

ART

Associate Degree
for TransferSM**I. ART HISTORY FOR TRANSFER (AA-T)**

The Associate in Arts in Art History for Transfer degree is designed to provide students with an understanding and an appreciation of the arts in a variety of cultures and civilizations throughout history. This degree prepares students to transfer to a California State University where a baccalaureate degree may be earned in art, art history, or a related field.

The following is required for the Associate in Arts in Art History for Transfer degree:

1. Minimum of 60 semester or 90 quarter CSU-transferable units.
2. Minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework.
3. Minimum of 18 semester or 27 quarter units in the major.
4. A grade of "C" or better in all courses required for the major.
5. Certified completion of the California State University General Education (CSU GE) Breadth pattern OR the Intersegmental General Education Transfer Curriculum (IGETC) pattern; see Degree Requirements and Transfer Information section for more information. Note: If following IGETC, IGETC-CSU must be followed for admission to a CSU.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and the artists.
- Analyze and derive meaning from works of art according to the elements of art, the principles of design and aesthetic qualities.
- Demonstrate how the arts help to understand the past.
- Define artistic historical periods and transitions.

Associate in Arts Degree Requirements:**Core Curriculum:**

Course	Title	Units
ART 140	History of Western Art I: Prehistoric to 1250 A.D.	3
ART 141	History of Western Art II: Circa 1250 A.D. to Present Time	3
ART 124	Drawing I	3
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List A: Select one:

ART 146	Asian Art	3
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List B: Select one:

ART 120	Two-Dimensional Design	3
ART 121	Painting I	3
ART 129	Three-Dimensional Design	3
ART 135	Watercolor I	3
ART 230	Figure Drawing I	3
		<hr/> 3

List C: Select one:

Any List B course not already used		3
ART 143	Modern Art	3
ART 144	Architecture of the 20th Century	3
ART 145	Contemporary Art History: 1945-Present	3
HUM 110	Principles of the Humanities	3
HUM 115	Arts and Culture in Local Context- San Diego	3
HUM 116	Kumeyaay Arts and Culture	3
		<hr/> 3
Total Units for Major (6-9 units may be double-counted with GE)		18
Total Units for CSU GE or IGETC-CSU		37-39
Total Transferable Elective Units		9-14
Total Units for Degree		60

Associate Degree
for TransferSM**II. STUDIO ARTS FOR TRANSFER (AA-T)**

The AA-T in Studio Arts is designed to prepare students to transfer to a California State University (CSU) with the intent of earning a B.A. degree in an area such as Fine Arts or Studio Arts. Students who earn this degree will have the techniques necessary to create a variety of two- and three-dimensional art projects while demonstrating an increased aesthetic awareness. They will have the ability to use visual media to generate ideas, solve visual problems, enhance perception, think and respond critically to visual information in their lives, identify and describe the historical and cultural contexts of artwork, and assess the role of the visual arts in culture as a vehicle of human expression.

The following is required for the AA-T in Studio Arts for Transfer degree:

1. Minimum of 60 semester or 90 quarter CSU-transferable units.
2. Minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework.
3. Minimum of 18 semester or 27 quarter units in the major.
4. A grade of "C" or better in all courses required for the major.
5. Certified completion of the California State University General Education (CSU GE) Breadth pattern OR the Intersegmental General Education Transfer Curriculum (IGETC) pattern; see Degree Requirements and Transfer Information section for more information. Note: If following IGETC, IGETC-CSU must be followed for admission to a CSU.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Use the vocabulary of the visual arts to express their observations as they perceive and respond to works of art, objects in nature, events, and the environment.
- Apply artistic processes and skills using a variety of media to communicate meaning and intent in original works of art.
- Analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and the artists.
- Analyze and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities.

- Apply what they have learned in the visual arts across subject areas by developing competencies and creative skills in problem solving, communication, management of time, and identifying resources that contribute to lifelong learning, career skills, and careers in and related to the visual arts.

Associate in Arts Degree Requirements:**Core Curriculum:**

Course	Title	Units
ART 120	Two-Dimensional Design	3
ART 124	Drawing I	3
ART 129	Three-Dimensional Design	3
ART 141	History of Western Art II: Circa 1250 A.D. to Present Time	3
		<hr/> 12

List A: Select one of the following:

ART 140	History of Western Art I: Prehistoric to 1250 A.D.	3
ART 143	Modern Art	3
ART 144	Architecture of the 20th Century	3
ART 145	Contemporary Art History: 1945-Present	3
ART 146	Asian Art	3
		<hr/> 3

List B: Select three of the following:

ART 121	Painting I	3
ART 125	Drawing II	3
ART 135	Watercolor I	3
ART 148	Applied Design and Crafts	3
ART 230	Figure Drawing I	3
		<hr/> 9

Total Units for Major (6 units may be double-counted with GE)		24
Total Units for CSU GE Breadth or IGETC-CSU		37-39
Total Transferable Elective Units		3-5
Total Units for Degree		60

Please note: SDSU accepts this degree for students transferring into Art (Studio Arts emphasis).

**III. ART AND DESIGN
(formerly ART-GRAPHIC DESIGN)**

This degree program emphasizes aesthetics, design and craft using manual and digital mediums. Students will develop their ability to think spatially in two and three dimensions and to use creative problem-solving techniques using images and letter forms. Students will develop a professional portfolio for placement at a four-year university. *Designed for students interested in pursuing a bachelor's degree in Graphic Design; please consult the catalog of the transfer institution for specific requirements. Students interested in pursuing the entry level, two-year associate degree or certificate in graphic design should refer to the Graphic Design program.*

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Research, analyze, organize and formulate artistic order out of chaos.
- Recognize and speak a global visual language and demonstrate an awareness of the meanings and power of symbols and words.
- Design products and services that will make a social and ecological impact.
- Apply elements and principles of design to projects that include packaging, magazine production, and design and production of posters, logos and brochures.
- Formulate decisions about issues of concept, format, imagery, type, printing and methodology.

- Use computer and traditional methods to solve graphic problems.
- Create a professional portfolio that can be used to pursue studies at a four-year university or obtain employment.

CAREER OPPORTUNITIES

- * Advertising Director
Advertising
- * Art Director
Desktop Publishing
Display Designer
Graphic Designer
Illustrator
- * Marketing Director
Multimedia
Package Designer
Web Page Designer

* Bachelor Degree or higher required

Associate in Arts Degree Requirements:

Course	Title	Units
ART 120	Two-Dimensional Design	3
ART 124	Drawing I	3
ART 125	Drawing II	3
ART 129	Three-Dimensional Design	3
ART 140	History of Western Art I: Prehistoric to 1250 A.D.	3
ART 141	History of Western Art II: Circa 1250 A.D. to Present Time	3
ART 241	Illustration I	3
GD 105	Fundamentals of Digital Media	3
GD 110	Graphic Design Principles	3
GD 126	Adobe Photoshop Digital Imaging	3
		<u>30</u>

Select one of the following:

ART 242	Illustration II	3
GD 130	Professional Business Practices	3
		<u>3</u>
	Total Required	33
	Plus General Education Requirements	

Recommended Electives: ART 135, BUS 110, GD 230, MUS 121

IV. ART-DRAWING AND PAINTING

This degree program is designed to provide a fundamental background in two-dimensional studio arts, emphasizing both technique and aesthetic awareness. The curriculum consists of courses in both studio techniques and art history. Students will develop their ability to control line, value, shape, color, perspective and composition in various mediums. The major provides preparation for transfer to a four-year college in fine art or a vocational area related to art.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Use the vocabulary of the visual arts to express their observations as they perceive and respond to works of art, objects in nature, events and the environment.
- Apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art.
- Analyze the role and development of the visual arts in the past and present cultures throughout the world, noting human diversity as it relates to the visual arts and the artists.
- Analyze, access and derive meaning from works of art, including their own, according to the elements of art, the principles of design and aesthetic qualities.
- Apply what they learned in the visual arts across subject areas, develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning

and career skills, and identify careers in and related to the visual arts.

CAREER OPPORTUNITIES

- * Advertising Specialist
Antique Dealer
- * Art Conservator
- * Art Therapist
Arts Administration
Cartoonist
- * Curator
Display Manager
- * Fashion Designer
Gallery Owner
Illustrator
Independent Artist
- * Interior Design
Jewelry Designer
Museum Technician
Painter
Police Artist
Set Designer

* Teacher/Professor

* Bachelor Degree or higher required

Associate in Arts Degree Requirements:

Course	Title	Units
ART 120	Two-Dimensional Design	3
ART 121	Painting I	3
ART 124	Drawing I	3
ART 125	Drawing II	3
ART 140	History of Western Art I: Prehistoric to 1250 A.D.	3
ART 141	History of Western Art II: Circa 1250 A.D. to Present Time	3
ART 230	Figure Drawing I	3
GD 105	Fundamentals of Digital Media	3
		<u>24</u>

Select six units from the following:

ART 129	Three-Dimensional Design	3
ART 135	Watercolor I	3
ART 143	Modern Art	3
ART 145	Contemporary Art History: 1945-Present	3
ART 220	Painting II	3
ART 231	Figure Drawing II	3
ART 241	Illustration I	3
ART 242	Illustration II	3
GD 225	Digital Illustration	3
		<u>6</u>
	Total Required	30
	Plus General Education Requirements	

Recommended Electives: HIST 105, HUM 155, RELG 120