ARCHT 220 ARCHITECTURAL DRAFTING II
Units: 3.00
CSU 36.00 hours lecture, 54.00 hours lab
Prerequisite: ARCHT-160
Presents architectural drawings using 2-D advanced commands, including appropriate codes for a two story wood frame structure.

ARCHT 240 ARCHITECTURAL DESIGN PORTFOLIO
Units: 3.00
CSU 36.00 hours lecture, 54.00 hours lab
Creation of individual student portfolios emphasizing student accomplishments, instructional objectives, and portfolio content desired for interviews in industry, or those required by accredited schools of architecture.

ARCHT 260 ADVANCED CAD FOR ARCHITECTURE AND INTERIOR DESIGN
Units: 3.00
CSU 36.00 hours lecture, 54.00 hours lab
Prerequisite: ARCHT-160
Presents advanced computer-aided drafting (CAD) features to create three-dimensional conceptual drawings.

ARCHT 270 CAD 3-D MODELING/ANIMATION
Units: 4.00
CSU 36.00 hours lecture, 108.00 hours lab
Prerequisite: ARCHT-160
Intermediate to advanced architectural CAD in 3-D illustration, rendering and animation. Virtual 'walk-through' and 'fly-through' of interior/exterior 3-D models with photo-realistic materials and lighting will be produced.

ARCHT 280 DESIGN IV - ADVANCED DESIGN
Units: 3.00
CSU 36.00 hours lecture, 54.00 hours lab
Prerequisite: ARCHT-140, ARCHT-200A, ARCHT-200B, ARCHT-220 and ID-114 Recommended Preparation: ID-115
Application of methods and theory used in architectural design projects. Includes graphic technique, design process, site analysis, presentation drawings, construction principles, physical and cultural determinants of design and urban form. Portfolio will be produced.

ART

Associate in Arts Degree: Art
The Art Department program at College Of The Canyons provides students with introductory courses in the fine arts. The current program offers both studio and lecture sections, the majority are transferable to University Of California, California State University as well as most private art colleges in the nation. The College Of The Canyons catalog reflects California State University's lower division requirements for a BA at the freshman and sophomore levels. The art program provides a wide range of skills. Studio courses at the beginning and intermediate levels include: beginning drawing, life drawing, 2-D design, 3-D design, sculpture, two levels of printmaking, painting, watercolor painting, landscape painting and illustration. Art appreciation and art history courses survey the development of art from the Paleolithic period to the present. In addition to developing critical and creative skills, art students have many opportunities to get involved in contemporary art culture. As part of the regular program, students will do many of the following activities: visit local art exhibitions, artists' studios, private collections and art libraries; gain experience at review writing. The art gallery provides a program of up to five exhibitions a year. While our exhibition schedule represents diversity in culture and style, it also parallels the curriculum of the fine and applied arts departments. The gallery serves as an instructional tool for all visual arts courses, the college at large-indicating relationships with other academic departments and the community.

Degree Student Learning Outcome:
Students will be able to analyze and interpret works of cultural importance.

Program Requirements:
Units Required: 24

Choose six units from the following:

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART-110</td>
<td>Art History: Ancient to Medieval</td>
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<tr>
<td>ART-111</td>
<td>Art History: Renaissance to Modern</td>
<td>3.0</td>
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<tr>
<td>ART-115</td>
<td>Art History: U.S and European Modernism</td>
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Plus twelve units from the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART-124A</td>
<td>Drawing I</td>
<td>3.0</td>
</tr>
<tr>
<td>ART-124B</td>
<td>Drawing II</td>
<td>3.0</td>
</tr>
<tr>
<td>ART-140</td>
<td>Beginning Design: Two-Dimensional Media</td>
<td>3.0</td>
</tr>
<tr>
<td>ART-141</td>
<td>Beginning Design: Three-Dimensional Media</td>
<td>3.0</td>
</tr>
</tbody>
</table>
ART 110 ART HISTORY: ANCIENT TO MEDIEVAL
Units: 3.00
UC:CSU 54.00 hours lecture
Analyzes major works of art, emphasizing major monuments of art on painting, sculpture, and architectures of the Western World from prehistoric times until the Renaissance. Field trip may be required.

ART 111 ART HISTORY: RENAISSANCE TO MODERN
Units: 3.00
UC:CSU 54.00 hours lecture
Analyzes major works of art, emphasizing leading creative movements of the Western World from the Italian Renaissance through the contemporary period. Field trip may be required.

ART 115 ART HISTORY: U.S. AND EUROPEAN MODERNISM
Units: 3.00
UC:CSU 54.00 hours lecture
Surveys the history of architecture, sculpture and painting from the mid-nineteenth century to the present time in Western Europe and North America, emphasizing art of the twentieth century. Museum field trips may be required.

ART 124A DRAWING I
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
The beginning course in drawing experiences emphasizing basic drawing techniques in a variety of media and compositional and design fundamentals.

ART 124B DRAWING II
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Recommended Preparation: ART-124A
Continues the study of drawing focusing on skeletal and muscular structure from a live model, and emphasizing the development of drawing skills to suggest proportion, form, and gesture.

ART 1220 WATERCOLOR PAINTING
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Introduces the use of transparent watercolor media, including instruction in the techniques of wet into wet, dry brush, glazing and direct painting applications. Field trips may be required.

ART 124A DRAWING III - LIFE DRAWING
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Recommended Preparation: ART-124A
Continues the study of drawing focusing on skeletal and muscular structure from a live model, emphasizing the development of drawing skills to suggest proportion, form and gesture.

ART 140 BEGINNING DESIGN: TWO-DIMENSIONAL MEDIA
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Introduces the study of the elements and principles of 2-D design with special emphasis on structure, color, and composition; materials may include pencil, gouache, and ink.

ART 141 BEGINNING DESIGN: THREE-DIMENSIONAL MEDIA
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Introduces the basic principles of three-dimensional design with applications in a variety of sculptural media including clay, plaster, wood and paper. Topics include basic design principles, interpretive analysis of form and content and theories of spatial organization. Field trip may be required.

ART 205 LANDMARKS OF ART AND VISUAL CULTURE
Units: 3.00
UC:CSU 54.00 hours lecture
Introduces great works of art and visual culture, both past and present, as a means of stimulating visual, emotional, and intellectual awareness of the artistic heritage of world art. Field trips may be required.

ART 220 WATERCOLOR PAINTING
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Introduces the study of the elements and principles of 2-D design with special emphasis on structure, color, and composition; materials may include pencil, gouache, and ink.

ART 144A DRAWING III - LIFE DRAWING
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Recommended Preparation: ART-124A
Continues the study of drawing focusing on skeletal and muscular structure from a live model, emphasizing the development of drawing skills to suggest proportion, form and gesture.
ART 227 PAINTING I
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Prerequisite: ART-124A or ART-140
Introduces beginning painting techniques, pictorial design, and composition. Includes exploration of various media such as oil and acrylic. Field trip may be required.

ART 228 PAINTING II
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Prerequisite: ART-227 or presentation of portfolio
Presents advanced painting techniques, including pictorial design, creative interpretation, and using various media. Field trips may be required.

ART 235 SCULPTURE
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Prerequisite: ART-141
Introduces the study of plastic form through the processes of modeling, casting, carving, and construction. Emphasis on the development of ideas and personal expression. Materials may include clay, plaster, hydrocal, stone carving, wood carving, and mixed media. Field trip may be required.

ART 236 SCULPTURE II
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Prerequisite: ART-235
This course is a continuation of Art-235 expanding the student's knowledge of contemporary techniques and materials. Additive, subtractive, manipulation and substitution techniques are further explored.

ART 237 FUNDAMENTALS OF PRINTMAKING
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Recommended Preparation: ART-124A
Introduces materials and techniques of monotype, etching, silk screen and relief print including wood and linoleum.

ART 238 PRINTMAKING - INTAGLIO
Units: 3.00
UC:CSU 27.00 hours lecture, 81.00 hours lab
Prerequisite: ART-237
Introduces intaglio printmaking techniques and image development, including etching, photo etching, engraving, dry-point and aquatint.

ART 295 PROFESSIONAL SKILLS FOR ARTISTS
Units: 3.00
CSU 27.00 hours lecture, 81.00 hours lab
Emphasizes business and practical skills for a career in the arts, including photographing, documenting, matting, framing, crating, shipping, installation, lighting, resume writing, publicity, visual presentation, preparation of invoices and taxes, contracts, copyright law and portfolio presentation.