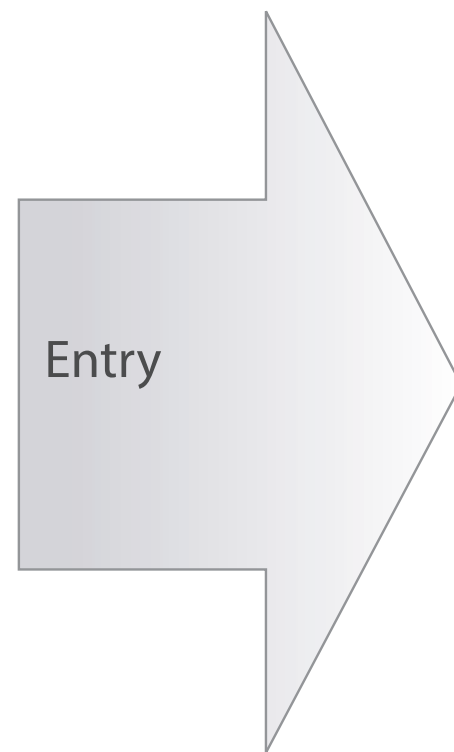


Art: Studio Arts AA



REQUIRED

ART 101
Introduction to Two-dimensional Design

ART 102
Introduction to Sculpture and Three-dimensional Design

TAKE at least 6 units

ARTHS 193
History of Asian Art

ARTHS 197
History of Baroque to 20th Century Art

ARTHS 195
History of Prehistoric and Ancient Art

ARTHS 199
Contemporary Art History

ARTHS 196
History of Medieval and Renaissance Art

TAKE 12 units from a minimum of three areas of specialization.

ART HISTORY

- ARTHS 193 History of Asian Art, DVC III
- ARTHS 195 History of Prehistoric and Ancient Art, DVC III
- ARTHS 196 History of Medieval and Renaissance Art, DVC III
- ARTHS 197 History of Baroque to 20th Century Art, DVC III
- ARTHS 199 Contemporary Art, DVC III

CERAMICS

- ART 151 Visual Theory and Practice – Ceramic Art, DVC III
- ART 152 Wheel-Thrown Pottery I
- ART 153 Wheel-Thrown Pottery II
- ART 154 Hand-Built Ceramics
- ART 155 Ceramic Sculpture I
- ART 156 Figurative Ceramics I
- ART 252 Wheel-Thrown Pottery III
- ART 253 Wheel-Thrown Pottery IV
- ART 254 Hand-Built Ceramics II
- ART 255 Ceramic Sculpture II
- ART 256 Figurative Ceramics II

COLOR

- ART 103 Visual Theory and Practice – Color Theory

DIGITAL MEDIA

- ARTDM 105 Introduction to Digital Imaging
- ARTDM 112 Digital Imaging for the Artist
- ARTDM 117 Digital Illustration
- ARTDM 136 Introduction to Digital Photography
- ARTDM 140 Motion Graphics
- ARTDM 160 3D Modeling and Animation I
- ARTDM 161 3D Modeling and Animation II
- ARTDM 171 Introduction to Web Design
- ARTDM 214 Introduction to Graphic Design, DVC III

DRAWING

- ART 105 Drawing I
- ART 106 Drawing and Color
- ART 107 Figure Drawing I
- ART 108 Figure Drawing II

OTHER

- ART 135 Art Gallery/Museum Management
- ARTDM 224 Typography

METALSMITHING

- ART 146 Metalsmithing and Jewelry I
- ART 147 Metalsmithing and Jewelry II

PAINTING

- ART 120 Watercolor I
- ART 121 Watercolor II
- ART 126 Painting I: Introduction to Painting
- ART 127 Painting II: Intermediate Painting
- ART 128 Painting Concepts and Theme Development
- ART 129 Advanced Painting
- ART 130 Figure Painting
- ART 131 Painting and Abstraction

PHOTOGRAPHY

- ART 160 Photography I
- ART 161 Photography II
- ARTDM 136 Introduction to Digital Photography

PRINTMAKING

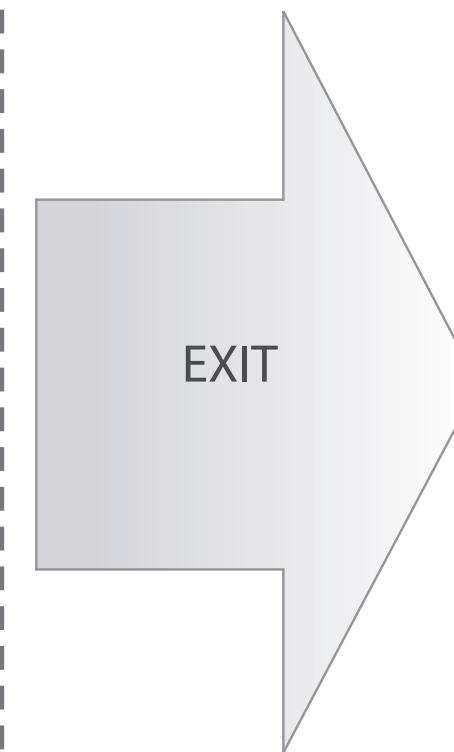
- ART 109 Print Making: Monotype
- ART 110 Introduction to Printmaking
- ART 111 Printmaking: Etching I
- ART 112 Printmaking: Etching II
- ART 114 Printmaking: Woodblock
- ART 116 Printmaking: Stencil and Screen Print

SCULPTURE

- ART 138 Sculpture I
- ART 139 Sculpture II
- ART 141 From Clay to Bronze
- ART 144 Metal Casting Techniques I

PROGRAM LEARNING OUTCOMES

1. Demonstrate basic drawing skills, color manipulation, and design principles in selected areas of emphasis.
2. Apply building techniques to create three dimensional forms in selected areas of emphasis.
3. Demonstrate an understanding of the basic principles and concepts of analog and digital photography in selected areas of emphasis.
4. Critically evaluate multimedia design techniques and their uses in selected areas of emphasis.
5. Analyze works of art in terms of their historical circumstances and cultural values.
6. Employ critical thinking skills regarding their artwork and the artwork of others.



- Required
- Elective

Complete 60 degree applicable units along with completion of all required general education requirements. It is highly recommended that you see a counselor for specific courses that will best meet your educational plan/goals. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

For information about transferring, see:
<https://www.dvc.edu/enrollment/transfer/index.html>

For information on careers in this field see:
<https://www.dvc.edu/enrollment/career-employment/index.html>