ARTC 1305 BASIC GRAPHIC DESIGN
Credit: 3 (2 lecture, 4 lab)
A study of two-dimensional (2D) design with emphasis on the visual communication design process. Students learn basic terminology, apply graphic design principles and demonstrate the use of design tools and equipment.

ARTC 1309 BASIC ILLUSTRATION
Credit: 3 (2 lecture, 4 lab)
Introduction to drawing techniques, skills, and concepts with various black and white media. Emphasis placed on perspective and principles of shading.

ARTC 1317 DESIGN COMMUNICATION I
Prerequisites ARTC 1325 and ARTC 1305 or department approval
Credit: 3 (2 lecture, 4 lab)
Study of design development relating to graphic design terminology, tools and media, and layout and design concepts. Topics include integration of type, images and other design elements, and developing computer skills in industry standard computer programs.

ARTC 1321 ILLUSTRATION TECHNIQUES
Prerequisite: ARTC 1309 or department approval
Credit: 3 (2 lecture, 4 lab)
Study of illustration techniques in various media with an emphasis on creative interpretation and draftsmanship for visual aids.

ARTC 1325 INTRODUCTION TO COMPUTER GRAPHICS
Credit: 3 (2 lecture, 4 lab)
A survey of computer design concepts, terminology, processes, and procedures.

ARTC 1353 COMPUTER ILLUSTRATION
Prerequisite: ARTC 1325 or department approval
Credit: 3 (2 lecture, 4 lab)
Exploration of computer programs with applications to illustration and photo manipulation and file management for reproduction. Emphasis on concept development in print and digital delivery.

ARTC 1391 SPECIAL TOPICS IN GRAPHIC DESIGN, COMMERCIAL ART AND ILLUSTRATION
Prerequisite: Two semesters toward the degree plan or department approval
Credit: 3 (2 lecture, 4 lab)
Topics address recently identified current events, skills, knowledge, and/or attitudes and behaviors pertinent to the technology or occupation and relevant to the professional development of the student. Learning outcomes objectives are determined by local occupational need and business and industry trends. Each special topics course may include focus on a topic such as advanced drawing, color design or portfolio evaluation.

ARTC 2311 HISTORY OF COMMUNICATION GRAPHICS
Credit: 3 (2 lecture, 4 lab)
Survey of the evolution of graphic arts as it relates to the history of art. Topics include formal, stylistic, social, political, economic, and historical aspects. Emphasis on the art movement, schools of thought, individuals, and technology as they interrelate with graphic arts.

ARTC 2313 DIGITAL PUBLISHING II
Prerequisites: ARTC 1313, ARTC 1305 and ETWR 1371, or department approval
Credit: 3 (2 lecture, 4 lab)
Layout procedures from thumbnails and roughs to final comprehensive and printing; emphasis on design principles for the creation of advertising and publishing materials, and techniques for efficient planning and documenting projects.

ARTC 2317 TYPOGRAPHIC DESIGN
Prerequisites: ARTC 1302, 1305, 1353, or department approval
Corequisites: ARTC 2313 or department approval
Credit: 3 (2 lecture, 4 lab)
Exploration of problems in typographic design including computer generated letterforms as elements of design. Topics include theory and techniques of traditional, contemporary, and experimental typography for advertising and editorial usage.

ARTC 2335 PORTFOLIO DEVELOPMENT FOR GRAPHIC DESIGN
Prerequisite: department approval
Credit: 3 (2 lecture, 4 lab)
Preparation of a portfolio comprised of completed graphic design class projects. Evaluation and demonstration of portfolio presentation methods based on the student's specific area of study.

ARTC 2340 COMPUTER ILLUSTRATION II
Prerequisite: ARTC 1302, 1305, 1317, 1325, 1353
Credit: 3 (2 lecture, 4 lab)
Advanced use of software capabilities with emphasis on various output procedures, the resolution of complex design issues, and concept development.

ARTC 2347 DESIGN COMMUNICATION II
Prerequisites: ARTC 1302, 1305, 1317, 1325, 1353, 2313, 2340
Credit: 3 (2 lecture, 4 lab)
An advanced study of design, development, and art direction. Emphasis on form and content through the selection, creation, and integration of typographic, photographic, illustrative, and design elements.

ARTC 2348 DIGITAL PUBLISHING III
Prerequisites: ARTC 2313, ARTC 1317 and ARTC 2317, or department approval
Credit: 3 (2 lecture, 4 lab)
A project-based page layout course from concept to completion addressing design problems, preflight of files, color separations, and trapping techniques.

ARTS 1301 ART APPRECIATION
Prerequisites: Must be placed into college-level reading (or take GUST 0342 as a co-requisite) and be placed into college-level writing (or take ENGL 0310/0349 as a co-requisite).
Credit: 3 (3 lecture)
This introduction to the visual arts is designed for the general student. The course explores what is art, who makes it, and why it is made. Core Curriculum Course.
ARTS 1303 ART HISTORY I
Prerequisites: Must be placed into college-level reading and college-level writing.
Credit: 3 (3 lecture)
This course examines painting, sculpture, architecture and related arts covering the Paleolithic through Gothic periods. Also covered is the art of non-western cultures. This course satisfies the fine arts or cross-cultural component of the HCC core.

ARTS 1304 ART HISTORY II
Prerequisites: Must be placed into college-level reading and college-level writing.
Credit: 3 (3 lecture)
This course examines painting, sculpture, architecture and related arts from the Early Renaissance through the Twentieth Century. Also covered is the art of non-western cultures. ARTS 1303 is not a prerequisite. This course satisfies the fine arts or cross-cultural component of the HCC core.

ARTS 1311 FOUNDATION DESIGN I (2-D DESIGN)
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
This beginning studio course explores the fundamentals of two-dimensional design: line, shape, texture, value, color and composition. A variety of media will be used. Recommended but not required as a first studio course. This course satisfies the fine arts component of the HCC core.

ARTS 1312 FOUNDATION DESIGN II (3-D DESIGN)
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
A beginning studio course that explores the fundamentals of three-dimensional design: line, plane, mass, surface, light and color in space. A variety of media will be used. Recommended but not required to be taken before Sculpture, Ceramics or Jewelry. This course satisfies the fine arts component of the HCC core.

ARTS 1316 FOUNDATION DRAWING I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
This beginning drawing course develops student’s observation skills through experimentation with various approaches, styles, techniques, and media. Recommended but not required to be taken before Life Drawing, Painting or Printmaking. Foundation Drawing I is a pre-requisite for Foundation Drawing II. This course satisfies the fine arts component of the HCC core.

ARTS 1317 FOUNDATION DRAWING II
Prerequisite: ARTS 1316
Credit: 3 (2 lecture, 4 lab)
This studio course builds upon the skills learned in Drawing I. Emphasis will be upon further media experimentation and development of a personal style. Foundation Drawing I is a prerequisite. This course satisfies the fine arts component of the HCC core.

ARTS 2316 PAINTING I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
A studio course which explores painting media with an emphasis on color, composition, subject matter and technique. Painting I is a prerequisite for Painting II. This course satisfies the fine arts component of the HCC core.

ARTS 2317 PAINTING II
Prerequisite: ARTS 2316
Credit: 3 (2 lecture, 4 lab)
This studio course builds upon skills developed in Painting I with an emphasis on the development of personal style, subject matter, and individual expression. Painting I is a prerequisite for Painting II. This course satisfies the fine arts component of the HCC core.

ARTS 2323 LIFE DRAWING I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
A drawing course focusing on the human form. Various media and techniques will be explored while drawing from a live model. Life Drawing I is a prerequisite for Life Drawing II. This course satisfies the fine arts component of the HCC Core.

ARTS 2324 LIFE DRAWING II
Prerequisite: ARTS 2323
Credit: 3 (2 lecture, 4 lab)
This studio course builds upon skills developed in Life Drawing I, emphasizing personal style and individual expression. Further experimentation with various media and techniques will be explored while drawing from a live model. Life Drawing I is a prerequisite for Life Drawing II. This course satisfies the fine arts component of the HCC core.

ARTS 2326 SCULPTURE I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
This studio course will introduce the student to various materials, processes and elements of design. Media may include plaster, wood, clay, and found materials. Sculpture I is a prerequisite for Sculpture II. This course satisfies the fine arts component of the HCC core.

ARTS 2327 SCULPTURE II
Prerequisite: ARTS 2326
Credit: 3 (2 lecture, 4 lab)
A studio course which builds upon fundamentals learned in Sculpture I with an emphasis on materials and site selection, scale, and individual expression. Sculpture I is a prerequisite for Sculpture II. This course satisfies the fine arts component of the HCC core.

ARTS 2333 PRINTMAKING I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
An introduction to and exploration of various relief printing, monoprinting, and intaglio processes. Printmaking I is a prerequisite for Printmaking II. This course satisfies the fine arts component of the HCC core.

ARTS 2334 PRINTMAKING II
Prerequisite: ARTS 2333
Credit: 3 (2 lecture, 4 lab)
This course builds upon Printmaking I fundamentals and introduces additional print processes and combinations of those processes to allow individual expression. Printmaking II is a prerequisite for Printmaking II. This course satisfies the fine arts component of the HCC core.

ARTS 2341 ART METALS I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
Fundamentals of jewelry construction including design, fabrication, surface treatment, and stone setting. Art Metals I is a prerequisite for Art Metals II. This course satisfies the fine arts component of the HCC core.

ARTS 2342 ART METALS II
Prerequisite: ARTS 2341
Credit: 3 (2 lecture, 4 lab)
A continuation of ARTS 2341 with emphasis on individual expression, design and further material exploration. Art Metals I is a prerequisite for Art Metals II. This course satisfies the fine arts component of the HCC core.

ARTS 2346 CERAMICS I
Prerequisite: None
Credit: 3 (2 lecture, 4 lab)
This studio course is an introduction to arts, using the clay medium. Sculptural approaches to clay (slab, pinch, coil wheel) as well as surface treatment will be investigated. Glaze making and kiln technology will be introduced. Ceramics I is a prerequisite for Ceramics II. This course satisfies the fine arts component of the HCC core.
ARTS 2347 CERAMICS II  
Prerequisite: ARTS 2346  
Credit: 3 (2 lecture, 4 lab)  
This studio course builds on knowledge acquired in Ceramics I. Emphasis will be on form and surface experimentation, as well as development of personal expression. Traditional and nontraditional uses of clay will be explored. Ceramics II is a prerequisite for Ceramics III. This course satisfies the fine arts component of the HCC core.

ARTS 2348 DIGITAL ARTS I  
Prerequisite: None  
Credit: 3 (2 lecture, 4 lab)  
This studio course is an introduction to art using the computer. Digital approaches to imagery will be investigated using various tools (possibilities include cameras, scanners, printers, etc.) and software. Emphasis will be placed on creating original images as well as manipulating existing images. This course satisfies the fine arts component of the HCC core.

ARTS 2349 DIGITAL ARTS II  
Prerequisite: ARTS 2348 or ARTS 2344  
Credit: 3 (2 lecture, 4 lab)  
This studio art course builds upon the skills learned in Digital Art I. Emphasis will be upon further media experimentation and development of a personal style. Digital Art I is a prerequisite for Digital Arts II. This course satisfies the fine arts component of the HCC core.

ARTS 2356 PHOTOGRAPHY I  
Prerequisite: None  
Credit: 3 (2 lecture, 4 lab)  
An introduction to basic photographic processes including black and white film processing and printing. The student will examine various aesthetic approaches to photographing as well as some history of photography. This course will emphasize aesthetic aspects of photography such as design and composition, as well as content. Photography I is a prerequisite for Photography II. This course satisfies the fine arts component of the HCC core.

ARTS 2357 PHOTOGRAPHY II  
Prerequisite: ARTS 2356  
Credit: 3 (2 lecture, 4 lab)  
This course will build on previously acquired skills of black and white film exposure, processing and printing and guide students in developing personal outlooks toward specific applications of the photographic process. Photography I is a prerequisite for Photography II. This course satisfies the fine arts component of the HCC core.

ARTS 2366 WATERCOLOR I  
Prerequisite: None  
Credit: 3 (2 lecture, 4 lab)  
A studio course that explores watercolor media with an emphasis on color, composition, self-expression, and technique. This course satisfies the fine arts component of the HCC core.

ARTS 2367 WATERCOLOR II  
Prerequisite: ARTS 2366  
Credit: 3 (2 lecture, 4 lab)  
This studio course builds upon skills developed in Watercolor I with an emphasis on the development of personal style, subject matter, and individual expression. Watercolor I is a prerequisite for Watercolor II. This course satisfies the fine arts component of the HCC core.

ARTV 1341 3-D ANIMATION I  
Prerequisite: ARTV 1345  
Credit: 3 (2 lecture, 4 lab)  
Three-dimensional (3-D) modeling and rendering techniques including lighting, staging, camera, and special effects. Emphasizes 3-D modeling building blocks using primitives to create simple and complex objects.

ARTV 1345 3-D MODELING AND RENDERING I  
Prerequisite ARTC 1302 or department approval  
Credit: 3 (2 lecture, 4 lab)  
Techniques of three-dimensional (3-D) modeling utilizing appropriate software. Includes the creation and modification of 3-D geometric shapes, use of a variety of rendering techniques, camera light sources, texture, and surface mapping.

ARTV 1351 DIGITAL VIDEO  
Prerequisite: IMED 1301  
Credit: 3 (2 lecture, 4 lab)  
Producing and editing video and sound for multimedia or web productions. Emphasizes capture, editing, and outputting of video using a desktop digital video workstation.

ARTV 2301 2-D ANIMATION I  
Prerequisites: IMED 1316, IMED 1341, ITSE 2313  
Credit: 3 (2 lecture, 4 lab)  
Skill development in the use of software to develop storyboards and two-dimensional animation including creating, importing, and sequencing media elements to create multimedia presentation. Emphasis on conceptualization, creativity, and visual aesthetics.

ARTV 2330 2-D ANIMATION II  
Prerequisite: ARTV 2301  
Credit: 3 (2 lecture, 4 lab)  
Technical aspects of traditional animation. Emphasizes aesthetic design and completion of an advanced animation project. Includes application of advanced skills and knowledge.

ARTV 2341 ADVANCED DIGITAL VIDEO  
Prerequisite: ARTV 1351  
Credit: 3 (2 lecture, 4 lab)  

ARTV 2351 3-D ANIMATION II  
Prerequisite: ARTV 1341,1345  
Credit: 3 (2 lecture, 4 lab)  
Skill development in three-dimensional modeling and rendering techniques using lighting, staging, and special effects for digital output. Emphasis on the production of three-dimensional (3-D) animation as final digital outputting using modeling, rendering and animation software.

AUMT 1305 INTRODUCTION TO AUTOMOTIVE TECHNOLOGY  
Credit: 3 (2 lecture, 4 lab)  
An introduction to the automotive industry including automotive history, safety practices, shop equipment and tools, vehicle subsystems, service publications, fasteners, professional responsibilities, and automotive maintenance. May be taught manufacturer specific.

AUMT 1306 AUTOMOTIVE ENGINE REMOVAL AND INSTALLATION  
Credit: 3 (2 lecture, 4 lab)  
Fundamentals of engine inspection, removal and installation procedures. May be taught manufacturer specific.

AUMT 1307 AUTOMOTIVE ELECTRICAL SYSTEMS  
Credit: 3 (2 lecture, 4 lab)  
An overview of automotive electrical systems including topics in operational theory, testing, diagnosis, and repair of batteries, charging and starting systems, and electrical accessories. Emphasis on electrical schematic diagrams and service manuals. May be taught manufacturer specific.