3302 *Software Development for Game & Animation*
This course enables students to write scripts that can enable, customize or develop specific features in computer graphics.

VG3308 **Manipulation of Motion Capture Data**

Prerequisite: VG2230 *Physics of Motion, Light & Sound*
Utilizing motion capture data can be efficient and cost-effective in game design. This course focuses on importing, modifying, and using motion capture

data and apply such data in developing animation and games.
VG3331
Game Prototyping

Prerequisite: VG3312 *Level Design*
In this course students will create and produce a stand-alone game prototype, demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their design, production and collecting skills as well as scripting and storyboarding.

WDM3312 **Computer-based Training**

Prerequisite: WDM3302 *Intermediate Authoring*
An exploration of authoring techniques for interactive training and education. Students gain experience in the process of design, development, and evaluation of effective computer-based training systems.

FS239 **Career Development**

Prerequisite: By permission of Academic Director/Advisor
This course introduces the guidelines for professional business practices, behavior and self-marketing venture. Students focus on the mechanics of the job and client search process (networking, resume, interview, generating positive impressions, cover letters, business and project proposals and contracts). The development of the written and oral communication skills needed in all aspects of the professional life will be addressed.

Upper Division Humanities Requirement

11th Quarter

VG4401 **Advanced Game Prototyping**

Prerequisite: VG3331 *Game Prototyping*.
In this continuation of the Game Prototyping course, students will create and produce a stand-alone game prototype demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their design, production and collecting skills as well as scripting and storyboarding.

VG4426 **Senior Project Preparation**

Prerequisite: VG3302 *Software Development for Game & Animation*
In this course students conduct

research for a project concept and prepare the necessary information and materials to develop a thorough plan for the senior project. Class activities include, but are not limited to, project concept development, research, storyboarding, scriptwriting, modeling, texture mapping, production plan, etc.

VG4430 **Game Engine Scripting**

Prerequisite: VG1126 *Object-Oriented Programming*
Students will develop and refine basic programming skills. The student will acquire skills needed to design, develop and produce practical applications in a specific scripting or programming language..

2nd Elective
Refer to Electives section at the end of this document.t

Upper Division Liberal Studies Requirement

Refer to Liberal Studies section at the end of this catalog.

12th Quarter

FS497 **Portfolio II**

Prerequisite: By permission of Academic Director/Advisor
This course focuses on the completion of a student's portfolio and enables the student to begin their career search. Students will present work for the portfolio and will review and determine the quality of the work and make any enhancements necessary. The student will also complete a professional resume and extensive job search.

VG4450 **Senior Project**

Prerequisite: VG4426 *Senior Project Preparation*
Students select an area to research and develop their portfolio projects. The emphasis is a quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results. Additionally, students prepare, present and defend a project suitable for professional presentation.

3rd Elective
Refer to Electives section at the end of this catalog.

Upper Division Liberal Studies Requirement

Refer to Liberal Studies section at the end of this catalog.

Upper Division Social

& Behavioral Sciences Requirement
Refer to Liberal Studies section at the end of this catalog.

ELECTIVES

Choose from a list of electives. Academic Director approval is required and prerequisites must be met.

1st Elective choices:

FS131 **Typography I – Traditional**

Prerequisite: None
This course is an introduction of lettering skills and the history and foundation of letterforms. The placement of display and text type in a formatted space, and the relationship between the appearance and readability of letterforms, are also studied. Students will work in a traditional context of hand-rendering type and also be introduced to contemporary typesetting technology.

GD3393 **Art & The Law**

Prerequisite: HU110 *College English*
This course focuses on an analysis of current laws affecting the multimedia field, including copyright law, trademark law, the law of libel and slander, right of publicity and the right of privacy, misappropriation, unfair competition, moral rights, and trade disparagement. In addition, the course addresses sole proprietorship, partnerships, and corporations, their establishment, and the legal problems in operation under each form. To support the sales function, students will learn about the legal obligations of all parties to a contract.

MA1121 **Language of Animation & Film**

Prerequisite: None
Fundamentals of animated cinematography addressed through a historical survey. Course will consider trends and genres of animated film in a variety of media.

MA2214 **Audio for Animation**

Prerequisite: FS104 *Computer Applications*, MA1133 *2-D Animation Principles*
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

effect and transition in computer animation.

MA2241 Motion Graphics

Prerequisite: FS122 Image Manipulation

This course is an introduction to the use of titling in 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.

MA3306 Web Animation

Prerequisite: FS122 Image Manipulation, MA1133 2-D Animation Principles

Students in this course produce animation within limited delivery constraints. Limitations of Image size, formatting and color depth will be explored.

MA3324 Character Animation

Prerequisite: GA3324 Character Modeling

This is an advanced level 3-D animation course that builds on techniques learned in previous modeling and animation courses. Students will learn how to apply real life action sequences to characters.

VG2210 Programming Project I

Prerequisite: VG1126 Object-Oriented Programming

This course provides an opportunity for students to work together as a team to create a large-scale programming project. The class will choose an appropriate programming language and apply their skills to solving a problem in game and animation. Students will also develop a process to debug and test the project to prepare it for production, as well as creating user documentation.

VG3320 Advanced Data Structures & Algorithms

Prerequisite: VG2221 Design Patterns & Data Structures

In graphical and game programming applications, specialized data structures and algorithms are often necessary to achieve certain goals. This course teaches a number of specialized methods created for visual and game programming applications, like quadtrees, BSP trees, and convex hulls.

2nd Elective Choices:

FS399

Internship I

Prerequisite: AD2201 Advertising Design

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate.

VG3322 Advanced Level Design

Prerequisite: VG3312 Level Design

Building on abilities gained in the Level Design course, students will create more intricate designs for levels, characters, objects and weapons. Emphasis is on interesting game play and puzzles.

VG3332 Interface Design for Games

Prerequisite: VG3312 Level Design

This course is an introduction to the pre-planning aspects of the design process. Students will formulate design projects specifically for delivery media such as video game consoles, mobile devices, and PC CD-ROM/DVD. Parameters relating to color, resolution, access speed, key choice/layout and composition will mediate the design process. Students will also explore principles of interactive design appropriate for the game type and/or target audience.

GA4424 Advanced Character Rigging

Prerequisite: GA3314 3-D Character Rigging

Students will continue to explore character setup. Work on advanced topics such as facial expressions and Quadraped will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up and tested a character with a custom graphical user interface.

MA3316 Compositing

Prerequisite: MA2241 Motion Graphics

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.

MA4405 Intermediate Motion Graphics

Prerequisite: MA2241 Motion Graphics

This course will explore the use of motion graphics as a commercial communication medium and technical compositing tool. Studies will include the development of visual concepts, design, and execution of a final presentation(s). Technical skills utilized will include advanced compositing techniques, typography, animation, and design.

VG3330 Advanced Shell Scripting

Prerequisite: VG1106 Operating Systems & Shell Scripting

This course introduces advanced shell scripting concepts in game and animation. Students will write scripts to coordinate workflow and pipeline issues and deal with rendering and processing of animation. They will also program solutions for project management using a database. Scripts will be cross-platform and able to integrate with existing software in the development environment.

3rd Elective Choices:

FS399 Internship I

Prerequisite: By permission of Academic Director

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate..

FS499 Internship II

Prerequisite: By permission of Academic Director

Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate.

MA3312 Advanced Lighting & Texture

Prerequisite: GA3311 Material & Lighting

In this course, students will continue to develop lighting and texturing skills. Procedural texturing and lighting will also be covered.

GA4424 Advanced Character Rigging

Prerequisite: AD2230 Introduction to Advertising Campaign

This course surveys the creative team's ability to merge words and images.

AD3345 Digital Portfolio

Prerequisite: GA3314 3-D Character Rigging

Students will continue to explore character setup. Work on advanced topics such as facial expressions and Quadraped will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up and tested a character with a custom graphical user interface.

MA4413 3-D Animation Studio

Prerequisite: MA3324 Character Animation

Students will use advanced animation techniques to create, design, produce and edit an animated short story.

MA4416 Intermediate Compositing

Prerequisite: MA3316 Compositing

This course will expose students to the disciplines used in creating and compositing video shot on a blue or green screen. More sophisticated methods will be introduced for color correcting and to produce seamless composites. The class will reinforce compositing concepts, techniques, and vocabulary that students have learned in previous classes. Each student should produce a final edited project utilizing these skills. Concepts presented will include; various methods of keying, matte extraction, garbage matting, track mattes, traveling mattes, RGB color space, and color correction.

Elective Updates

(for course descriptions, please refer to the 07-08 catalog)

Audio Production - Bachelor of Science

1st Elective:

MA1121 Language of Animation
WDM1123 Fundamentals of Web-based Programming
WDM1130 Fundamentals of Animation
MA3316 Compositing
VG1106 Operating Systems & Shell Scripting

2nd Elective:

MA2241 Motion Graphics
WDM2203 Intro to Web Design
AU4400 Special Topics in Audio
WDM3341 Audio & Video for Advertising
WDM3342 Short Media Production
VG1112 Principles of Programming
VG1126 Object – Oriented Programming
FS399 Internship

3rd Elective:

MA4405 Intermediate Motion Graphics
WDM2213 Intermediate Web Design
AU4402 Special Topics in Audio II
WDM3342 Short Media Production
VG1112 Principles of Programming
VG1126 Object – Oriented Programming
FS399 Internship

Advertising - Bachelor of Science

1st Elective

FS399 Internship I
AD3320 Advertising Sales & Ratings
AD3331 Advertising Copy Writing
GD2262 Message Making
GD2263 Typography IV
GD3391 Graphic Design History
MA3306 Web Animation
WDM1130 Web Animation
WDM2204 Digital Audio Editing
WDM2205 Editing Techniques

2nd Elective

AD3003 Portfolio Strategies
AD4405 Account Planning

AD4433 Global Business Perspective
FS399 Internship I
GD2252 Corporate Communications
GD3381 Intro to Packaging
GD3384 Advanced Design
WDM1132 Fundamentals of Authoring
WDM2205 Editing Techniques
WDM3342 Short Media Production

3rd Elective

AD4405 Account Planning
FS399 Internship I
FS499 Internship II
GD3393 Art & The Law
GD3394 Package Design
GD4403 Environmental Design
WDM3302 Intermediate Authoring
WDM3341 Audio & Video for Advertising

Fashion Design - Bachelor of Fine Arts

1st Elective

GD1125 Introduction to Photography
FM2220 3D Visual Merchandising I
MA1112 Drawing & Anatomy

2nd Elective

GD3383 Photography II
FS 399 Internship I
FM3315 Brand Marketing
FM3330 Global Marketing
FM3333 Fashion Styling
FM4410 Executive Leadership
FM4430 Business Ownership
FM4400 Catalog Development

3rd Elective

FS399 Internship I
FS499 Internship II

Fashion Marketing & Management - Bachelor of Science

1st Elective

GD1125 Introduction to Photography
FS131 Typography I

2nd Elective

GD2244 Advanced Image Manipulation
GD3383 Photography II
FD3325 Surface Design - Screen Printing
FM3333 Fashion Styling
FS399 Internship I

3rd Elective

FS399 Internship I
FS499 Internship II

Game Art & Design - Bachelor of Science (see pages 28-29 for course descriptions)1st, 2nd, or 3rd Electives

GAD313 Advanced Animation Drawing
GAD321 Mapping for Digital Media
GA2000 Special Topics in Game Design
GA2099 Game Preproduction
GA2504 Comparative Anatomy
GA3099 Game Production
GA3332 Interface Design
GA3514 Modeling & Architecture
GA4099 Game Post Production
GA4424 Advanced Character Rigging
MA2214 Audio for Animation
MA3306 Web Animation
MA3322 3D Visual Effects
MA4406 Advanced Web Animation
MA4413 3D Animation Studio
VG3327 Games for the Net
FS399 Internship I

Graphic Design - Bachelor of Science

1st Elective

FS399 Internship I
AD1110 Fundamentals of Advertising
GD3385 Copywriting
WDM1123 Fundamentals/Web-based Programming
WDM1111 Design Layout

2nd Elective

AD2201 Advertising Design
AD4405 Account Planning
GD3382 Advanced Typography
MA2200 Painting
MA4405 Intermediate Motion Graphics
WDM1121 Information Design
WDM2203 Introduction to Web Design
FS399 Internship I

3rd Elective

FS399 Internship I
FS499 Internship II
AD2230 Intro to Advertising Campaign
AD3325 Art Direction
AD3345 Digital Portfolio
AD4405 Account Planning
AD4433 Global Business Perspective
GD3395 Package Identity

WDM2201 Interface Design
WDM2213 Intermediate Web Design
MA4415 Advanced Motion Graphics

Interior Design - Bachelor of Science

1st Elective

FS399 Internship I
FS131 Typography I – Traditional
MA1112 Drawing & Anatomy
MA1123 Acting & Movement
GD1134 Digital Illustration
GD1123 Electronic Layout
GD1125 Introduction to Photography
AD1110 Fundamentals of Advertising
ID2228 Kitchen & Bath Design

2nd Elective

FS399 Internship I
FS499 Internship II
GD3391 Graphic Design History
GD3393 Art & The Law
GD2243 Typography II - Hierarchy
GD2244 Advanced Image Manipulation
ID2228 Kitchen & Bath Design

Media Arts & Animation - Bachelor of Science (see pages 29-30 for course descriptions)

1st Elective

FS399 Internship I
GA3312 Level Design
GAD313 Advanced Animation Drawing
GD1123 Electronic Layout
GD1125 Intro to Photography
MA1100 Business of Animation
MA2224 Advanced Sculpture for Animation
MA3303 Portfolio Strategies
MA3340 Animal Animation
MA3343 Clothed Figure Drawing
MA4405 Intermediate Motion Graphics
MA4416 Intermediate Compositing
WDM1134 Introduction to Video
WDM2203 Introduction to Web Design
WDM2214 DVD Authoring
WDM3314 Sound Design
GA2504 Comparative Anatomy

2nd Elective

FS399 Internship I
FS499 Internship II
GA2504 Comparative Anatomy

GA3313 Designing 3D Elements
GAD313 Advanced Animation Drawing
GD1125 Intro Photography
GD2243 Typography II
GD3383 Photography II
MA1100 Business of Animation
MA2224 Advanced Sculpture for Animation
MA3003 Portfolio Strategies
MA3301 Matte Painting
MA3340 Animal Animation
MA3343 Clothed Figure Drawing
MA3347 Video Production Studio
MA3549 Advanced 3D Visual
MA4406 Advanced Web Animation
MA4415 Advanced Motion Graphics
MA4416 Intermediate Compositing
MA4426 Advanced Compositing
WDM1134 Introduction to Video
WDM1123 Fundamentals of Web Based Programming
MA4423 Advanced Character Animation
MA3345 Advanced Character Modeling
MA3346 Advanced Modeling and Texture
MA3302 Advanced Storyboarding for Animation

3rd Elective

FS399 Internship I
FS499 Internship II
GA3313 Designing 3D Environments
GA4424 Advanced Character Rigging
GAD321 Mapping for Digital Media
GD3383 Photography II
MA2224 Advanced Sculpture for Animation
MA3003 Portfolio Strategies
MA3301 Matte Painting
MA3340 Animal Animation
MA3549 Advanced 3D Visual Effects
MA4400 Special Topics for Animation
MA4405 Intermediate Compositing
MA4415 Advanced Motion Graphics
MA4416 Intermediate Compositing
MA3345 Advanced Character Modeling
MA3346 Advanced Modeling and Texture
MA3302 Advanced Storyboarding for Animation

Visual & Game Programming - Bachelor of Science

1st Elective:

FS131 Typography I – Traditional
GD3393 Art & The Law
MA1121 Language of Animation & Film

MA2214 Audio for Animation
MA2241 Motion Graphics
MA3306 Web Animation
MA3324 Character Animation
VG2210 Programming Project I
VG3320 Advanced Data Structures & Algorithms

2nd Elective

FS399 Internship I
VG3322 Advanced Level Design
VG3332 Interface Design for Games
GA4424 Advanced Character Rigging
MA3316 Compositing
MA4405 Intermediate Motion Graphics
VG3330 Advanced Shell Scripting

3rd Elective

FS499 Internship II
GA3321 Advanced Lighting & Texture
GA4424 Advanced Character Rigging
MA4413 3D Animation Studio
MA4416 Intermediate Compositing

Web Design & Interactive Media - Bachelor of Science (see pages 30-32 for course descriptions)

1st Elective

AD1110 Fundamentals of Advertising
AD2220 Fundamentals of Marketing
FS399 Internship
GD1123 Electronic Layout
GD2243 Typography II
GD2254 Pre-Print Production
GD3383 Photography II
GD3393 Art & The Law
GD3394 Package Design
MA1134 Principles of 3D Modeling
WDM3003 Portfolio Strategies
WDM3341 Audio and Video for Advertising
WDM3342 Short Media Production
WDM3347 Client-Side Scripting
WDM3350 Podcast Development
WDM3343 Advanced Digital Illustration
WDM3345 Designing for Dynamic Web Sites

2nd Elective

FS399 Internship I
FS499 Internship II
GD2243 Typography II
GD3383 Photography II
MA1134 Principles of 3D Modeling
MA2204 3D Animation

MA3316 Compositing
WDM3003 Portfolio Strategies
WDM3343 Advanced Digital Illustration
WDM3347 Client-Side Scripting
WDM3348 Usability Testing
WDM3350 Podcast Development
WDM3345 Designing for Dynamic Websites
WDM3346 Advanced Topics in Web
Development
WDM3344 Interactive Development for
Hand-Held
WDM3349 Web Programming Architecture
WDM3340 Advanced Interface Graphics
WDM3341 Audio and Video for Advertising
GA2211 Hard Surface and Organic Modeling

3rd Elective

FS399 Internship I
FS499 Internship II
GD3383 Photography II
MA2204 3D Animation
MA3316 Compositing
WDM3003 Portfolio Strategies
WDM3343 Advanced Digital Illustration
WDM3347 Client-Side Scripting
WDM3348 Usability Testing
WDM3350 Podcast Development
WDM3346 Advanced Topics in Web
Development
WDM3344 Interactive Development for
Hand-Held
WDM3349 Web Programming Architecture
WDM3340 Advanced Interface Graphics
WDM3341 Audio and Video for Advertising
GA2211 Hard Surface and Organic Modeling

