

Creative Arts
ARTS - Visual Arts and Design
AAT_Associate in Arts in Art History for Transfer <ul style="list-style-type: none">• Differentiate between, collect, and analyze primary and secondary source information related to analysis of works of art• Analyze the social experiences of artists, demonstrating how artists' relationships with their patrons were defining factors in producing works of art• Investigate the different techniques, materials, and tools utilized in production, through written analysis based on observation of original works of art
AAT_Associate in Arts in Studio Arts for Transfer <ul style="list-style-type: none">• Develop the fundamental two- and three-dimensional foundation-level technical skills, materials, concepts, theory and practice• Develop a strong awareness of cultural art traditions and practice through the examination and critical evaluation of culturally significant works of art• Critique and analyze two- and three-dimensional art and design projects using contemporary art and design principles, theories, vocabulary and visual literacy
AA_Art History <ul style="list-style-type: none">• Analyze artworks on the basis of social, cultural, political, economic and ethnic contexts and issues relevant to women's and gender studies• Demonstrate critical thinking and visual literacy skills through oral and written communication, including those used to analyze, evaluate and synthesize primary and secondary sources• Analyze artistic traditions through a cross-cultural perspective and in a global context• Apply technical processes of studio art in written assignments in the field of Art History
AA_Ceramics <ul style="list-style-type: none">• Demonstrate competency in hand and wheel forming techniques• Develop expertise in clay selection for different types of expression and surface embellishment• Demonstrate competency in advanced technical skills associated with ring techniques• Demonstrate loading and ring kilns for different temperature aesthetics and function
AA_Graphic Design <ul style="list-style-type: none">• Demonstrate awareness of the computer as an effective and important mode of visual communication used by artists and designers today• Demonstrate the creative potential of art and design software• Analyze and interpret the elements and principles of graphic design as applied to the practice of visual communication and current graphic production techniques• Demonstrate an understanding of the design process• Analyze styles in typographic design, type selection and type specification in relation to new computer technology and the internet• Demonstrate an understanding of the range of business practices currently used by artists and designers in the visual communications industry
AA_Painting <ul style="list-style-type: none">• Critically analyze and assess diverse historical and contemporary works of art, architecture and design• Create art that engages and builds on historical and contemporary practices, theories and materials• Translate concepts and visual experience into images and tactile forms• Present finished artwork for peer, professional or academic review• Evaluate and critique artwork and receive criticism from others• Express artistic concepts and intents in written and oral formats
AA_Sculpture

- Explore and develop individual ideas by drawing and creating original works of art while incorporating advanced sculpture techniques
- Create a body of work or develop a portfolio which is reflective of their coursework in preparation for further studies
- Demonstrate advanced critical thinking and problem solving skills during each phase of the sculpture making process
- Use specific tools expertly in working with a variety of sculpture materials and techniques

AA_Spatial Art

- Demonstrate competency in hand- and wheel-forming techniques
- Develop expertise in clay selection for different types of expression and surface embellishment
- Demonstrate competency in advanced technical skills associated with ring techniques
- Demonstrate loading and ring kilns for different temperature aesthetics and function
- Emphasize idea development, visual investigation and the sculpture making process on an advanced level
- Practice critical thinking and problem solving skills
- Employ materials appropriate to advanced sculptural work
- Apply knowledge of safe and proper use of all shop tools

COAA_Art History

- Analyze artworks on the basis of social, cultural, political, economic and ethnic contexts and issues relevant to women's and gender studies
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- Analyze artistic traditions through a cross-cultural perspective and in a global context
- Apply technical processes of studio art in written assignments in the field of Art History

COAA_Graphic Design

- Demonstrate awareness of the computer as an effective and important mode of visual communication used by artists and designers today
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SC_Museum Studies

- Compare and contrast gallery and museum art exhibits in terms of history, culture and aesthetics
- Demonstrate a working knowledge of gallery design, processes and procedures
- Apply internship experience skills to art gallery or museum work environments

DANC - Dance

PSLO

No PSLOs

F/TV - Film and TV Prod.**AA_Film/TV: Animation**

- Apply basic animation principles to 2D and 3D characters and objects
- Apply principles of cinematic design to storyboards and environments
- Apply screenwriting fundamentals and sound design skills for creative storytelling
- Apply interdisciplinary skills to animation pre-production and production
- Identify and examine the history of the development of animation and contemporary practices in animation

AA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Apply dramatic skills to cast, evaluate and direct talent
- Utilize narrative techniques and visual storytelling to communicate
- Operate a film camera, sound and lighting equipment in a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Develop a distribution plan for a film or video
- Identify film and television's greater role in the current global media context

AA_Film/TV: Screenwriting

- Apply the principles of cinematic story, character and theme to screenwriting
- Write both short and feature-length screenplays with good technique and craft
- Execute the step-by-step process of screenwriting from concept and idea to completed screenplay
- Apply all aspects of story and character to oral pitches
- Understand the business of screenwriting and how to best position themselves for success

AST_Associate in Science in Film, Television, and Electronic Media for Transfer

- Demonstrate media literacy as a key part of the development of critical thinking skills
- Analyze film, television and electronic media through the application of diverse critical approaches and within the context of technology, business, cultural production, entertainment medium and art form
- Describe and analyze the history, issues and impact of film, television and electronic media in a global context
- Demonstrate preproduction skills in the design and creation of content for film, television and electronic media with a focus on screenwriting, location scouting, casting, scheduling and budgeting
- Demonstrate basic operational and craft skills for film, television and electronic media production and postproduction technologies and workflow
- Demonstrate professionalism and understanding of workforce protocol in communication and behavior

COAA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Apply dramatic skills to cast, evaluate and direct talent
- Utilize narrative techniques and visual storytelling to communicate
- Operate a film camera, sound and lighting equipment in a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Develop a distribution plan for a film or video
- Identify film and television's greater role in the current global media context

COA_Film/TV: Animation

- Apply basic animation principles to 2D and 3D characters and objects
- Apply principles of cinematic design to storyboards and environments
- Apply concept development and sound design skills for creative storytelling

COA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Utilize narrative techniques and visual storytelling to communicate a message
- Operate a film/video camera, sound and lighting equipment on a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Identify film and television's greater role in the current global media context

MUSI - Music

AA_Music

- Demonstrate, through successful public performance, a synthesis of technique, memory, musicality and stage presence in both group and solo presentations
- Demonstrate proficiency equivalent to national lower-division curriculum standards in music literacy for all historical periods, ear training and keyboard harmony
- Distinguish musical cultures, historical periods, forms and composers from each other while demonstrating an understanding of the roles of music in human culture
- Produce, notate and perform music using contemporary technologies

PHTG - Photography

AA_Photographic Arts (Film and Digital)

- Demonstrate accomplished skill in both dry (digital) and wet (analog) darkroom methods
- Create photographs that visually communicate ideas and concepts while engaging in the practices, theories and materials of the medium
- Critically analyze and assess diverse historical and contemporary photographic works
- Present finished photographic works for peer, professional or academic review
- Express artistic concepts and intent in written and oral formats
- Evaluate and critique photographic artwork and receive criticism from others

AA_Professional Photography (Film and Digital)

- Demonstrate advanced skills in both dry (digital) and wet (analog) darkroom methods as well as commercial studio techniques
- Create photographs that visually communicate ideas and concepts while engaging the practices, theories and materials of the medium
- Critically analyze and assess diverse historical and contemporary photographic works
- Present commercially viable photographic works for peer, professional or academic review
- Demonstrate understanding of basic business principles and relevant industry practices
- Communicate effectively in written and oral formats

COA_Professional Photography (Film and Digital)

- Demonstrate basic skills in both wet and dry darkroom methods as well as beginning lighting techniques
- Create photographs that visually communicate ideas and concepts while engaging the practices, theories and materials of the medium
- Evaluate and critique imagery and receive criticism from others

COCL_Commercial Lighting

- Apply photographic lighting and editing techniques in the creation of a portfolio of images
- Create a professional assisting resume and business plan
- Demonstrate a foundational understanding of the operation of off-camera flashes

COCL_Photographic Retouching and Digital Post-Production

- Apply retouching and photographic compositing techniques in the creation of a portfolio of images
- Create an online digital portfolio of images that showcase the students photographic editing abilities

THEA - Theater Arts

PSLO

No PSLOs