Degrees Offered
Bachelor of Arts
Bachelor of Fine Arts

Majors Offered
Media X (BA)
Art (BFA) with Concentrations in
  • Graphic Design
  • Studio Art

Minors Offered
Art History
Graphic Design
Media X
Studio Art

Mission of the Bachelor of Fine Arts in Art
Students with a BFA degree emphasizing the conceptual, perceptual, technical, and professional skills necessary to prepare them to be practicing artists and designers who think critically and historically, communicate effectively, and act responsibly in our global society. The Department is committed to providing a comprehensive arts education in a supportive environment that is well integrated with the College of the Pacific’s distinctive liberal arts program. We are also committed to providing studio and art history courses to non-art majors as part of Pacific’s General Education Program and to contributing to the aesthetic quality of the campus.

To accomplish this mission:

• Our undergraduate curricula include art and design theories, histories, and experiential learning in both traditional and contemporary visual arts media, providing a strong basis for informed reflection, critical thinking, independent inquiry, and imaginative expression.
• Our undergraduate curricula in Graphic Design and Studio Art combine a thorough visual arts education with a comprehensive grounding in the fertile, intellectual heritage of the Humanities and the liberal arts.
• Our faculty members inform and inspire; their teaching expertise is enriched by their professional experience as artists, designers, and historians.
• Undergraduate research, internships, and study abroad experiences are encouraged.
• We promote interdisciplinary partnerships and collaborations with other units within the university and within our community to create educational opportunities and reach to broader audiences.
• We engage in ongoing assessment of our programs.

Degree in Art
The department offers a Bachelor of Fine Arts degree in Art with concentrations in Graphic Design or Studio Art. A self-designed major in Art History is available (e.g., Visual Studies, Arts Administration, Art Therapy). Admission into the BFA degree programs requires filing a declaration of major form and consulting with a department advisor in the chosen discipline.

The BFA in Art with tracks in Studio Art and Graphic Design offers rigor, flexibility and inter-disciplinary collaboration. It is grounded in a required core of classes emphasizing foundational skills and visual literacy. This foundation is augmented by elective courses chosen from Studio Art, Graphic Design, and Media X, and supports the increasingly fluid boundaries between disciplines. It encourages applied collaborative experiences with other University classes (Marketing, Engineering, Communication, Health Sciences, etc.) and encourages innovative crossover. Students may also minor in Art History, Graphic Design, and Studio Art.

The Experience
The Department provides students with a variety of learning experiences. Students receive comprehensive training in foundations that coincides with General Education Student Learning Outcomes (written and oral communication, critical and qualitative thinking, research skills, cross-cultural awareness, ethical reasoning, civic responsibility, aesthetic judgement) in preparation for higher level inquiry, personal growth, and innovation.

In addition to classroom practice, students engage in relevant experiential learning opportunities. These may include department-wide thematic activities; community problem solving; small business operations; professional development; exhibition design, planning and execution; on and off campus business and arts organization internships, interdisciplinary collaborations; creative research projects; and field trips.

Studio Artists complete foundation level classes in studio and design. Studio inquiry in digital photography, video, drawing, painting, printmaking and sculpture is complemented by investigation in contemporary visual culture and production, art history coursework, and research and writing on art theory and criticism. At the advanced level students complete an entire body of work for exhibition.

Graphic Designers complete foundation level classes in studio and design. They study typography, layout, image manipulation, space, and time to communicate ideas and create narratives. In the next level they engage in design problem solving through critical inquiry and research. At advanced levels students explore a wide range of design endeavors, including completing a portfolio of design projects that is ready for job applications.

The Outcomes
Our students leave the program as creative individuals who think critically, communicate effectively, and act responsibly as global citizens. Our students regularly accept graduate appointments and professional positions in their respective fields. 85% of all recent graduates are currently employed in art or design fields as: professional artists, graphic designers, arts management professionals, art directors, ceramic studio managers, illustrators, videographers, R & D designers, commercial printers, exhibition designers, package designers, studio owners, and after graduate work – university professors, animators, UI designers, and fashion designers.

Mission of the Bachelor of Arts in Media X
Media X is an undergraduate program in expressive media design, development, distribution, and analysis. Utilizing evolving technologies for the 21st century, Media X is positioned at the crossroads between the
creative and the technical, the social and commercial, bringing together affiliated faculty with expertise in art and graphic design, business, communication, computer science, literature, music, theater, film, and digital media. Media X is an ideal program for students who want to pursue careers in modern creative and performance industries that are increasingly dominated by digital technology.

The program builds on the University of the Pacific’s foundation as a liberal arts college, providing students with much more than a narrow technical education in digital media tools. Media X students achieve fluency in a variety of media platforms, including social media, film and video production, transmedia storytelling, live performance, graphic design, marketing, and coding as well as website, app, and game design. Preparing students for a dynamic workplace, the program combines the traditional strengths of the creative process, interdisciplinarity, and critical analysis with an emphasis on the real world applications of traditional, digital, and emerging media technologies. Working in small classes with dedicated faculty, students also acquire a nuanced awareness of the economic, political, and cultural hierarchies that influence global artistic production and media practices. The program emphasizes internships, practicums, and experiential learning opportunities to help students transition strategically from college to careers.

**Media X offers three pathways for students to choose from:**

**Maker: Production, Performance, and Design**

The Maker pathway is for students seeking to design, produce, and perform content across multiple platforms-ranging from digital and emerging media to the original platform—the stage. This pathway is about much more than the finished product, stressing the importance of all facets of production. Students have the opportunity to learn both what goes on behind the scenes as well as how to create performances in front of the cameras and microphones, enabling them to become well-rounded producers, directors, performers, and designers. They will learn the arts of filmmaking, animation, directing, acting, designing, gaming, and so much more. This pathway aims to graduate artist-entrepreneurs who understand the needs of the entire production community in one of the fastest growing job markets in the world.

**Manager: Creative Entrepreneurship, Persuasive Communication, and Social Media Management**

The Manager pathway examines the intersection between business, creativity, and technology and provides the tools for entrepreneurs to explore methods to build, showcase, and grow by taking advantage of the opportunities that both new media and social media bring to the business world. A focus on creative entrepreneurship enables students to navigate the complex dynamics of a global business culture that is being rapidly transformed by developments in technology and emerging cultural geographies. Courses in social media management, marketing, consumer behavior, business communications, and analytics prompt students to explore the applications of digital media across industries as well as cultivate the skills necessary to address both the challenges and opportunities associated with evolving technology and media landscapes.

**Analyst: Research, Interpretation, and Analytics**

The Analyst pathway is both innovative and eminently practical, combining the traditional strengths of the arts and sciences with digital media, cultural studies, and the twenty-first century tools of data analytics. Students develop judicious research and interpretive habits, allowing them to cultivate an aesthetic sensibility alongside analytical skills, with the added awareness of how media and content always function within broader cultural or business contexts. The Analyst pathway enables students to develop a holistic understanding of “big data” as well as to engage in cross-disciplinary analysis, aimed at developing a deeper, contextual understanding of digital content and cultural products. A familiarity with data-driven decision-making puts students in this path miles ahead of other job seekers in any digital content or marketing career.

Upon completion of the BFA in Art, students will be able to:

1. **Artistic and Design Process**
   - Solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions, prototyping and user testing, and evaluation of outcomes.

2. **Respond to Contexts and Audiences**
   - Describe and respond to the audiences and contexts, which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.

3. **Solve Communication Problems**
   - Create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, color theory and its applications, symbolic representation, typography, drawing, aesthetics, and the construction of meaningful messages in two and three dimensions.

4. **Employ Art and Design Related Technologies**
   - Independently select and use appropriate art and design-related tools and technology to create, reproduce, and distribute coherent and meaningful visual messages. Relevant tools and technologies include, but are not limited to, drawing, illustration, photography, offset printing, time-based and interactive media (film, video, computer multimedia).

5. **Professional Practices**
   - Independently, interactively as well as collaboratively engage in art/design professional practices to effectively organize and manage art/design projects in studio, entrepreneurial and corporate setting.

6. **Value Judgements**
   - Form and defend value judgements about art and design including communicating key concepts, visual approaches and requirements to professionals and laypersons related to projects and practice.

7. **Apply History and Theory**
   - Apply history, current issues, processes, and directions in the art and graphic design field to projects.

8. **Doing (Good) Art and Design**
   - Apply ethical reasoning to create sustainable, and socially and environmentally responsible art and design solutions.

**Learning Outcomes for Media X**

1. **Create Multilayered Content.** Synthesize and apply knowledge from the liberal arts to produce culturally relevant, effective content.

2. **Integratively Apply Theories.** Integrate and apply media and performance theories in multiple media and illustrate technical fluency, including computer programming.
3. **Articulate Cultural Frameworks.** Articulate an understanding of economic, political, and cultural differences and hierarchies that influence global artistic production and media practices.

4. **Adapt Across Platforms.** Adapt and translate content across multiple media and performance platforms using historical, theoretical, and technical knowledge to make and defend creative decisions.

5. **Manage Creative Projects.** Exercise self-initiative and project management techniques congruent with a field characterized by high levels of autonomy, independence, interdependence, and entrepreneurship.

6. **Practice Interprofessional Collaboration.** Demonstrate knowledge of expected and alternative forms of collaboration in the professional media and performance industries when creating and executing collaborative projects.

7. **Demonstrate Entrepreneurship and Professional Development.** Formulate career options and demonstrate activities that connect with emerging opportunities and are congruent with the student’s career interests and strengths.

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**Bachelor of Fine Arts Major in Art**

Students must complete a minimum of 120 units with a Pacific cumulative and major/program grade point average of 2.0 in order to earn the bachelor of fine arts degree with a major in art.

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**I. General Education Requirements**

For more details, see General Education (http://catalog.pacific.edu/stocktongeneral/generaleducationprogram/)

Minimum 28 units and 9 courses that include:

**A. CORE Seminars (2 courses)**

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>CORE 001</td>
<td>Problem Solving &amp; Oral Comm</td>
<td>3</td>
</tr>
<tr>
<td>CORE 002</td>
<td>Writing and Critical Thinking</td>
<td>4</td>
</tr>
</tbody>
</table>

*Note: 1) CORE Seminars cannot be taken for Pass/No Credit. 2) Transfer students with 28 or more transfer credits taken after high school are exempt from both CORE seminars. Students participating in the First Year Honors Program should complete an honors section of CORE 001 regardless of the number of college transfer units completed.*

**B. Breadth Requirement (7 courses, at least 3 units each)**

At least one course from each of the following areas:

Artistic Process & Creation  
Civic & Global Responsibility  
Language & Narratives  
Quantitative Reasoning  
Scientific Inquiry  
Social Inquiry  
World Perspectives & Ethics

*Note: 1) No more than 2 courses from a single discipline can be used to meet the Breadth Requirement.*

**C. Diversity and Inclusion Requirement**

All students must complete Diversity and Inclusion coursework (at least 3 units)

*Note: 1) Diversity and Inclusion courses can also be used to meet the breadth category requirements, or major or minor requirements.*

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**D. Fundamental Skills**

Students must demonstrate competence in:

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<tr>
<th>Skill</th>
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<tbody>
<tr>
<td>Writing</td>
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<tr>
<td>Quantitative Analysis (Math)</td>
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</table>

*Note: 1) Failure to satisfy the fundamental skills requirements by the end of four semesters of full-time study at the University is grounds for academic disqualification.*

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**II. Breadth Requirement**

For the BFA students must complete a minimum of 49 units outside the primary discipline of the first major, regardless of the department that offers the course(s) in that discipline. (Courses include general education courses, transfer courses, CPCE/EXTN units, internships, etc.)

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**III. Major Requirements**

66 units from the following:

**Art Core**

<table>
<thead>
<tr>
<th>Course</th>
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<th>Units</th>
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<tbody>
<tr>
<td>ARTS 005</td>
<td>Drawing</td>
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<tr>
<td>ARTS 007</td>
<td>Principles of 2-D Design and Color</td>
<td>4</td>
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<td>ARTS 073</td>
<td>Freshman Seminar</td>
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<tr>
<td>ARTS 173</td>
<td>Senior Seminar</td>
<td>4</td>
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**Art History (Select 8 units of the following):**

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>ARTH 007</td>
<td>Survey of World Art to 1400</td>
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<td>ARTH 101</td>
<td>Design Thinking</td>
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<td>ARTH 116</td>
<td>Contemporary World Art 1945 to Present</td>
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<td>ARTH 120</td>
<td>Chinese Art History</td>
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<td>ARTH 193</td>
<td>Special Topics</td>
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<tr>
<td>HIST 119</td>
<td>History Goes to Hollywood</td>
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<td>ENGL 025</td>
<td>English 25</td>
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<tr>
<td>ENGL 121</td>
<td>Major Filmmakers</td>
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<tr>
<td>ENGL 124</td>
<td>Film History</td>
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</tbody>
</table>

**Art Electives (Select 16 units of the following *cannot repeat if part of concentration requirements*):**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>ARTS 009</td>
<td>Principles of 3-D Design</td>
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<tr>
<td>ARTS 011</td>
<td>Digital Photography</td>
<td></td>
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<tr>
<td>ARTS 021</td>
<td>Life Drawing I</td>
<td></td>
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<tr>
<td>ARTS 023</td>
<td>Painting I</td>
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<td>ARTS 037</td>
<td>Sculpture</td>
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<td>ARTS 057</td>
<td>Watercolor Painting</td>
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<td>ARTS 059</td>
<td>Printmaking I</td>
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<td>ARTS 075</td>
<td>Graphic Design I</td>
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<tr>
<td>ARTS 077</td>
<td>Graphic Design II</td>
<td></td>
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<tr>
<td>ARTS 079</td>
<td>Typography I</td>
<td></td>
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<td>ARTS 081</td>
<td>Typography II</td>
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<td>ARTS 087</td>
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<td>ARTS 089</td>
<td>Practicum</td>
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<td>ARTS 091</td>
<td>Print Media Graphics</td>
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<tr>
<td>ARTS 095</td>
<td>Video I</td>
<td></td>
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<tr>
<td>ARTS 103</td>
<td>Graphic Production</td>
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<tr>
<td>ARTS 105</td>
<td>Web Design</td>
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<tr>
<td>ARTS 115</td>
<td>Animation</td>
<td></td>
</tr>
<tr>
<td>ARTS 121</td>
<td>Life Drawing II</td>
<td></td>
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<tr>
<td>ARTS 123</td>
<td>Painting II</td>
<td></td>
</tr>
<tr>
<td>ARTS 125</td>
<td>Painting III</td>
<td></td>
</tr>
</tbody>
</table>
ARTS 127  Illustration
ARTS 133  3-D Studio I
ARTS 141  Photography II
ARTS 151  Printmaking II
ARTS 155  Printmaking III
ARTS 171  Graphic Design III
ARTS 181  Studio Art Seminar I
ARTS 187  Internship
ARTS 189  Practicum
ARTS 191  Independent Study
ARTS 193  Special Topics
ARTS 197  Undergraduate Research
MEDX 011  Critical Media Making (Tools)
MEDX 013  Media Literacies
MEDX 193  Special Topics

Studio Art Concentration
Take 37 units of the following: 37
- ARTS 009  Principles of 3-D Design
- ARTS 011  Digital Photography
- ARTS 021  Life Drawing I
- ARTS 023  Painting I
- ARTS 037  Sculpture
- ARTS 059  Printmaking I
- ARTS 095  Video I
- ARTS 181  Studio Art Seminar I
- ARTS 185  Studio Arts Capstone
- ARTS 197  Undergraduate Research

Graphic Design Concentration:
Take 37 units of the following: 37
- ARTS 075  Graphic Design I
- ARTS 077  Graphic Design II
- ARTS 079  Typography I
- ARTS 081  Typography II
- ARTS 087  Internship
  or ARTS 089  Practicum
- ARTS 091  Print Media Graphics
- ARTS 103  Graphic Production
- ARTS 171  Graphic Design III
- ARTS 175  Senior Graphic Design Seminar
- ARTS 197  Undergraduate Research

Bachelor of Arts Major in Media X
Students must complete a minimum of 120 units with a Pacific cumulative and major/program grade point average of 2.0 in order to earn the bachelor of arts degree with a major in media x.

I. General Education Requirements
For more details, see General Education (http://catalog.pacific.edu/stocktongeneral/generaleducationprogram/)

Minimum 28 units and 9 courses that include:

A. CORE Seminars (2 courses)
   - CORE 001  Problem Solving & Oral Comm 3
   - CORE 002  Writing and Critical Thinking 4

   Note: 1) CORE Seminars cannot be taken for Pass/No Credit. 2) Transfer students with 28 or more transfer credits taken after high school are exempt from both CORE seminars. Students participating in the First Year Honors Program should complete an honors section of CORE 001 regardless of the number of college transfer units completed.

B. Breadth Requirement (7 courses, at least 3 units each)
   At least one course from each of the following areas:
   - Artistic Process & Creation
   - Civic & Global Responsibility
   - Language & Narratives
   - Quantitative Reasoning
   - Scientific Inquiry
   - Social Inquiry
   - World Perspectives & Ethics

   Note: 1) No more than 2 courses from a single discipline can be used to meet the Breadth Requirement.

C. Diversity and Inclusion Requirement
   All students must complete Diversity and Inclusion coursework (at least 3 units)

   Note: 1) Diversity and Inclusion courses can also be used to meet the breadth category requirements, or major or minor requirements.

D. Fundamental Skills
   Students must demonstrate competence in:
   - Writing
   - Quantitative Analysis (Math)

   Note: 1) Failure to satisfy the fundamental skills requirements by the end of four semesters of full-time study at the University is grounds for academic disqualification.

II. College of the Pacific BA Requirement
   Students must complete one year of college instruction or equivalent training in a language other than English.

   Note: 1) Transfer students with sophomore standing are exempt from this requirement.

III. Breadth Requirement
   Students must complete 60 units outside the primary discipline of the first major, regardless of the department who offers the course(s) in that discipline. (Course includes general education courses, transfer courses, CPCE/EXTN units, internships, etc.)

IV. Major Requirements
   - MEDX 011  Critical Media Making (Tools) 4
   - MEDX 013  Media Literacies 4
   - MEDX 109  Capstone 4
   - Experiential Learning * 4
   - Production Requirement - Select one of the following: ** 4
     - ARTS 103  Graphic Production
     - COMM 131  Media Production
     - COMM 134  Documentary Film Production
     - MEDX 117  Film Production
     - MMGT 120  Media Production
     - THEA 089G  Practicum: Production

   * Experiential Learning includes courses such as internships, practicums, and other forms of experiential learning.
   ** Production Requirement allows students to choose a specific production course relevant to their major.

Art, Media, Performance, and Design
Curriculum Pathways/Electives

**Maker: Production, Performance, Design**
- ARTH 101 Design Thinking
- ARTS 005 Drawing
- ARTS 095 Video I
- ARTS 105 Web Design
- ARTS 107 Video II
- ARTS 115 Animation
- COMM 132 Writing for Media
- COMP 051 Introduction to Computer Science
- ENGL 115 Screenwriting
- MCOM 019 Music and Computer Technology
- MEDX 117 Film Production
- MEDX 118 Advanced Film Production
- MMGT 005 Introduction to Music Industry Technology
- MMGT 106 Sound Recording Fundamentals
- MMGT 109 Beyond Talent: Managing Performance Career
- MMGT 120 Media Production
- MMGT 130 Popular Songwriting
- THEA 037A Costume Construction and Technology
- THEA 071 Fundamentals of Acting
- THEA 073 Acting for the Camera
- THEA 075 Expressive Movement
- ENGL 112 Playwriting
- THEA 137 Lighting Technology

**Manager: Creative Entrepreneurship, Persuasive Communication, and Social Media Management**
- BUSI 053 The Legal and Ethical Environment of Business
- BUSI 107 Marketing Management
- BUSI 148 Promotions Management
- BUSI 153 Entertainment Law
- COMM 132 Writing for Media
- COMM 135 Principles of Public Relations
- ECON 053 Introductory Microeconomics
- ECON 055 Introductory Macroeconomics: Theory and Policy
- ENGL 106 Content Engineering
- ENGL 109 Professional Communications
- MMGT 011 Music, Entertainment in U.S. Society
- MMGT 021A Follow the Money I
- MMGT 021B Follow the Money II
- MMGT 081A How to Run and Independent Record Label I
- MMGT 081B How to Run and Independent Record Label II
- MMGT 106 Sound Recording Fundamentals
- MMGT 109 Beyond Talent: Managing Performance Career
- MMGT 121 Media Promotion
- MMGT 130 Popular Songwriting
- THEA 031 Stage Makeup Fundamentals
- THEA 113 What’s Past is Prologue: Practice and Perspective in Theatre History I

**Analyst: Research Methods, Culture, and Analytics**
- ARTH 114 20th Century Art and Film
- ARTH 116 Contemporary World Art 1945 to Present
- ASIA 120 Asian Cinemas
- COMM 031 Media and Society
- COMM 133 Documentary Film as Persuasive Communication
- COMM 139 Theory of Mass Communication
- COMM 160 Communication Research Methods

**COMP 051** Introduction to Computer Science
- **COMP 053** Data Structures
- **ECON 053** Introductory Microeconomics
- **ECON 055** Introductory Macroeconomics: Theory and Policy
- **ECON 161** Empirical Methods
- **ENGL 124** Film History
- **FREN 120** Le Cinema Francais/French Cinema in English
- **HIST 080** Digital Narratives
- **MATH 035** Elementary Statistical Inference
- **MATH 037** Introduction to Statistics and Probability
- **MATH 039** Probability with Applications to Statistics
- **MATH 130** Topics in Applied Statistics
- **MEDX 119** Business of Film & Media
- **MMGT 011** Music, Entertainment in U.S. Society
- **PHIL 037** Introduction to Logic
- **RELI 039** Introduction to Digital Humanities
- **SPAN 114** Cine hispano/Hispanic Film
- **THEA 111** Script Analysis

**Additional Electives:**
- ARTS 007 Principles of 2-D Design and Color
- ARTS 009 Principles of 3-D Design
- ARTS 011 Digital Photography
- ARTS 021 Life Drawing I
- ARTS 077 Graphic Design II
- ARTS 079 Typography I
- ARTS 091 Print Media Graphics
- ARTS 095 Video I
- ARTS 105 Web Design
- ARTS 107 Video II
- ARTS 115 Animation
- ARTS 121 Life Drawing II
- ARTS 141 Photography II
- ARTS 171 Graphic Design III
- **COMP 127** Web Applications
- **COMP 153** Computer Graphics
- **COMP 159** Computer Game Technologies
- **ECON 190** Econometrics
- **ENGL 106** Content Engineering
- **MMGT 081A** How to Run and Independent Record Label I
- **MMGT 081B** How to Run and Independent Record Label II
- **RELI 171** Religion and Cinema
- **THEA 031** Stage Makeup Fundamentals
- **THEA 113** What’s Past is Prologue: Practice and Perspective in Theatre History I
- **THEA 115** What’s Past is Prologue: Practice and Perspective in Theatre History II

* Experiential Learning can come from the following: MEDX 187, MEDX 189 or MEDX 197.
** Or other production course approved by the advisor or program director.
Candidates for the BA in MediaX select one of three curricular elective paths to pursue or chose to self-design their major. Students take courses in any of the three paths to fulfill their elective requirements.

**Minor in Art History**

Students must complete a minimum of 20 units and 5 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in art history.

**Minor Requirements:**

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>ARTH 007</td>
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<td>ARTH 009</td>
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<td>ARTH 101</td>
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<td>ARTH 116</td>
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<td>ARTH 118</td>
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**Art History Electives (Select 8 units):**

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<th>Course</th>
<th>Units</th>
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<td>ARTH 120</td>
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<td>ARTH 193</td>
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<td>ENGL 025</td>
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<td>ENGL 121</td>
<td>4</td>
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<tr>
<td>ENGL 124</td>
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**Minor in Graphic Design**

Students must complete a minimum of 20 units and 5 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in graphic design.

**Minor Requirements**

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<td>ARTS 077</td>
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**Art Electives (Select 4 units):**

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<th>Course</th>
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<td>ARTS 077</td>
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<td>ARTS 193</td>
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**Minor in Media X**

Candidates for the Minor in Media X must complete a minimum of 20 units using the course requirements below. Students may count no more than one course from their major department towards the requirements for the minor. Students may take additional electives based on their interest to reach a minimum or exceed 20 units.

**Minimum 20 units**

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<th>Course</th>
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<tr>
<td>MEDX 011</td>
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<td>or COMM 050</td>
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**Media Literacies Requirement (select one of these four courses):**

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<tr>
<td>MEDX 013</td>
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<td>ENGL 031</td>
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<td>COMM 031</td>
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<tr>
<td>ARTH 101</td>
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**Media Storytelling Requirement (select one of these five courses):**

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<tr>
<td>MEDX 117</td>
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<td>COMM 134</td>
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<td>COMM 131</td>
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<td>COMM 132</td>
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<tr>
<td>ENGL 115</td>
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**Additional Electives (select a minimum of two of these courses):**

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<th>Course</th>
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<tr>
<td>ARTS 007</td>
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<td>ARTS 011</td>
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<td>ARTS 079</td>
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<td>ENGL 121</td>
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Minor Requirements

Core 12

Select one of the following: 4

Select one of the following: 4

Art Electives (Select 8 units): 8

ARTh 007 Principles of 2-D Design and Color

ARTh 009 Principles of 3-D Design

ARTS 011 Digital Photography

ARTS 021 Life Drawing I

ARTS 023 Painting I

ARTS 037 Sculpture

ARTS 057 Watercolor Painting

ARTS 059 Printmaking I

ARTS 091 Print Media Graphics

ARTS 095 Video I

ARTS 107 Video II

ARTS 115 Animation

ARTS 121 Life Drawing II

* Or other electives approved by the chair or director.

Minor in Studio Arts

Students must complete a minimum of 20 units and 5 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in studio arts.

Minor History Courses

ARTh 007. Survey of World Art After 1400. 4 Units.

This foundational level art history course surveys the major periods of world art from the Stone Age to the onset of the Renaissance in the West during the 14th-century. This is a lecture-based course that uses visual images to examine the characteristics and styles of each period. Works of art are placed in their aesthetic, social, and cultural contexts. The course provides an introduction to the discipline of art history. (GE2C)

ARTh 009. Survey of World Art After 1400. 4 Units.

A continuation of ARTh 007, this course surveys the history of world art from the fifteenth century to the present and considers major works of painting, sculpture, architecture, and the applied arts. The course pays particular attention to situating works of art in their aesthetic, social, and cultural contexts and it also provides an introduction to the discipline of art history. (GE2C)

ARTh 087. Internship. 2-4 Units.

This off-campus internship offers non-classroom experiences/projects related to art history.

ARTh 089. Practicum. 1-4 Units.

This off-campus practicum offers non-classroom experiences/projects related to art history.

ARTh 101. Design Thinking. 4 Units.

A survey of visual communication introduced by formal analysis of major works of design within the context of their time and influence on later works. This course highlights significant events in communication and design thinking from 1450 to the present with particular emphasis on the past century of design. (GE2C)

ARTh 108. Renaissance Art and Architecture. 4 Units.

Students examine the art (painting, sculpture and architecture) of the 15th and 16th centuries in Italy and Northern Europe. The course focuses on the major artists of the period who include Botticelli, Leonardo, Michelangelo, Raphael, Bramante, and Titian. The works of art are discussed in their artistic, historical and cultural contexts. (GE2C)

ARTh 110. 17th Century Art: Age of Rembrandt. 4 Units.

This course examines the masters of 17th century art. Major themes include the development of naturalism, a new interest in space, time and light, and relationship to artistic tradition.
ARTH 112. 19th Century European Art. 4 Units.
Major artists and artistic movements of the period are explored and include Neoclassicism, Romanticism, Realism and Impressionism. Students analyze the effects of gender upon representation and artistic practice, the effects of politics and class upon visual representation and the impact of urbanization. Painting, sculpture, photography, and architecture are considered. Art historical methods that include formalism, psychoanalysis, Marxism, and gender theory are explored. (GE2C)

ARTH 114. 20th Century Art and Film. 4 Units.
Major styles of the 20th century that include Fauvism, Cubism, Expressionism, Surrealism, etc., and their appearance in visual arts, theater design, and film are explored. Students also evaluate how Western European artists borrowed imagery from other cultures and their relationship to colonialist concerns. Students also consider representations of the body and how this imagery relates to gender constructions. The effects of urbanization upon the artistic enterprise and the development of abstract and non-objective art are also considered. This course satisfies a requirement of Film Studies minor. (GE2C, GEND)

ARTH 116. Contemporary World Art 1945 to Present. 4 Units.
This course explores major artists, styles, and movements in world art from 1945 to the present. Gestural abstraction, Pop, Photo Realism, Happenings, Video, Performance, Conceptual and Political art as well as film are a few of the trends that are considered.Ever-expanding notions of what constitutes art in this pluralistic era is also examined. This course satisfies a requirement of the Film Studies minor. (FILM, GE2C, GEND)

ARTH 120. Chinese Art History. 4 Units.
An Introductory survey to the arts of China, from pre-historic to the present. Works of art are analyzed for their style, meanings, and original political and social contexts. How artists worked within Asian artistic traditions and how they absorbed influences from abroad will be emphasized. Prerequisite:none. (GE2C)

ARTH 122. Japanese Art History. 4 Units.
This introductory course surveys the visual arts of Japan from prehistoric to the present. Students analyze works of art for their style, meanings, and original political and social contexts. How artists worked within Japanese artistic tradition and how they absorbed influences from abroad is emphasized. (GE2C)

ARTH 130. Greek Art and Architecture. 4 Units.
This course offers an introductory survey of the art and architecture of ancient Greece from the Bronze Age to the Hellenistic period. Students explore the stylistic development of Greek sculpture, painting and architecture and examine what this art can tell us about the ancient Greeks and how extensively it has influenced our modern world. This course is offered in alternate years.

ARTH 132. Roman Art and Architecture. 4 Units.
This introductory course surveys the art and architecture of ancient Etruria and Rome from 600 B.C.E to the 4th century C.E. Students explore the role of Roman art and architecture and its Etruscan influences in Roman life and history. Attention is given to examples of Roman influence that surround us today. This course is offered in alternate years.

ARTH 187. Internship. 2-4 Units.
This off-campus internship offers non-classroom experiences/projects related to art history.

ARTH 189. Practicum. 1-4 Units.
This off-campus, non-classroom practicum offers experiences/projects related to art history.

ARTH 191. Independent Study. 2-4 Units.
This course requires permission of faculty to enroll. Unless indicated, independent study courses may be counted only as electives.

ARTH 193. Special Topics. 4 Units.

ARTH 197. Independent Research. 2-4 Units.

Studio Art Courses
ARTS 003. Visual Arts Exploration. 4 Units.
This hands-on course is designed as an experiential studio/discussion course with emphasis upon acquiring practical skills and appreciation for the theoretical aspects of the creative process. This course explores two-dimensional and three-dimensional art forms such as drawing, painting, printmaking, sculpture and ceramics. (GE2C)

ARTS 005. Drawing. 4 Units.
This foundational level hands-on course in drawing has an emphasis upon skill building and the visual and conceptual possibilities of art through drawing. A variety of projects and materials are used to investigate the medium's history, traditional approaches and expressive possibilities. (GE2C)

ARTS 007. Principles of 2-D Design and Color. 4 Units.
This foundational level hands-on course introduces the theoretical application of the elements and principles of 2-D design and the practical applications of color theory. Exercises in visual thinking and the use of traditional principles of composition and two-dimensional media are emphasized through sequential, skill building projects. (GE2C)

ARTS 009. Principles of 3-D Design. 4 Units.
This foundational level hands-on course introduces the theory and principles of 3-D design found in organic and man-made objects. Developing creative design solutions is emphasized through observations of nature architecture, visual art, industrial design and sequential, skill building projects. (GE2C)

ARTS 011. Digital Photography. 4 Units.
This course provides an introduction to the theory, process, and aesthetics of digital photography. Through a series of practical and conceptual assignments, students learn to work with digital cameras and a selection of software for image editing and printing. Students must provide their own digital cameras with fully manual exposure controls. Approximately $150 should be budgeted for other photographic materials that are not supplied by the University. Additional lab fees also apply. (FILM, GE2C)

ARTS 021. Life Drawing I. 4 Units.
This course places primary emphasis on the development of visual and perceptual skills relative to drawing the human body. This course covers exercises in the anatomical, structural, formal and expressive factors of figure drawing. Prerequisite: ARTS 005.

ARTS 023. Painting I. 4 Units.
This course introduces the concepts, methods and materials of oil painting. Drawing and painting skill, creative problem solving, artistic intent, personal imagery and aesthetic judgement will be developed in this course. (GE2C)

ARTS 037. Sculpture. 4 Units.
This introductory hands-on course explores the concepts and creative potential of sculpture. Through a sequence of applied assignments and exploration of a variety of media (clay, wood, plaster, metal, etc.) students learn to use materials and tools to create sculpture. (GE2C)
ARTS 007. Watercolor Painting. 4 Units.
Through demonstrations, readings, discussions and studio work this course introduces a variety of materials, techniques, traditions and contemporary uses of watercolor painting. A sequence of practical assignments incorporate aesthetic and conceptual development to build skill with the media and personal expression. Prerequisite: ARTS 005.

ARTS 059. Printmaking I. 4 Units.
This course is an introductory hands-on course that examines the historical and aesthetic development of the processes, materials and techniques of printmaking. A sequence of applied assignments incorporate the aesthetic and conceptual development to achieve basic mastery of the printmaking process.

ARTS 073. Freshman Seminar. 1 Unit.
This Freshman Seminar introduces the student majoring in either Studio Art or Graphic Design to issues related to professional practice, philosophical direction, and the creative process in the visual arts.

ARTS 075. Graphic Design I. 4 Units.
This course is a beginning studio course that gives students a broad and thorough exposure to the practice and profession of Graphic Design. (GE2C)

ARTS 077. Graphic Design II. 4 Units.
This intermediate level studio course expands on the skills and knowledge acquired in Graphic Design I. The course alternately explores theoretical and applied practical assignments that require problem solving attention to design development and multi-level thinking. Specific themes/topics for the course include visual grouping and hierarchy, visual perception, visual identity development and application of Gestalt theory. Prerequisite: ARTS 075 or permission of instructor.

ARTS 079. Typography I. 4 Units.
This course provides an introduction to the study of the letterform as a cornerstone of graphic design. It focuses on how typography can be used as a communicative device as well as a graphic, compositional and expressive element. Topics include letterform anatomy, letterform analysis, measuring systems, typographic identification, and practical issues of setting and using type effectively. Prerequisite: ARTS 005, ARTS 007 or ARTS 075 or permission of instructor.

ARTS 081. Typography II. 4 Units.
Students who enroll have the opportunity to apply the principles and concepts introduced in ARTS 079 to more complex typographic problems. Directions involving experimental and theoretical as well as practical and functional applications of type will be explored. A Macintosh laptop computer is required and lab fees apply. Prerequisite: ARTS 079 or permission of instructor.

ARTS 087. Internship. 1-4 Units.
The internship offers off-campus, non-classroom experience that applies to the studio arts in a professional context.

ARTS 089. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific studio arts.

ARTS 091. Print Media Graphics. 4 Units.
This course explores graphic design for publication. Assignments examine and develop creative solutions for graphic design and methods of publishing in print utilizing software applications in graphic design and contemporary publishing. Lab fees apply. Prerequisite: ARTS 005 or ARTS 007 or MEDX 011 or permission of instructor.

ARTS 095. Video I. 4 Units.
Video I is an introductory level course teaching the construction of time-based visual narratives. Students will develop projects using camera generated images and time-based software applications. Assignments focus on sequential storytelling, animation, video editing, and thematic development. Students must provide their own digital still cameras for this course. Approximately $100 is needed for other materials and equipment that are not supplied by the University. Additional lab fees. (FILM)

ARTS 103. Graphic Production. 4 Units.
This course examines methods and procedures of efficient production practices that include typographic issues, image adjustment, digital file format preparation and related technologies for the graphic design student. Lab fees apply. Prerequisite: ARTS 077 or ARTS 091 or permission of instructor.

ARTS 105. Web Design. 4 Units.
This intermediate level course teaches the development of web sites for commercial applications and artist’s portfolios. Emphasis is placed upon effective approaches to the organization and design of web sites for self-promotion, employment, and e-commerce. Lab fees apply.

ARTS 107. Video II. 4 Units.
Video II is an advanced video course. Students will be assigned advanced and self-directed long-term projects, as well as learning more advanced software techniques for video editing. Approximately $100 should also be budgeted for other materials and equipment that are not supplied by the University. Prerequisite: ARTS 095.

ARTS 115. Animation. 4 Units.
This course challenges the student to create interpretive design solutions for complex interactive problems, which rely primarily upon motion and time to communicate visual ideas. Students explore these highly conceptual problems through use of digital technology. The course emphasizes dynamic, thoughtful, and appropriate visual communication solutions. Lab fees apply. Prerequisite: ARTS 091 or permission of instructor.

ARTS 121. Life Drawing II. 4 Units.
This course builds upon the experiences and skills achieved in Life Drawing I. The course emphasizes personal expression and advanced drawing from the nude figure. Prerequisite: ARTS 021.

ARTS 123. Painting II. 4 Units.
A studio course builds upon the experience and skills achieved in beginning drawing and painting. Instruction focuses upon problem solving using traditional and contemporary solutions and media. The development of personal style and expression is emphasized. Prerequisites: ARTS 005 and ARTS 023.

ARTS 125. Painting III. 4 Units.
This course is open to the advanced painting student. This course emphasizes conceptual development, setting and achieving personal goals. Emphasis is placed upon portfolio development and exhibition. Prerequisite: ARTS 123.

ARTS 127. Illustration. 4 Units.
This course examines the historical and applied application of visual art for publication and mass media. A series of practical assignments investigate a variety of sub-themes routinely practiced by illustrators such as advertising, editorial, scientific and book illustration. Prerequisites: ARTS 021 or ARTS 023 or by permission of the instructor.
ARTS 133. 3-D Studio I. 4 Units.
This course emphasizes intermediate skill building and conceptual development for three-dimensional art forms and it builds upon foundational skills of ceramics and sculpture, students explore contemporary trends, methods and materials applicable to 3-D studio practice. Prerequisite: ARTS 037 or permission of the instructor.

ARTS 141. Photography II. 4 Units.
This intermediate course builds upon level one instruction in digital photography. This course introduces students to the photographic studio with practical instruction in studio lighting theory and techniques. The course also includes advanced camera and digital software applications for professional photographers who create photographs for editorial illustration, publication and exhibition. A laptop computer, preferably Mac, is required. Prerequisite: ARTS 011 or 095 or permission of the instructor. (FILM)

ARTS 145. Photography III. 4 Units.
This course is open to the advanced photography student. This course emphasizes conceptual development, setting and achieving personal goals. Emphasis is placed upon portfolio development and exhibition.

ARTS 151. Printmaking II. 4 Units.
This intermediate level course emphasizes mastery of a simple process introduced in ARTS 059. Students are required to conduct historical, technical and aesthetic research to provide background and rigor to their investigation and completed work. Prerequisite: ARTS 059.

ARTS 155. Printmaking III. 4 Units.
This course is open to the advanced printmaking student. This course emphasizes conceptual development, setting and achieving personal goals. Emphasis is placed upon portfolio development and exhibition.

ARTS 171. Graphic Design III. 4 Units.
This is an advanced level course with intensive involvement in project development. Emphasis is placed upon research and selecting design processes, client communication and professional presentation of work. Macintosh laptop computer required. Lab fees apply. Prerequisites: ARTS 077 or ARTS 081 or permission of instructor.

ARTS 173. Senior Seminar. 4 Units.
Open only to BFA majors in ART with concentrations in Graphic Design or Studio Art and junior standing. This is the first of two capstone courses emphasizing applied research in the field of art and design. It is an advanced level course in project and portfolio development. Prerequisite: ARTS 171 or ARTS 181 or permission of instructor.

ARTS 175. Senior Graphic Design Seminar. 4 Units.
This seminar is only open to BFA majors in graphic design with senior standing. This capstone course emphasizes research in the field of graphic design, and completion of a senior presentation and exhibition is required. Prerequisite: ARTS 173 or permission of instructor.

ARTS 181. Studio Art Seminar I. 4 Units.
ARTS 181 is an advanced level studio course that focuses on the development of research skills and interdisciplinary practice in the arts. Anchored in the tradition of rigorous studio practices, and enhanced by innovative approaches to creative thinking and research, interdisciplinary studio offers a context for practicing art in the contemporary/multidisciplinary arts environment. Interdisciplinary studies of drawing, painting, printmaking, photography, video and three-dimensional media are supported through close guidance and mentorship by art and design faculty.

ARTS 181A. Interdisciplinary Studio. 3 Units.
ARTS 181A and ARTS 181B is an advanced level studio course that focuses on the development of research skills and interdisciplinary practice in the arts. Anchored in the tradition of rigorous studio practices, and enhanced by innovative approaches to creative thinking and research, interdisciplinary studio offers a context for practicing art in the contemporary/multidisciplinary arts environment. Interdisciplinary studies of drawing, painting, printmaking, photography, and three-dimensional media are supported through close guidance and mentorship by art and design faculty. Junior standing or permission of instructor.

ARTS 183. Professional Practices in the Arts. 3 Units.
This course prepares Bachelor of Fine Arts degree candidates for graduate study and/or entry level to a professional art career. This course involves reading/discussions, fieldtrips and practical assignments that emphasize professional identity, self-promotion, in addition to legal and business practices for artists.

ARTS 185. Studio Arts Capstone. 4 Units.
This is the capstone course for the BFA in Studio Arts. This course involves intensive studio work in a chosen concentration and it includes research, critiques and fieldtrips that define the activities undertaken during this course. Emphasis is placed upon preparing a senior thesis and a senior exhibition. Prerequisites: ARTS 181 or permission of the instructor.

ARTS 187. Internship. 2-4 Units.
The internship offers off-campus, non-classroom experience that applies to the studio arts in a professional context.

ARTS 189. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific graphic studio arts.

ARTS 189A. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific graphic studio arts.

ARTS 189B. Practicum. 1-4 Units.

ARTS 189C. Practicum. 1-4 Units.

ARTS 189D. Practicum. 1-4 Units.

ARTS 191. Independent Study. 2-4 Units.
Enrolled by permission of the faculty only. Unless indicated, independent study courses may be counted only as electives. IS Contracts must be completed by student and faculty and approved by the department Chair. Prerequisites: Completion of foundations and upper division course work or permission of Department Chair.

ARTS 193. Special Topics. 2-4 Units.

ARTS 197. Undergraduate Research. 1-4 Units.
Undergraduate research in studio art is conducted in consultation with a faculty advisor. Student research focuses upon selected topics in the studio arts-related inquiries and advanced research in the field. Students who take this course must participate in the Pacific Undergraduate Research and Creativity Conference (PURC) held each spring. Permission from Department Chair or supervising faculty.

Media X Courses

MEDX 011. Critical Media Making (Tools). 4 Units.
This course is an introduction to the equipment, technologies, and applications of the allied arts of digital media and live performance. Through lectures, hands-on projects, and discussion, students will become familiar with the basic processes of working in digital and real world environments. Required for Media X majors.
MEDX 013. Media Literacies. 4 Units.
Students will be introduced to different ways of reading and analyzing media objects, learning to discern the conditions and limits of various media from multiple vantage points and methodological frameworks, including those of political economy, science, ecology, global history, and arts and letters. Students will also undertake various compositional "experiments" that will allow them to discover the surprising ways in which we, so far from expressing ourselves through our media, become instead impressed by them.

MEDX 021. Liveness in a Mediated Age. 4 Units.
Blending theory and history with hands-on experiments in the arts, this course introduces students to the importance of liveness in a mediated age. The digital and social media revolutions have transformed the ways in which live performance is inspired, created, and shared. This course examines both the historic roots of performance and its increasingly intermedial nature. The class also looks at how live performance uses theatrical, cinematic, and digital structures to create content and engage audiences.

MEDX 089. Practicum. 1-4 Units.

MEDX 093. Special Topics. 1-4 Units.

MEDX 109. Capstone. 4 Units.
This course reflects the culmination of study and practice in the Media X major. In addition to refining students' skills in research, writing, and collaborative and creative work, this course will engage them in thinking critically about individual and collective agency across the new media landscape. The capstone requires that students apply the readings and discussions about what constitutes the 'digital revolution' as they produce a research essay and collaborative portfolio project. Prerequisites: MEDX 011; MEDX 013; MEDX 021; Senior Standing.

MEDX 117. Film Production. 4 Units.
Students are introduced to the fundamental principles of motion picture production. Emphasis is on visual storytelling and auditory communication through demonstration, hands-on production and critical analysis. Students produce short films in small crews. Some equipment and materials are provided by the school, but approximately $300 should be budgeted for miscellaneous expenses and lab fees. (FILM, GE2C)

MEDX 118. Advanced Film Production. 4 Units.
This course is a production course focused on the collaborative process of creating professional-quality film and video content. Students will work in teams to produce short works throughout the semester. The primary focus in this class will be on telling a story visually. Students will learn advanced film production techniques (pre-production, production and post-production) based on current industry practices and standards. This course builds upon the film making knowledge of Introduction to Film Production. Prerequisite: MEDX 117.

MEDX 119. Business of Film & Media. 4 Units.
Film and media are both an art and a business – a multi-billion-dollar business. To be successful in today's film and media industry, students need to possess the business skills necessary to not only secure a hot property, but also navigate the rapidly evolving marketplace. The aim of this class is to give students a thorough overview of the business environment in which film and media productions are financed, developed, produced and distributed. Students will learn the "creative" side of producing for film and media, as well as the current business standards practiced in the industry in multiple formats and across a variety of platforms.