


Program Student Learning Outcomes		Demonstrate an understanding of the methods and materials associated with drawing, 2D design and 3D design.	Analyze and articulate art history from a global perspective, using research, critical thinking skills, and a visual arts vocabulary.	Analyze and assess the formal aspects of an artwork using art and design terminology.	Interpret and evaluate an artwork by examining its relationship between its form and content.	Demonstrate the creative process of making, analyzing and revising work.	Design and create a comprehensive e-portfolio for all art courses to be used for transfer or professional purposes.								
Abbreviated	Course Level Learning Competencies														
															
ART100	To gain a greater awareness and understanding of your individual discipline by using tools learned in a larger social context: a community setting.					I								Information Literacy	
	To understand your own creative process.					I								Quantitative Reasoning	
	To experience and feel more comfortable with a range of different approaches to sparking and expressing your creativity and using it to help others.					I								Public Presentation	
	To learn new methods for problem solving and researching ideas and techniques.					I								Global Awareness	
	To understand and experience how art may affect the viewer and creator emotionally.			I		I								Written Communication	
	To feel more comfortable with a range of art media.					I								Science & Technology	
	To feel more comfortable with taking chances, and expressing your ideas.			I		I									
ART104	Recall key information (such as locations and dates) from specific presentations and readings.		I												
	Describe the form (visual appearance and material) of different artworks in detail, using appropriate vocabulary.			I											
	Summarize, in writing, the information obtained from a source		I												
	Identify changes in artworks of a particular culture over a given period of time.	I	I	I											
	Compare and contrast artworks from different geographical locations.	I	I	I											
	Examine the content (meaning and function) of a given artwork and connect the content to its form.		I	I	I										
	Identify evidence of cultural interaction in specific artworks.	I	I	I											
	Evaluate the accuracy of different sources in the field of Art History.		I												
	Debate and defend a point of view regarding a given controversy in the field of Art History.		I												
Synthesize concepts by researching and writing about specific topics.		I													
ART105	Interpret significant works of art from the early Renaissance to the present day.	I	IR	IR	IR										
	Trace the historical development of an artistic or intellectual element across some part of the time period covered in the scope of this course.	IR	IR	IR	IR										
	Integrate the principle artistic, philosophical, and historical elements of a period or phenomenon.	IR	IR	IR	IR										
	Argue a point of view, position, or perspective regarding an issue in the arts.	IR	IR	IR	IR										
	Compare connections between different artistic styles or periods.	IR	IR	IR	IR										
	Identify individuals who have made major contributions to a style or period.	IR	IR	IR	IR										
	Define terms, names, and concepts in relation to a particular style or period.	IR	IR	IR	IR										
	Collaborate to explore an issue or solve a problem in the arts.	IR	IR	IR	IR										
Discuss social or other forces that have had an influence on a particular style or period.	IR	IR	IR	IR											

	Employ effective strategies for learning in the arts.	IR	IR	IR	IR														
ART106	Students will learn the commonalities in the arts and be able to use this knowledge to better understand and appreciate each of the arts.																		
	Students will learn to evaluate art events by applying criteria specific to the particular art form.																		
	Students will develop increasingly better judgment of the arts through analysis																		
	Students will know and show the chronology and trends that apply to a particular art form through quizzes																		
	Students will create a Final Project at the end of the course																		
ART108	Students will be exposed to art historical aspects of 3-D design.	I	I	I	I														
	Students will understand the role and function of 3-D design as applied to conceptual objects.	I	I	I	I														
	Students will be able to articulate how and why an object affects 3-D space.	I		I	I														
	Students will be able to identify key concepts and terms related to 3-D design.			I	I														
	Students will experiment with and gain knowledge of various materials related to 3-D design applications.	I								I									
	Students will experiment with various technical skills related to 3-D design.	I																	
	Students will be able to apply these concepts and technical skills directly to the creation of 3-D design projects.	I									I								
	Students will acquire new approaches to problem solving.											I							
	Students will learn how 3-D design can be related to other areas of Art & Design.	I	I																
Students will expand their Art & Design verbal and visual vocabulary.				I															
ART 109	Compare and contrast hue, value and saturation	I			I														
	Apply the concepts of unity, variety, contrast, dominance, appropriateness, balance and harmony to their design	I			I					I									
	Compare and contrast additive and subtractive color theory for both transmitted light and pigment based media	I			I														
	Distinguish the relative aspects of color perception (e.g. psychological and cultural aspects) as they apply to solving problems	I	I																
	Effectively employ color theory in designing his/her work and in evaluating the work of others	I			I					I									
	Define and articulate spatial concepts in a two-dimensional format	I			I														
	Differentiate between color used as symbol, as expression, and as description	I	I		I					I									
	Identify color choices and ways																		
	Present and craft projects professionally	I									I								
Exhibit original thinking and conceptual clarity	I									I									
ART111	Analyze visual information in terms of proportional relationships, spatial relationships and basic geometric shapes in order to accurately depict objects from direct observation.	I			I					I									
	Vary line weight to create the illusion of volume and depth.	I									I								
	Convey gesture and sensitivity to line quality and mark making.	I									I								
	Use value (continuous tones, cross contour and cross-hatching) to create the illusion of volume, depth, and the natural way light describes form.	I									I								
	Describe texture and organic rhythms drawing from direct observation of still life objects and/or landscape.	I									I								
	Execute one and two point perspective drawings.	I	I								I								

	Understand the importance of composition, organization, placement and positive and negative space.	I	I	I		I	I												
	Demonstrate competency in charcoal, ink and graphite	I																	
	Discuss drawing using appropriate terminology.			I															
	Present their completed work in a professional manner.																		
ART 112	Demonstrate advanced knowledge of a variety of drawing materials	R	IR				R												
	Demonstrate advanced knowledge of various drawing techniques	R	IR				R												
	Demonstrate advanced understanding of the principles of composition	R	IR	IR	IR		R	R											
	Demonstrate familiarity with certain key figures & artworks for the canon of art history		I																
	Develop a series of artworks with personal thematic content			R	I		R	R											
	Critique and discuss artwork intelligently			R	IR														
ART121	Have an advanced working knowledge of darkroom equipment and chemistries	I	I	I	I		II	IR											
	Create photographic imagery from an artistic perspective	i	i	i	i		i	IR											
	Have fun making images and sharing them with others							I											
	Have a portfolio that he/she could show to potential employers																		
	Have a portfolio that could be exhibited																		
ART122	Have an advanced working knowledge of darkroom equipment and chemistries																		
	Create photographic imagery from an artistic perspective																		
	Have fun making images and sharing them with others																		
	Have a portfolio that he/she could show to potential employers																		
	Have a portfolio that could be exhibited																		
ART 130	Understand that light quality is the most important aspect of photography.	I					I												
	Be able to photograph in Manual, Shutter Priority, and Aperture Priority modes.							I											
	Articulate and demonstrate proficiency using the principles governing exposure.							I											
	Demonstrate knowledge about camera lenses, their apertures, and how they affect depth of field.				I			I											
	Demonstrate knowledge about how the shutter speed can capture the various aspects of movement.							I											
	Be skilled in the use of image editing techniques including keyboard shortcuts, toolbox use, color correction, cropping, selecting, and sizing for output.	I			I	I		I	I										
	Demonstrate skill using the rules and guidelines for successful composition and design.	I	I		I	I		I	I										
	Employ use of Adobe Bridge to manage assets and use metadata.								I										
Be familiar with the history of photography and criticism.	I	I		I	I		I	I											
ART 140	Demonstrate the interfaces, basic tools and operations of Adobe Illustrator and Adobe Photoshop.	I			I			I											
	Define and articulate the differences between vector-based and pixel-based artwork.	I			I			I											
	Create both vector-based and pixel-based artwork that demonstrates a knowledge of color, type and composition.	I			I	I		I	I										

	Effectively use layers to properly organize the artwork.	I		I	I	I	I												
ART 141	Students will be able to demonstrate knowledge of photo editing including color correction, photo retouching, image manipulation and composition.	IR		I	I	I	I												
	Students will be able to create compositions using layers, layer blending modes, special effects, filters, masks and adjustment layers.	IR		I	I	I	I												
	Students will demonstrate knowledge in color management workflow for both printing and web output including calibrating all hardware. Concerns will center around capture, resolution, color models, color fidelity, image <u>size</u> , <u>file formats</u> , and <u>compression schemes</u> .	I		I	I	I	I												
	Students will be able to demonstrate the type capabilities in Photoshop and how to use type to enhance a visual communication piece.			I	I	I	I												
ART142	Demonstrate an understanding of the complexities of both print and online typography including the technical aspects of each, the differences in online versus print type treatment, and how to incorporate both types into a cohesive visual communication message.	I	I	IR	IR	IR	I												
	Demonstrate knowledge of the correct usage of type especially how to mix multiple typefaces together to form a cohesive look that supports the overall design and visual message.			I	I	IR	I												
	Identify common type faces and type styles. They will be able to identify when and how to use these to create compelling design pieces.	I	I	I	IR	IR													
ART143	Demonstrate knowledge and use of type as a communication tool which transforms data into knowledge.	IR	IR	IR	IR	IR	IR												
	Demonstrate knowledge of typography including typeface fonts, families and sizes as well as their appropriate uses in publications.	IR	IR	IR	IR	IR	IR												
	Demonstrate design process by organizing information and manipulating the components of page layout.	IR	IR	IR	IR	IR	IR												
	Effectively design publications using specific parameters and total creative license which will be judged by the effective communication of information through design	IR	IR	IR	IR	IR	IR												
ART151	Demonstrate knowledge of creating storyboards to tell out the animation story	I	I	I	I	I	I												
	Create digital assets, including graphics and audio files for animation	I	I	I	I	I	I												
	Demonstrate an understanding of timeline animation, keyframes, motion and shape tweening and easing	IR	IR	IR	IR	IR	IR												
	Demonstrate knowledge of frame-by-frame animation techniques	E	E	E	E	E	E												
	Be able to export animations in a variety of delivery formats for the web and video platforms	I	I	I	I	I	I												
	Demonstrate an understanding of basic video compression methods	I	I	I	I	I	I												
	Demonstrate knowledge of character animation and rigging	E	E	E	E	E	E												
	Demonstrate an understanding of basic code snippets and JavaScript commands for interactive projects and banner ads	E	E	E	E	E	E												
ART152	The student will demonstrate the effective use of a video camcorder.						I												
	The student will demonstrate an understanding of the aesthetics of video production.			I	I	I													
	The student will demonstrate proficiency in creating a video production from the concept to the storyboard to the final edit.			I	I	I	I												
	The student will master video lighting and basic cinematography.			I	I	I													
	The student will demonstrate knowledge of various export methods as well as video compressors for use by different media.																		I
ART214	Demonstrate of knowledge of the proportion of the human form	IR					IR												
	Accurately draw the proportions of the human form while working with a live model	IR					IR												
	Convey gesture and movement when depicting the human form	I					I												
	Understand the structural elements of the body, including skeletal and muscular systems	I					I												
	Understand basic foreshortening techniques in relationship to the figure	I					I												
	Convey mass, tone, and value when drawing the figure	IR					I	IR											
	Represent the figure in a variety of drawing media	I					I	I											

	Critique artwork intelligently	IR	I	I	I	IR															
ART220	Students will be able to plan a communication strategy with a client	I	I	I	I	IR	IR														
	Students will demonstrate an understanding of visual story telling in order to get the message out	IR	IR	IR	IR	IR	IR														
	Students will use type and image to construct creative collateral pieces	IR	IR	IR	IR	IR	IR														
	Students will look at and evaluate work critically	IR	IR	IR	IR	IR	IR														
ART222	Use grey cards, and reflective and incident light metering																				
	Selectively apply classical and corrective lighting patterns including Rembrandt, butterfly, loop, broad, short, rim, flat and split.	I	I	I	I	I	IR														
	Demonstrate proficiency in balancing mixed light.	I	I	I	I	I	I														
	Demonstrate proficiency in ratio, high key, low key, direct and indirect lighting.	I	I	I	I	I	I														
	Employ various expressive and corrective posing techniques.	I	I	I	I	I	I														
	Demonstrate knowledge of scrims, gobos, snoots, gels, reflectors, lightboxes, and other studio hardware as appropriate.	I	I	I	I	I	I	I													
	Produce a portfolio.	IR	IR	IR	IR	IR	IR	IR													
	Demonstrate skill using the rules and guidelines for successful composition and design.	I	I	I	I	I	I	I													
	Be familiar with the history of photography and criticism.	I	I	I	I	I	I	I													
ART230	Further their understanding of light	I		I	IR	I	I														
	Be able to correct an image in Camera RAW			I		I	I														
	Demonstrate knowledge of reciprocity failure and long exposures	I		I		I	I														
	Demonstrate knowledge of advanced exposure correction techniques.			I		I	I														
	Demonstrate knowledge of advanced color correction and management techniques.	IR		I		I	I														
	Demonstrate knowledge of channels.	I		I		I	I														
	Demonstrate knowledge of advanced restoration techniques.			I		I	I														
	Demonstrate knowledge of layer masks, and advanced image manipulation tools and techniques.			I		I	I														
	Further their understanding of photo history and criticism.			IR	I	I	IR														
	Produce a portfolio.			I		IR	IR	IR													
ART 231	Demonstrate the basic knowledge of acrylic painting materials	I				I	I														
	Demonstrate a basic knowledge of various acrylic painting techniques	I	I				I														
	Demonstrate a basic knowledge of the principles of composition	I	I	I			I														
	Demonstrate a basic knowledge of color theory and color relationships	I	I	I	I	I	I														
	Accurately mix colors, tints, and shades	I	I	I	I	I	I														
	Demonstrate facility in handling a variety of acrylic painting materials	R			R		R														
	Demonstrate advanced knowledge of acrylic painting techniques	R	R		R		R														
	Demonstrate advanced knowledge of the principles of composition	R	R		R	I	R														

ART232	Demonstrate advanced knowledge of color theory and color relationships	R	R	R	IR	R	R												
	Accurately mix colors, tints, and shades	R	R	R	IR	R	R												
	Develop a series of artworks with personal thematic content				IR	IR	R	R											
	Critique and discuss artwork intelligently	R	R	R	R														
ART235	Write a successful Artist Resume, Artist Statement and Cover Letter				IR														
	Research employment and other opportunities for visual artists such as open exhibitions, grants and fellowships																		
	Take digital images of his/her artwork	M																	
	Assemble an effective application packet for a jobs and four-year art colleges and universities																		
ART241	Assemble a strong digital portfolio of artwork for admission into four-year art colleges and universities and to seek employment	M																	
	Demonstrate an in-depth knowledge of photo editing including color corrections, photo retouching, image manipulation and compositions																		
ART241	Create professional level compositions using layers, layer blending modes, special effects, filters, masks and adjustment layers																		
	Students will further their understanding of color management—including writing profiles.																		
	Demonstrate knowledge of layer masks and 3D aspects in Photoshop.																		
	Students will learn how to paint in Photoshop and create an original piece of art using color mixing, brushes, filters, layers and special effects.																		
ART250	Demonstrate knowledge of how to create a web site using Dreamweaver																		
	Explore and be able to create navigation including links, navigation bars, horizontal navigation, vertical navigation including rollover actions all properly created with HTML and CSS																		
	Demonstrate an understanding of file management, file formats and how to prepare images for the web including color and size considerations																		
	Demonstrate knowledge of usability considerations including ease of navigation, placement and frequency of navigation, site mapping, target audience, user personas, and task flow analysis.																		
	Students will demonstrate an understanding about tagging for optimal search engine placement.																		
ART253	Students will be able to create stand-alone animations utilizing Flash and basic Actionscript.																		
	Students will be able to demonstrate how Flash is used in web sites including navigation and full site design.																		
	Students will be able to demonstrate knowledge of motion graphics software, terms, and techniques including timeline navigation, animation, storyboarding, camera and null object work and type-based motion graphics.	I	I	I	I	I	IR												
ART253	Students will be able to demonstrate an understanding of industry standard techniques like green screening and roto brushing	I			I		IR												
	Students will be able to import video and export industry standard file formats for viewing on computer systems.	I			I		IR												
	Students will be able to demonstrate knowledge of 3D modeling techniques using Maya.	I			I		IR												
ART254	Students will be able to show an understanding of color and lighting.	I			I		IR												
	Students will be able to demonstrate knowledge of texture mapping.	I			I		IR												
	Students will be able to demonstrate using Maya, how to properly render 3D artwork and use it in other applications.	I			I		IR												
		I			I		IR												