

## Art

**Award Type:** Associate in Arts

Art and design have permeated human experience for thousands of years. The fine artist and the designer both require knowledge of the same visual principles. An art major is trained in visual perception, design principles, and manual skills necessary for personal expression or a commercial career in various art media.

**The graduate of the Associate in Arts in Art will:**

- Demonstrate understanding of concepts, materials, and processes involved in the creation of visual art throughout history by participation in discussions, knowledge of terminology, and successful execution of projects and assignments.
- Participate in a variety of visual arts, demonstrating accomplishment of skills, techniques, and processes involved in their creation, through a portfolio of work.

### Program Requirements

**A major of 30 units is required for the degree. Required core courses (27 units):**

Course Number	Course Title	Units
ART 103	Art History Ancient to Medieval	3.0
ART 104	Art History Renaissance to Modern	3.0
ART 106	Art of the 20th Century	3.0
ART 107	Introduction to Digital Art	3.0
ART 108	Design 1 on the Computer	3.0
	or	
ART 110	Design 1	3.0
ART 112	Design Color Theory	3.0
ART 113	Three Dimensional Design	3.0
	or	
ART 160	Ceramics 1	3.0
	or	
ART 164	Sculpture 1	3.0
ART 120	Drawing 1	3.0
ART 121	Drawing 2	3.0
	or	
ART 122	Life Drawing 1	3.0

**Plus a minimum of 3 units selected from the following:**

Course Number	Course Title	Units
ART 105	Art History of Mexico	3.0
ART 109	Art History: American Art	3.0
ART 123	Life Drawing 2	3.0
ART 137	Life Drawing 3	3.0
ART 124	Mixed Media 1	3.0
ART 144	Mixed Media 2	3.0
ART 133	Composition Studies: Figure 1	0.5
ART 134	Composition Studies: Figure 2	0.5
ART 154	Composition Studies: Figure 3	0.5
ART 160	Ceramics 1	3.0
ART 164	Sculpture 1	3.0
ART 199	Topics in Art	0.5 - 3.0 units

FILM 110	Introduction to Motion Picture and Video Production	4.0
GRPH 110	Introduction to Graphic Design	3.0
GRPH 116	Web Portfolio & Social Media	3.0
PHTO 110	Basic Photography	3.0
PHTO 120	Materials and Processes	3.0
ART 115	Introduction to Animation	3.0
	or	
MMAC 115	Introduction to Animation	3.0