ART 21067 HISTORY OF DESIGN
Historical and cultural influences and technical developments in the design of objects for use.
Pre-req.: Art 10000 or one 2000-level writing course.
3GJ W 6:15–9:05 pm room 118 Professor Justin Campoy

ART 21068 HISTORY OF GRAPHIC DESIGN
Study of graphic design as a tool for communicating, reinforcing and shaping socially constructed ideas by tracing the role of graphic arts from pre-historic to contemporary postmodern aesthetics. Pre-req.: Art 10000 or one 2000-level writing course.
2PR Tu 2:00–4:50 pm room 118 Professor Gail Tauber

ART 29500 TYPOGRAPHY 1
Type as abstract structure and its relation to problems of graphic communication. Application of typographic design in the creation of posters, brochures, magazine book design, print ads and packaging. Pre-req: Art 10100.
1AD M 9:00–11:50 am room 119 Professor Elizabeth Smith
3GJ W 9:00–11:50 am room 122 Professor Yvette Francis
5PR F 2:00–4:50 pm room 119 Professor Juan Villanueva
6X S 9:00–11:50 am room 119 Professor Javier Viramontes

ART 29510 GRAPHIC DESIGN CONCEPTS
Relationship of image and type in graphic design, with emphasis on conceptual and visualization skills. Design and using traditional and digital tools in projects ranging from graphic icons to the design of promotional materials. Pre-req: Art 10100.
1EF M 2:00–4:50 pm room 119 Professor Michele Washington
1GJ M 6:15–9:05 pm room 119 Professor Michele Washington
2KN Tu 9:00–11:50 am room 119 Professor Anne Bartoc
2SU Tu 6:15–9:05 pm room 119 Professor Lora Morgenstern

ART 29520 ILLUSTRATION
Contemporary illustration in various media. Editorial illustration (book, magazine), advertising illustration, and promotional illustration. Pre- or Co-Req: Art 10100.
2SU Tu 6:15–9:05 pm room 118 Professor Lynne Foster
4PR Th 2:00–4:50 pm room 118 Professor Nate Seneal
6X S 9:00–11:50 am room 118 Professor Krisia Ayala

ART 29526 COMPUTER IMAGING AND ILLUSTRATION
Electronic illustration and image processing. Overview of approaches from painting to montaging. Imaging techniques using masks, channels, filters and special effects. Issues of color management, color correction, resolution, and printing. Pre-req: Art 10100 and 29520.
1GJ M 6:15–9:05 pm room 122 Professor Faridheh Sakhaeifer
4SU Th 2:00–4:50 pm room 122 Professor Lynne Foster

ART 29530 DIGITAL PHOTOGRAPHY
Introduction to digital photographic practices. Technical concerns and aesthetic issues of digital image capture and digital photo manipulation and output/display. Exploration of contemporary digital photography and concept development. Pre-req: Art 10400 or permission.
3GJ W 6:15–9:05 pm room 119 Professor Robert Levy
4PR Th 2:00–4:50 pm room 119 Professor Anthony Hamboussi

ART 39500 TYPOGRAPHY 2
Type played continues. Communication systems, cohesive identity packages, logo development and publication design with orderly, logical and aesthetically appropriate type usage. Pre-req: Art 29500.
4SU Th 6:15–9:05 pm room 122 Professor Sherry He

ART 39510 ELECTRONIC DESIGN 1
Design for print media with focus on page layout, integration of text and graphic illustration, and corporate ID systems. The computer as a design and production tool; introduction to vector and raster-based software for design and illustration. Pre-req: Art 29500 and 29510.
1AD M 9:00–11:50 am room 122 Professor Ortz Maridhika-Tenzer
2PR Tu 9:00–11:50 am room 122 Professor Ortz Maridhika-Tenzer
4PR Th 2:00–4:50 pm room 119 Professor Ortz Maridhika-Tenzer

ART 39512 NEW TITLE: PRODUCTION FOR DIGITAL MEDIA
Print production for graphic design from concept to execution. Development of concepts from visualization to comprehensives for black and white and color printing. Techniques in printing: embossing, die cut and paper selection. Pre-req: Art 39510.
3GJ W 9:00–11:50 am room 119 Professor Amy Huesman
3AD W 9:00–11:50 am room 118 Professor Amy Huesman

ART 39520 ILLUSTRATION 2
3KN Tu 9:00–11:50 am room 118 Professor Amy Huesman
3AD W 9:00–11:50 am room 118 Professor Amy Huesman

ART 39528 2D ANIMATION PRINCIPLES
Introduction to basic principles, techniques, and processes involved in the development of 2D animation. Exercises and projects exploring the classical principles of animation as applied in a digital environment. Pre-requisites: Art 29526 Computer Imaging or Art 29530 Digital Photo 1.
1EF M 2:00–4:50 pm room 121 Professor Pilar Newton-Katz