

ART, MEDIA, PERFORMANCE, AND DESIGN

Degrees Offered

Bachelor of Arts

Bachelor of Fine Arts

Majors Offered

Art (BFA) with Concentrations in:

-Graphic Design

-Studio Art

Media Arts and Production (BA) with Concentrations in:

-Animation

-Film

-Game and Interactive Media

-Production Management

-Self Defined

Minors Offered

Art History (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/arthistory/>)

Film Studies (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/filmstudies/>)

Graphic Design (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/graphicdesign/>)

Media Arts and Production (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/mediaartsandproduction/>)

Studio Art (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/studioart/>)

Theatre Arts (<https://catalog.pacific.edu/uop/collegeofthepacific/minors/theatrearts/>)

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 Arts and Production, 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, inter-disciplinary 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 Arts and Production

The Media Arts and Production Program offers a vibrant undergraduate experience at the intersection of creative expression, technological innovation, and critical analysis. Grounded in the liberal arts and emphasizing interdisciplinary collaboration, this program prepares students for careers in the rapidly evolving fields of animation, film, game and interactive media, and production leadership. It also offers a unique option for students to design a self-defined concentration that aligns with their specific career goals.

Through hands-on coursework, small class sizes, and dedicated faculty mentorship, Media Arts and Production students gain proficiency across a broad spectrum of media platforms—from social media and film production to animation, 3D modeling, game design, and more. Students develop the technical skills and critical awareness needed to excel in creative industries, while internships, practicums, and experiential learning opportunities provide practical experience to help them transition smoothly into the professional world.

The Experience

The Media Arts and Production program takes students far, as they gain wide-ranging professional experience and travel the world. Students hone traditional art skills and fine-tune digital media in on-campus studios, act in front of green screens, work and network at film festivals including Cannes, film off campus, learn from talented alumni and professionals in the Bay Area's arts communities and more.

Concentrations

- **Animation:** Students in this concentration explore the fundamentals of animation, including 2D and 3D techniques, character design, and storytelling. They gain hands-on experience with industry-standard tools, preparing for careers in animation studios, visual effects, and related fields.
- **Film:** This concentration focuses on all aspects of film production, from scriptwriting and cinematography to directing and editing. Students learn to craft compelling visual narratives and are prepared for roles in film, television, and digital media production.
- **Game and Interactive Media:** This concentration equips students with skills in game design and interactive storytelling. Focusing on both technical and creative aspects, students are prepared for careers in game design, interactive media, and virtual/augmented reality.
- **Production Leadership:** Students pursuing Production Leadership develop the management skills essential for overseeing media projects. Coursework covers areas like project management, budgeting, and team leadership, ideal for students interested in production coordination, producing, or executive roles.
- **Self-Defined:** This option allows students to tailor their studies to align with specific career interests, combining courses from across concentrations and related disciplines. Self-defined students work with advisors to create a customized pathway that fits their unique goals.

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 Arts and Production:

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.

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.

I. General Education Requirements

For more details, see General Education (<https://catalog.pacific.edu/uop/generalinformation/generaleducation/>)

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.

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. 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.)

III. Major Requirements

Art Core

ARTS 005	Drawing
ARTS 173	Experience Design
ARTH 009	Survey of World Art After 1400

Art History (Select 2 classes of the following):

ARTH 007	Survey of World Art to 1400
ARTH 101	Design Thinking
ARTH 105	History of Interactive Media
ARTH 116	Contemporary World Art 1945 to Present
ARTH 193	Special Topics
ENGL 124	Film History

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

ARTS 009	Principles of 3-D Design
ARTS 010	Introduction to Digital Design
ARTS 011	Digital Photography
ARTS 021	Life Drawing I
ARTS 023	Painting I
ARTS 035	Introduction to Ceramics
ARTS 037	Sculpture
ARTS 043	Intermediate Ceramics
ARTS 057	Watercolor Painting
ARTS 059	Printmaking I
ARTS 077	Branding and Identity Systems
ARTS 079	Introduction to Typography
ARTS 081	Editorial Design and Production
ARTS 087	Internship
ARTS 089	Practicum
ARTS 091	Data Visualization and Infographics
ARTS 095	Camera and Lighting
ARTS 105	Web Design
ARTS 115	Motion Graphics
ARTS 121	Life Drawing II
ARTS 123	Painting II
ARTS 125	Painting III
ARTS 127	Illustration
ARTS 133	3-D Studio I
ARTS 141	Advanced Photography
ARTS 151	Printmaking II
ARTS 155	Printmaking III
ARTS 171	Advertising and Commercial Design
ARTS 172	Information Architecture
ARTS 181	Interdisciplinary Seminar
ARTS 187	Internship
ARTS 189	Practicum
ARTS 191	Independent Study
ARTS 193	Special Topics
ARTS 197	Undergraduate Research
MPRO 003	Media Tools
MPRO 005	Principles of Storytelling
MPRO 009	Media Literacies
MPRO 015	Video Editing
MPRO 031	3D Modeling and Texturing

MPRO 033	Introduction to Animation
MPRO 040	Introduction to Game Design
MPRO 115	Advanced Editing and VFX
MPRO 116	Visual Effects for Games and Film
MPRO 131	Organic 3D Modeling
MPRO 133	3D Animation
MPRO 135	Advanced Animation Studio
MPRO 193	Special Topics

Studio Art Concentration

Take the following classes:

ARTS 007	Principles of 2-D Design and Color
ARTS 009	Principles of 3-D Design or ARTS 037 Sculpture
ARTS 011	Digital Photography
ARTS 021	Life Drawing I
ARTS 023	Painting I
ARTS 087	Internship or ARTS 089 Practicum or ARTS 187 Internship or ARTS 189 Practicum or ARTS 197 Undergraduate Research
ARTS 059	Printmaking I
ARTS 095	Camera and Lighting or ARTS 123 Painting II or ARTS 151 Printmaking II
ARTS 181	Interdisciplinary Seminar
ARTS 185	Senior Studio Art Seminar

Graphic Design Concentration:

Take the following classes:

MPRO 003	Media Tools
ARTS 010	Introduction to Digital Design
ARTS 077	Branding and Identity Systems
ARTS 079	Introduction to Typography
ARTS 081	Editorial Design and Production
ARTS 087	Internship or ARTS 089 Practicum or ARTS 187 Internship or ARTS 189 Practicum
ARTS 091	Data Visualization and Infographics
ARTS 172	Information Architecture
ARTS 171	Advertising and Commercial Design
ARTS 175	Senior Graphic Design Seminar

Bachelor of Arts Major in Media Arts and Production

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 arts and production.

I. General Education Requirements

For more details, see General Education (<https://catalog.pacific.edu/uop/generalinformation/generaleducation/>)

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.

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

MPRO 003	Media Tools	3
MPRO 005	Principles of Storytelling	3
MPRO 009	Media Literacies	3
ARTS 010	Introduction to Digital Design	3
Professional Development - Select one of the following:		4
MPRO 183	Portfolio and Professional Development	
MPRO 087	Internship or MPRO 089 Practicum	
MPRO 187	Internship or MPRO 189 Practicum	

COMM 187	Internship	
Capstone - Select one of the following:		
MPRO 185	Capstone	
ARTS 185	Senior Studio Art Seminar	
ENGL 119	Editing and Publishing	

Concentrations:

Animation Concentration

MPRO 033	Introduction to Animation	4
MPRO 031	3D Modeling and Texturing	4
MPRO 133	3D Animation	4

Animation Concentration Electives (Choose 2 Courses):

One elective class needs to be upper-division

ARTS 005	Drawing	
ARTS 021	Life Drawing I	
ARTS 023	Painting I	
ARTS 121	Life Drawing II	
ARTS 127	Illustration	
MPRO 115	Advanced Editing and VFX	
MPRO 116	Visual Effects for Games and Film	
MPRO 131	Organic 3D Modeling	
MPRO 135	Advanced Animation Studio	
MPRO 137	Motion Capture	
THEA 073	Acting for the Camera	

Film Concentration

ARTS 095	Camera and Lighting	4
MPRO 117	Film Production	4
MPRO 118	Advanced Film Production	4

Film Concentration Electives - Choose 2:

One elective class needs to be upper-division

ARTS 141	Advanced Photography	
ARTS 011	Digital Photography	
ARTS 095	Camera and Lighting	
COMM 133	Documentary Film as Persuasive Communication	
COMM 134	Documentary Film Production	
ENGL 121	Major Filmmakers	
ENGL 124	Film History	
MMGT 106	Sound Recording Fundamentals	
MPRO 015	Video Editing	
MPRO 051	Introduction to Directing	
MPRO 115	Advanced Editing and VFX	
MPRO 116	Visual Effects for Games and Film	
MPRO 119	Film and Media Industry Essentials	
MPRO 137	Motion Capture	
MPRO 150	Transmedia & Producing	
THEA 073	Acting for the Camera	
THEA 071	Fundamentals of Acting	

Games and Interactive Media Concentration

MPRO 040	Introduction to Game Design	4
MPRO 141	Video Game Development 1	4
MPRO 142	Video Game Development 2	4

Games and Interactive Media Concentration Electives - Choose 2:

One elective class needs to be upper-division

ARTS 005	Drawing	
ARTS 021	Life Drawing I	

ARTS 095	Camera and Lighting	
ARTS 121	Life Drawing II	
ARTS 127	Illustration	
ARTH 105	History of Interactive Media	
BUSI 053	The Legal and Ethical Environment of Business	
BUSI 148	Promotions Management	
BUSI 153	Entertainment Law	
COMM 128	Communication and Gaming	
COMM 132	Writing for Media	
COMP 047	Discrete Math for Computer Science	
COMP 051	Introduction to Computer Science	
COMP 053	Data Structures	
COMP 055	Application Development	
COMP 135	Human-Computer Interface Design	
COMP 159	Computer Game Technologies	
ENGL 115	Screenwriting	
ENGL 107	Creative Writing: Nonfiction	
ENGL 111	Creative Writing: Fiction	
ENGL 119	Editing and Publishing	
HIST 080	Digital Narratives	
MMGT 011	Introduction to Music Business	
MMGT 121	Media Promotion	
MPRO 015	Video Editing	
MPRO 031	3D Modeling and Texturing	
MPRO 033	Introduction to Animation	
MPRO 115	Advanced Editing and VFX	
MPRO 116	Visual Effects for Games and Film	
MPRO 117	Film Production	
MPRO 118	Advanced Film Production	
MPRO 119	Film and Media Industry Essentials	
MPRO 133	3D Animation	
MPRO 135	Advanced Animation Studio	
MPRO 144	3D Historical Reconstruction	
MPRO 147	Virtual Reality and Immersive Design	
MPRO 148	Mixed Reality	
PSYC 015	Introduction to Cognitive Science	
PSYC 079	Sensation and Perception	
THEA 071	Fundamentals of Acting	

Production Leadership Concentration

THEA 071	Fundamentals of Acting	3
MPRO 051	Introduction to Directing	4
MPRO 150	Transmedia & Producing	4

Production Leadership Concentration Electives - Choose 2:

One elective class needs to be upper-division

ARTS 095	Camera and Lighting	
BUSI 053	The Legal and Ethical Environment of Business	
BUSI 148	Promotions Management	
BUSI 153	Entertainment Law	
COMM 133	Documentary Film as Persuasive Communication	
COMM 134	Documentary Film Production	
ENGL 031	Aesthetics of Film	
ENGL 112	Playwriting	
ENGL 115	Screenwriting	
MPRO 015	Video Editing	

MPRO 033	Introduction to Animation
MPRO 119	Film and Media Industry Essentials
MPRO 137	Motion Capture
THEA 073	Acting for the Camera
Self-Defined Concentration	20
Declared after program approval. Courses from any concentration will count:	
ARTS 005	Drawing
ARTS 011	Digital Photography
ARTS 021	Life Drawing I
ARTS 023	Painting I
ARTS 095	Camera and Lighting
ARTS 121	Life Drawing II
ARTS 141	Advanced Photography
ARTS 127	Illustration
ARTH 105	History of Interactive Media
BUSI 053	The Legal and Ethical Environment of Business
BUSI 148	Promotions Management
BUSI 153	Entertainment Law
COMM 128	Communication and Gaming
COMM 132	Writing for Media
COMM 133	Documentary Film as Persuasive Communication
COMM 134	Documentary Film Production
COMP 047	Discrete Math for Computer Science
COMP 051	Introduction to Computer Science
COMP 053	Data Structures
COMP 055	Application Development
COMP 135	Human-Computer Interface Design
COMP 159	Computer Game Technologies
ENGL 031	Aesthetics of Film
ENGL 112	Playwriting
ENGL 107	Creative Writing: Nonfiction
ENGL 111	Creative Writing: Fiction
ENGL 115	Screenwriting
ENGL 119	Editing and Publishing
ENGL 121	Major Filmmakers
ENGL 124	Film History
HIST 080	Digital Narratives
MMGT 011	Introduction to Music Business
MMGT 106	Sound Recording Fundamentals
MMGT 121	Media Promotion
MPRO 015	Video Editing
MPRO 031	3D Modeling and Texturing
MPRO 033	Introduction to Animation
MPRO 040	Introduction to Game Design
MPRO 051	Introduction to Directing
MPRO 115	Advanced Editing and VFX
MPRO 116	Visual Effects for Games and Film
MPRO 117	Film Production
MPRO 118	Advanced Film Production
MPRO 119	Film and Media Industry Essentials
MPRO 131	Organic 3D Modeling
MPRO 133	3D Animation
MPRO 135	Advanced Animation Studio

MPRO 137	Motion Capture
MPRO 141	Video Game Development 1
MPRO 142	Video Game Development 2
MPRO 144	3D Historical Reconstruction
MPRO 147	Virtual Reality and Immersive Design
MPRO 148	Mixed Reality
MPRO 150	Transmedia & Producing
PSYC 015	Introduction to Cognitive Science
PSYC 079	Sensation and Perception
THEA 073	Acting for the Camera
THEA 071	Fundamentals of Acting

Art, Media, Perf Design Courses

AMPD 001. Chair's Seminar. 1 Unit.

The Chair's Seminar is designed for students majoring in Art with concentrations in Graphic Design or Studio Art, as well as those in Media Arts and Production. This course delves into key issues related to professional practice, philosophical approaches, and the creative process in the visual arts and media. Students will explore the intersection of theory and practice, gaining insights into the challenges and opportunities that define careers in these fields.

Art History Courses

ARTH 007. Survey of World Art to 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, GEWE)

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, GEWE)

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, GEWE)

ARTH 105. History of Interactive Media. 4 Units.

This course explores the global history of interactive design and media, with a special emphasis on the diverse cultural contributions that have shaped the evolution of interactive experiences. From ancient interactive art and storytelling practices in various world cultures to modern digital media, students will investigate how different societies have influenced and transformed interactive design. By examining key examples from a wide range of cultural contexts, the course highlights the intersections between technology, culture, and design. Through critical analysis of both analog and digital forms, students will gain a deeper understanding of how cultural diversity has played a pivotal role in shaping interactive media across time. In addition to historical perspectives, the course will explore contemporary global trends in interactive design, analyzing how current practitioners are influenced by traditional cultural practices. Students will also reflect on the ways in which interactive media and design can promote inclusivity and represent diverse experiences in a globally connected world. (GEWE)

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. (DVSY, FILM, GEAP, GEDI, GEND)

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, GEAP)

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, GEAP)

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. (GEAP)

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, GEAP)

ARTS 010. Introduction to Digital Design. 3 Units.

This course covers essential principles of design, including color theory, typography, and composition, with a focus on their application in the digital realm. Students will gain hands-on skills in graphic design and visual communication techniques for creating and editing digital graphics, illustrations, and layouts. Through a series of projects and critiques, students will learn to create effective visuals, organize information, and communicate a particular message to an audience. (GEAP)

ARTS 011. Digital Photography. 4 Units.

This course provides an introduction to the theory, process, and aesthetics of digital photography and visual storytelling. Through a series of practical and conceptual assignments, students learn to work with digital cameras and a selection of software for image editing and professional inkjet printing. 4.000 Credit hours. GE Artistic Processes and Creation course. No Prerequisites. (FILM, GEAP)

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.

Painting I is a foundational level hands-on course introducing the concepts, methods and materials using a variety of painting mediums, as student progress and development will allow. Practical exercises in skill development, art historical research, conceptual directions in art and personal imagery will be emphasized. (GE2C, GEAP)

ARTS 035. Introduction to Ceramics. 4 Units.

This introductory hands-on course explores ceramic materials, processes and their creative potential. Students explore a variety of problems using the potter's wheel and hand-building techniques to discover the potential of clay. (GEAP)

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, GEAP)

ARTS 043. Intermediate Ceramics. 4 Units.

The continued development of aesthetic concepts and techniques as they relate to ceramics. Individual exploration and expression will be encouraged. Through a structured approach with demonstrations, lectures, weekly assignments, and group and individual critiques, the student will be exposed to hand-building and throwing, as well as raku, salt-glazing, and stoneware reduction techniques. Independent development of a unique body of work, for presentation/exhibition, is expected. Prerequisites: ARTS 035.

ARTS 057. 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. Prerequisites: ARTS 005 or ARTS 007 or MPRO 003 or permission of instructor.

ARTS 075. Introduction to Graphic Design. 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. Prerequisites: ARTS 005 Drawing I, or ARTS 007 Introduction to 2D and Color, or MPRO 003 Critical Media Making, or instructor's permission. (GE2C, GEAP)

ARTS 077. Branding and Identity Systems. 4 Units.

This course explores the principles of branding and the development of cohesive identity systems. Students will examine how logos, typography, color, imagery, and messaging create effective brand identities across various platforms. Through project-based work, students will conceptualize, design, and implement comprehensive branding systems for real-world applications, enhancing their understanding of visual communication strategies. By the end of the course, students will have developed a portfolio-ready branding project that demonstrates their ability to create consistent and impactful design solutions. Prerequisite: ARTS 010, or permission of instructor.

ARTS 079. Introduction to Typography. 4 Units.

This course provides a foundational understanding of typography as a critical element of visual communication. Students will explore the history, anatomy, and classifications of type, learning how to select and apply typefaces effectively in design. Through hands-on projects, students will develop skills in letterform design, typographic hierarchy, layout, and the use of type to enhance readability and visual impact. Emphasis will be placed on the creative and technical aspects of typography in both print and digital formats. This course prepares students for advanced design work by establishing a strong typographic foundation. Prerequisite: ARTS 005 or ARTS 007 or ARTS 010 or MPRO 003 or permission of instructor.

ARTS 081. Editorial Design and Production. 4 Units.

This course focuses on the art and craft of editorial design, emphasizing the structure and layout of multi-page publications such as magazines, newspapers, and digital media. Students will learn advanced typographic techniques and explore the use of grids, visual hierarchy, and image-text integration. Through hands-on projects, students will develop and produce editorial content, gaining expertise in both print and digital formats. The course also covers production workflows, including file preparation for print and digital distribution. By the end of the course, students will have created portfolio-worthy editorial projects that demonstrate their understanding of design systems and storytelling. 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. Data Visualization and Infographics. 4 Units.

This course explores the principles and techniques of transforming data into compelling visual narratives. Students will learn to create effective infographics and data visualizations by combining design elements with quantitative information. Emphasis is placed on clarity, accuracy, and aesthetic presentation in various formats, from print to interactive media. Through hands-on projects, students will develop skills in analyzing data, selecting appropriate visual forms, and using design tools to communicate complex ideas in a visually engaging and understandable way. By the end of the course, students will produce portfolio-quality infographics that demonstrate proficiency in both technical and conceptual aspects of data visualization. Prerequisite: ARTS 010 or permission of instructor.

ARTS 095. Camera and Lighting. 4 Units.

Camera and Lighting is an intermediate level course teaching professional lighting and camera operation for both still photography and video projects. Students will learn lighting techniques for portrait photography, video interviews and acting scenes in the studio and on location. Training will cover professional cinematography techniques and equipment. Projects will include a mixture of individual still photography assignments and collaborative group video projects. Prerequisites: ARTS 011 or MPRO 003 or Instructor's Permission. (FILM)

ARTS 103. Graphic Design: 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. Motion Graphics. 4 Units.

Explore the principles and practice of time-based visual communication. Students animate type and imagery using keyframing, timing, easing, and compositing while developing workflows for concepting, storyboarding, styleframes, layered builds, audio integration, and delivery for social, web, and broadcast. Emphasis is on clarity of message, typographic hierarchy in motion, pacing and rhythm, accessibility (legibility, captioning, safe color), and professional polish from brief to final render. Coursework uses industry-standard tools and disciplined file management, with iterative critiques that build technical fluency and creative intent. Prerequisite: ARTS 010 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 explores the creation of visual artwork for use in publication and mass media. Students will develop technical skills and creative approaches through practical assignments in various fields of illustration, including advertising, editorial, scientific, and book illustration. Emphasizing both historical context and contemporary practice, the course prepares students to apply their illustrative work in professional and artistic contexts. Prerequisites: ARTS 005 or MPRO 003 or 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. Advanced Photography. 4 Units.

Advanced Photography builds upon instruction in ARTS 011: Digital Photography and ARTS 095: Camera and Lighting. It emphasizes conceptual portfolio development and visual storytelling for publication and exhibitions. This course develops professional practices in photography including studio lighting for still life and product photography. It teaches editing techniques necessary to develop and print a long-term photography book and exhibition project. The course also covers advanced image editing software applications for professional photographers who create photographs for editorial illustration, advertising, photojournalism, publication and exhibition. Prerequisites: ARTS 011 or ARTS 095 or Instructor's Permission. (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. Advertising and Commercial Design. 4 Units.

This course explores the creative and strategic processes behind successful advertising and commercial design. Building on the principles of branding and identity systems, students will learn to develop compelling advertising campaigns across various media, including print, digital, and environmental platforms. The course emphasizes visual storytelling, audience engagement, and the integration of brand messaging into cohesive advertising strategies. Through real-world projects, students will craft multi-platform campaigns, design commercial packaging, and refine their client presentation skills. The course prepares students for roles in advertising, marketing, and commercial design, with a focus on professional-level execution and brand alignment. Prerequisites: ARTS 010 or permission of instructor.

ARTS 172. Information Architecture. 4 Units.

This course introduces students to the principles of organizing and structuring information for digital environments, with a focus on user experience (UX) and user interface (UI) design. Students will explore how content strategy, taxonomy development, and navigation systems can enhance usability and accessibility across websites, apps, and digital platforms. The course includes foundational UX/UI concepts, such as user flow, wireframing, and interface prototyping, which will guide the design of intuitive information systems. Hands-on projects, case studies, and user testing will provide practical experience in creating effective, user-centered information architectures. By the end of the course, students will have the skills to design clear and logical frameworks for delivering complex information, with a focus on optimizing the user experience. Prerequisite: ARTS 091 or instructor's permission.

ARTS 173. Experience Design. 4 Units.

This interdisciplinary course explores the principles of Experience Design, focusing on creating immersive, interactive, and user-centered experiences across various media. Students will learn to design for physical, digital, and hybrid spaces, incorporating elements of storytelling, spatial design, and user interaction. Through projects, students will engage in the full process of experience creation, from conceptualization and prototyping to implementation and evaluation. The course covers key topics such as environmental design, interface design, and user journey mapping, with an emphasis on collaboration across disciplines. In addition, students will explore the principles of machine learning and its applications in UX/UI design, focusing on understanding how AI-driven systems function and how users interact with them rather than coding algorithms. By the end of the course, students will have developed a portfolio of work that applies experience design principles to installations, digital platforms, or interactive media, making it suitable for diverse applications in design, media arts, and fine arts. Prerequisites: Senior standing in ART or Media Arts and Production (MPRO) major, or instructor's permission.

ARTS 175. Senior Graphic Design Seminar. 4 Units.

This capstone course focuses on the development of a professional portfolio, allowing students to refine and elevate their design work. Students will enhance select pieces to meet industry standards and create a portfolio showcasing them, along with supporting materials such as resumes and self-promotion items. The course also explores portfolio presentation formats and professional business practices. Students will participate in portfolio reviews with design professionals, conduct informational interviews, and exhibit their work in a public show. Class discussions cover industry topics, preparing students for careers in graphic design. Prerequisite: ARTS 173 or permission of instructor.

ARTS 181. Interdisciplinary Seminar. 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. Prerequisites: Junior or Senior Standing in Art.

ARTS 181B. 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 identify, self-promotion, in addition to legal and business practices for artists.

ARTS 185. Senior Studio Art Seminar. 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 Arts and Product Courses**MPRO 003. Media Tools. 3 Units.**

This course is an introduction to the equipment, technologies, and applications of the allied arts of transmedia production. Students will become familiar with the basic processes of working in digital and real-world environments through lectures, hands-on projects, and discussions. Required for Media Art and Production majors. (GEAP)

MPRO 005. Principles of Storytelling. 3 Units.

This course explores the fundamental principles of storytelling structure with a particular focus on how these principles are applied across various media, including film, television, video games, and digital content. Students will delve into the core elements of narrative, such as plot development, character arcs, themes, and pacing, while examining how different media platforms influence storytelling techniques. (GELN)

MPRO 009. Media Literacies. 3 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. Required for Media Art and Production majors.

MPRO 015. Video Editing. 4 Units.

Video Editing introduces students to fundamental concepts and techniques in video editing. This course covers the essential skills needed to effectively edit video content, from basic software operations to creating polished final projects. Students will learn how to manage and organize footage, apply editing techniques, and integrate audio to enhance their visual storytelling. Prerequisites: MPRO 003 or COMM 050 or instructor’s permission.

MPRO 031. 3D Modeling and Texturing. 4 Units.

3D Modeling & Texturing is a course designed to introduce students to the world of three-dimensional digital art. This project-based course, held in a computer lab, will empower students with the fundamental skills and knowledge required to produce basic to semi-complex computer-generated 3D models, as well as learn the fundamentals of texturing, lighting, and rendering. Prerequisites: MPRO 003 or instructor’s permission.

MPRO 033. Introduction to Animation. 4 Units.

This course delves into the fundamentals of animation, focusing on essential principles such as squash and stretch, timing, and spacing. Students will gain hands-on experience with industry-standard software, developing skills in character design, storyboarding, and sound integration. The coursework culminates in a polished short animation project. Through a mix of lectures, demonstrations, and project-based assignments, students will build the technical skills and creative problem-solving abilities necessary to produce engaging animation. Prerequisites: ARTS 005 or MPRO 003 or MPRO 005 or MPRO 009 or ARTS 010, or instructor’s permission.

MPRO 040. Introduction to Game Design. 4 Units.

This course is an exploration of theories of game design and the relationship your designs have to your player. We will learn to understand the roles the players, the designers, the venues, the technology, the market, the client, and the rules (mechanics) have in creating fun and dynamic experiences. In this course, we will focus heavily on the general process of designing games, not a specific set of rules for designing them. As game designers, we need to practice agile and creative thinking. Introduction to game design is first and foremost about experience design. And while the experiences need to follow certain definitions, rules, and structures to be considered a game, you are primarily designing an experience for your player. The game is just the tool you have designed to create that experience. (GEAP)

MPRO 051. Introduction to Directing. 4 Units.

In this course, we will explore directing practice, and develop skills in script analysis, staging, and collaborating with actors and other filmmakers. Student directors will stage scenes for various platforms, critique peer assignments, and prepare analyses and reflections on their own work. Students will gain introductory experience in directing for theater, film, episodic (television) and VR through viewing and reflecting on examples used in a variety of sectors, as well as creating short practical assignments. Prerequisites: MPRO 003 or ENGL 115, or instructor's permission.

MPRO 087. Internship. 1-4 Units.

This course provides students with an immersive learning experience in the media industry through an internship. Students will apply theoretical knowledge in a professional setting, gaining practical skills and insights into the daily operations of media organizations. The course is self-directed, with no formal class meetings. Students are required to independently complete a portfolio of their work, maintain a reflective journal documenting their experiences, and submit a final reflection essay along with an outline of activities.

MPRO 089. Practicum. 1-4 Units.

This course provides students with an immersive learning experience in the media industry through an on campus practicum. Students will apply theoretical knowledge in a professional setting, gaining practical skills and insights into the daily operations of media organizations. The course is self-directed, with no formal class meetings. Students are required to independently complete a portfolio of their work, maintain a reflective journal documenting their experiences, and submit a final reflection essay along with an outline of activities.

MPRO 093. Special Topics. 1-4 Units.

Special Topics offers an in-depth exploration of specific themes, techniques, or emerging trends within the field of media arts and production. This course is designed to provide students with the opportunity to study specialized areas not typically covered in the standard curriculum. Topics may include advanced techniques in video editing, digital storytelling, interactive media, sound design, or other cutting-edge subjects relevant to the evolving media landscape. Through a combination of lectures, hands-on projects, and critical analysis, students will gain deeper insights and develop specialized skills that enhance their overall proficiency in media arts and production. The course content will vary each semester, allowing students to enroll multiple times to explore different topics. Prerequisites may vary depending on the specific focus of the course for a given term.

MPRO 115. Advanced Editing and VFX. 4 Units.

This course provides an in-depth exploration of advanced editing techniques and visual effects (VFX) in film and digital media. Students will refine their skills in non-linear editing, color grading, and sound design, while mastering VFX methods such as compositing, motion tracking, and 3D integration. Emphasis is placed on creative problem-solving, narrative enhancement, and collaboration in a post-production environment. By the end of the course, students will be equipped to produce professional-grade media projects that meet industry standards. Prerequisites: MPRO 015 Video Editing, or instructor's permission.

MPRO 116. Visual Effects for Games and Film. 4 Units.

This course explores the principles, techniques, and workflows of visual effects (VFX) for games and film. Students will gain hands-on experience with industry-standard tools to create cinematic effects, real-time game assets, and composited shots. Topics include digital compositing, particle systems, physics-based simulations, motion tracking, and procedural effects. By the end of the course, students will produce several portfolio-ready VFX sequences integrating their skills in animation, rendering, and compositing. Prerequisites: MPRO 015 or instructor's permission.

MPRO 117. Film Production. 4 Units.

Film Production provides an in-depth exploration of the film production process, from pre-production planning to post-production editing. Students will engage in hands-on projects that cover all stages of filmmaking, including script development, storyboarding, cinematography, directing, and sound design. Emphasizing both technical skills and creative storytelling, this course allows students to work collaboratively in teams to produce short films. By the end of the course, students will have a solid understanding of the film production workflow and will have completed a polished short film ready for public screening. Prerequisites: MPRO 003 or COMM 050 or instructor's permission.

MPRO 118. Advanced Film Production. 4 Units.

Advanced Film Production delves into the advanced aspects of filmmaking, focusing on the integration of complex storytelling, technical mastery, and professional production practices. Students will engage in intensive, hands-on projects that challenge them to produce high-quality films both individually and collaboratively. Emphasizing advanced techniques in directing, cinematography, sound design, and editing, the course also explores ethical and legal issues in filmmaking, equipping students with the skills necessary to navigate the professional landscape. Through critical analysis, peer feedback, and iterative revisions, students will refine their craft and produce polished films that showcase their creative and technical abilities. Prerequisite: MPRO 117 or instructor's permission.

MPRO 119. Film and Media Industry Essentials. 4 Units.

Film and media are both an art form and a global industry. To be successful in today's film and media landscape, students need to understand how projects are developed, financed, produced, and distributed across multiple platforms. This course provides a comprehensive overview of the industry environment in which film and media productions take shape. Students will explore the role of the producer, examine strategies for bringing projects from concept to screen, and gain insight into the evolving practices that shape contemporary film and media. **(GEAP)**

MPRO 131. Organic 3D Modeling. 4 Units.

Organic 3D Modeling is a course designed to let students understand, manage and properly use digital 3D modeling techniques using graphic tablets and direct capture screens, to produce complex three-dimensional organic models that can be integrated in animation pipelines. Prerequisite: MPRO 031 or instructor's permission.

MPRO 133. 3D Animation. 4 Units.

This course provides a comprehensive introduction to the principles, techniques, and workflows essential to 3D digital animation production. Students will explore the foundational aspects of animating 3D assets using a variety of digital techniques and software solutions. Prerequisites: MPRO 031 or MPRO 033 or instructor's permission.

MPRO 135. Advanced Animation Studio. 4 Units.

This course builds on foundational animation skills and provides students with the opportunity to explore advanced concepts, tools, and techniques across a variety of animation approaches. Emphasis is placed on experimentation, creative problem-solving, and refining individual artistic voices while working with both traditional and digital methods. Topics may include character animation, motion graphics, experimental storytelling, 3D practices, or emerging technologies, depending on student interests and current industry trends. Through projects, critiques, and research, students will expand their technical proficiency and develop a portfolio of innovative work. Prerequisite: MPRO 033 or MPRO 131 or MPRO 133 or instructor's permission.

MPRO 137. Motion Capture. 4 Units.

This course introduces students to motion capture (mocap) technology and its applications in film, video games, animation, and virtual production. Students will gain a comprehensive understanding of the motion capture process, from setting up equipment and capturing performance data to refining and integrating that data into 3D models. Prerequisite: MPRO 015 and (MPRO 031 or MPRO 033), or Instructor's Permission.

MPRO 141. Video Game Development 1. 4 Units.

This course provides a comprehensive introduction to the world of video game design. Students will explore the core principles of digital game design, learning how to create engaging and immersive experiences for players. Through lectures, discussions, and hands-on projects, students will gain a deep understanding of game mechanics, dynamics, aesthetics, and player psychology. By the end of the course students will apply their understanding of principles of video game design to the creation of a playable demo. Prerequisite: MPRO 003.

MPRO 142. Video Game Development 2. 4 Units.

This advanced project-based course is designed for students who have a foundational understanding of game design and are ready to take their skills to the next level by developing a playable game demo. Building on concepts from the introductory course, students will delve into more complex aspects of game development, including advanced mechanics, systems design, and interactive storytelling. The course emphasizes the creation of sophisticated game prototypes that demonstrate deeper player engagement, innovative design, and polished execution. Prerequisite: MPRO 040 and MPRO 141, or Instructor Permission.

MPRO 144. 3D Historical Reconstruction. 4 Units.

This course explores the art and science of 3D historical reconstruction for video games, blending historical research with game design technology. Students will learn how to accurately recreate historical settings, artifacts, and environments using 3D modeling, texturing, and world-building tools. Emphasis is placed on the balance between historical accuracy and creative storytelling, as well as the ethical considerations in representing cultures and events from the past. Through hands-on projects, students will gain experience in gathering historical references, working with game engines, and creating immersive, interactive experiences that bring history to life. By the end of the course, students will be able to design and implement historically informed 3D environments that enhance narrative depth and player engagement in games. Historical Reconstruction is a powerful interdisciplinary skillset, making this course an ideal starting place for students interested in community-based digital humanities work as well as aspiring game designers interested in working on games with historical environments or settings. Students with a variety of backgrounds and skillsets (research experience, historical methods, digital media) can participate and contribute to the practice of bringing the past alive with game environments. Prerequisites: MPRO 031 and (MPRO 141 or HIST 070) or Instructor Permission.

MPRO 147. Virtual Reality and Immersive Design. 4 Units.

Virtual Reality and Immersive Design provides a comprehensive introduction to Virtual Reality (VR), exploring the fundamental concepts, technologies, and creative possibilities of this rapidly evolving medium. Students will learn the history and development of VR, gaining hands-on experience with contemporary VR hardware and software. The course covers key topics such as immersive environment design, 3D modeling, interaction design, and the psychological principles behind user experience in VR. Through a combination of lectures, workshops, and project-based learning, students will develop the skills needed to create compelling and interactive VR experiences. By the end of the course, students will have produced a fully functional VR project, showcasing their ability to design and implement virtual worlds that engage and captivate users. Prerequisite: MPRO 141 or Instructor Permission.

MPRO 148. Mixed Reality. 4 Units.

This course provides a comprehensive introduction to the field of Mixed Reality (MR), exploring the convergence of digital and physical environments to create immersive and interactive experiences. Students will gain foundational knowledge in MR technologies, including Augmented Reality (AR) and Virtual Reality (VR), and how they are applied across various industries such as gaming, education, and healthcare. By the end of the course students will apply their understanding of principles of Mixed Reality development by creating a collaborative MR demo prototype. Prerequisite: MPRO 003; or Instructor Permission.

MPRO 150. Transmedia & Producing. 4 Units.

In this class students will learn the necessary skills to bring their creative ideas to fruition through producing their own multimedia works. Through a series of hands-on projects, students will gain the creative, organizational, leadership skills necessary to make creative work in a variety of media in an ever-changing industry landscape. Taking a medium specific approach to arts production, students examine what makes an effective piece of media, and how to make it themselves. Prerequisite: MPRO 003 or instructor's permission.

MPRO 183. Portfolio and Professional Development. 4 Units.

This course is designed to guide upper-class Media Arts and Performance students in developing a professional portfolio and refining their personal brand as they prepare to transition into the media industry. Through hands-on projects, reflective essays, and career development activities, students will enhance their media production skills, articulate their personal identity, and create polished professional materials, including a resume and digital presence. The course culminates in a final portfolio and presentation showcase, equipping students with the tools and confidence needed to enter the workforce. Media Arts and Performance Junior or Senior standing, or instructor's permission.

MPRO 185. Capstone. 4 Units.

This course reflects the culmination of study and practice in the Media Arts and Production 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: MPRO 183 or MPRO 087 or MPRO 089 or instructor's permission, MPRO senior standing.

MPRO 187. Internship. 1-4 Units.

This course provides students with an immersive learning experience in the media industry through an internship. Students will apply theoretical knowledge in a professional setting, gaining practical skills and insights into the daily operations of media organizations. The course is self-directed, with no formal class meetings. Students are required to independently complete a portfolio of their work, maintain a reflective journal documenting their experiences, and submit a final reflection essay along with an outline of activities.

MPRO 189. Practicum. 1-4 Units.

This course provides students with an immersive learning experience in the media industry through an on-campus practicum. Students will apply theoretical knowledge in a professional setting, gaining practical skills and insights into the daily operations of media organizations. The course is self-directed, with no formal class meetings. Students are required to independently complete a portfolio of their work, maintain a reflective journal documenting their experiences, and submit a final reflection essay along with an outline of activities.

MPRO 189A. Practicum. 1-4 Units.**MPRO 189B. Practicum. 1-4 Units.****MPRO 191. Independent Study. 1-4 Units.**

Independent Study provides students with the opportunity to pursue individualized research, creative projects, or advanced study in a specific area of media arts and production under the guidance of a faculty mentor. This course is designed for students who wish to explore topics or techniques not covered in the standard curriculum or to develop a specialized project that reflects their personal interests and career goals. Students will work independently to define their objectives, develop a study plan, and produce a final project or research paper that demonstrates their advanced understanding and skills in media arts and production. Regular meetings with the faculty mentor will provide direction, feedback, and support throughout the study. Enrollment requires the approval of the supervising faculty member and a completed proposal outlining the intended study.

MPRO 193. Special Topics. 1-4 Units.

Special Topics offers an in-depth exploration of specific themes, techniques, or emerging trends within the field of media arts and production. This course is designed to provide students with the opportunity to study specialized areas not typically covered in the standard curriculum. Topics may include advanced techniques in video editing, digital storytelling, interactive media, sound design, or other cutting-edge subjects relevant to the evolving media landscape. Through a combination of lectures, hands-on projects, and critical analysis, students will gain deeper insights and develop specialized skills that enhance their overall proficiency in media arts and production. The course content will vary each semester, allowing students to enroll multiple times to explore different topics. Prerequisites may vary depending on the specific focus of the course for a given term. 1-4 Units.

MPRO 197. Independent Research. 1-4 Units.

Undergraduate Research in Media Arts and Production provides students with the chance to conduct original research or creative projects in media arts. Guided by a faculty advisor, students will investigate a specific topic, developing a research paper, creative work, or presentation that contributes to the field. This course emphasizes critical thinking, research methods, and scholarly communication, making it ideal for those interested in graduate study or careers in media arts research. Enrollment requires faculty approval and a research proposal.