CUYAMACA COLLEGE
ACADEMIC PROGRAM CHANGES
October 2024
for the
2025-2026 & 2024-2025 CATALOGS

COURSE ADDITIONS

ART 184– INTRODUCTION TO ANIMATION												**3 UNITS**
Prerequisite: "C" grade or higher or "Pass" in ART 120 or 124 or equivalent
2 hours lecture, 4 hours laboratory
A study of the principles of animation as they apply to 2D animation and form the foundation for further study of 3D animation. The course includes the history of animation, spanning from early black-and-white films to contemporary productions, while highlighting contributions from diverse voices and a wide array of cultural perspectives. It emphasizes the importance of fairness and belonging in shaping the art of animation throughout different periods and regions. Students will learn how these building blocks will lead to scripts, storyboards, and final animation utilizing hand-drawn and digital techniques. This course is designed to provide students with foundational skills to be successful in the field of animation.

ART 243 – PERSPECTIVE DRAWING												**3 UNITS**
Prerequisite: "C" grade or higher or "Pass" in ART 124 or equivalent
This course introduces the fundamental principles of linear perspective drawing to create accurate, representational, three-dimensional space. Students will learn the concepts of 1, 2, and 3-point perspectives from observation and imagination. The course provides an overview of perspective concepts used in drawing, painting, and background layout for animation, focusing on composition, point of view, eye level, light, and shadows.

GRAPHIC DESIGN 122 – DESIGN FOR SOCIAL MEDIA										**3 UNITS**
Prerequisite: None
Recommended Preparation: "C" grade or higher or "Pass" in GD 105 or equivalent
This course explores the dynamic intersection of design principles and the ever-evolving landscape of social media platforms. Students will delve into the strategic and creative aspects of crafting visually compelling and engaging content tailored specifically for social media audiences. Through a hands-on approach, participants will gain practical skills in design software, user experience (UX) considerations, and an understanding of the unique challenges and opportunities presented by various social media platforms.

COURSE MODIFICATIONS

The following reflect changes in subject designator, course number and/or title, prerequisite/corequisite/recommended preparation, units, hours, and/or course description. Other areas (e.g., course objectives, course content, student learning outcomes, etc.) may also have been modified to meet Title 5 standards (reflected as "*Review and update of course outline*"). These modifications have been carefully reviewed by the Curriculum, General Education and Academic Policies and Procedures Committee.

PRESENT	PROPOSED CHANGES TO AREAS AS INDICATED
BIOLOGY 141 – HUMAN PHYSIOLOGY	*Review and update of course outline*
BIOLOGY 141L – LABORATORY IN HUMAN PHYSIOLOGY	*Review and update of course outline*
EDUCATION 200 – TEACHING AS A PROFESSION	*Review and update of course outline*
ENGINEERING 103 – ENVIRONMENTAL ENGINEERING SEMINAR	*Review and update of course outline*
ENGINEERING 225 – MECHANICS FOR CIVIL ENGINEERS	*Review and update of course outline*
GRAPHIC DESIGN 225 – DIGITAL ILLUSTRATION	*Review and update of course outline*
ORNAMENTAL HORTICULTURE 151 – LANDSCAPE ARCHITECTURE II	*Review and update of course outline*
PERSONAL DEVELOPMENT - SUCCESS SERVICES 081 – SELF-ADVOCACY	*Review and update of course outline*
PERSONAL DEVELOPMENT – SUCCESS SERVICES 085 – ADAPTED COMPUTER BASICS	*Review and update of course outline*
POLITICAL SCIENCE 120 – INTRODUCTION TO POLITICS AND POLITICAL ANALYSIS	*Review and update of course outline*
POLITICAL SCIENCE 124 – INTRODUCTION TO COMPARATIVE GOVERNMENT AND POLITICS	*Review and update of course outline*
POLITICAL SCIENCE 130 – INTRODUCTION TO INTERNATIONAL RELATIONS	*Review and update of course outline*
POLITICAL SCIENCE 140 – INTRODUCTION TO CALIFORNIA GOVERNMENTS AND POLITICS	*Review and update of course outline*
POLITICAL SCIENCE 170 – INTRODUCTION TO POLITICAL SCIENCE RESEARCH METHODS This course focuses on the scientific study of politics, research ethics, theory construction and hypothesis generation, research design, conceptualization, operationalization, and measurement of political concepts, and data collection and management of political data. Qualitative and quantitative empirical analyses will be introduced, including interpreting results of regression models for binary, ordinal, categorical, and count outcomes.	This course welcomes students to the scientific study of politics, research ethics, theory construction and hypothesis generation, research design, conceptualization, operationalization, and measurement of political concepts, and data collection and management of political data. Students will be guided through qualitative and quantitative empirical analyses, which includes interpreting results of regression models for binary, ordinal, categorical, and count outcomes.
WORK EXPERIENCE 110 – GENERAL COOPERATIVE WORK EXPERIENCE EDUCATION Supervised work experience to assist students in acquiring desirable work habits, attitudes and career awareness. Jobs may or may not be directly related to students' educational goals. *Occupational cooperative work experience credit may accrue at the rate of one to eight units per semester for a total of sixteen units, and students must work 75 paid hours or 60 non-paid hours per unit earned. May be taken for a maximum of 6 units.*	Supervised work experience to assist students in acquiring desirable work habits, transferable soft skills, and career awareness. Jobs may or may not be directly related to students' educational goals. *Occupational cooperative work experience credit may accrue at the rate of one to eight units per semester for a total of sixteen units, and students must work 75 paid hours or 60 non-paid hours per unit earned. May be taken for a maximum of 6 units.*

DEACTIVATIONS

Course	Reason For Deletion per Department Faculty and/or Advisory Committee Recommendations
ESL 1AG – Grammar for ESL Accelerated Reading and Writing	Recommendation of the department faculty. Course has been replaced by ESL 1AS.
ESL 1BG – Grammar for Advanced ESL Accelerated Reading and Writing	Recommendation of the department faculty. Course has been replaced by ESL 1BS.
ESL 050G – Basic Grammar for ESL Accelerated Reading and Writing	Recommendation of the department faculty. Course has been replaced by ESL 050S.

DELETIONS

Course, Program, Certificate	Reason For Deletion per Department Faculty and/or Advisory Committee Recommendations
Cisco Network Professional Certificate of Specialization	Recommendation of the department faculty. Course in the certificate are no long offered.
PDSS 080 – Educational Assessment and Prescriptive Planning	Recommendation of the department faculty. Course is not needed.
PDSS 090 – Learning Strategies Practicum	Recommendation of the department faculty. Course has not been offered in over six years.
PDSS 092 – Math Strategies for Students with Disabilities	Recommendation of the department faculty. Course has not been offered since implementation of AB 705.

DISTANCE EDUCATION
(Effective spring 2025 except as noted)
All courses listed to be approved for fully online

Course	Title
ENGR 103	Environmental Engineering Seminar
ENGR 225	Mechanics for Civil Engineers
GD 122	Design for Social Media (*effective fall 2025*)
GD 225	Digital Illustration

DEGREE AND CERTIFICATE ADDITIONS

ART-ANIMATION

This degree program is designed to provide a fundamental background in two-dimensional studio arts and design, emphasizing both technique and aesthetic awareness. The curriculum consists of courses in studio and digital 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, design, or a vocational area related to art. In addition to the core requirements, students can further pursue a studio practice specific to Animation. Students planning to transfer to a four-year institution should consult with a counselor as well as with the department faculty.

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[1]
Animator[1]
Antique Dealer
Art Conservator
Cartoonist
Curator
Designer[2]
  • Fashion
  • Floral
  • Graphic
  • Jewelry
  • Interior
  • Set
Display Manager
Gallery Owner
Illustrator
Independent Artist
Museum Technician
Museum Curator[1]
Museum Director[1]
Painter
Police Artist
Set Designer
Teacher/Professor[1]

[1]Bachelor Degree or higher required
[2] Bachelor Degree normally required

Associate in Arts Degree Requirements:
Core

Course	Title	Units
ART 120	Two-Dimensional Design	3
ART 124	Drawing I	3
ART 129	Three-Dimensional Design	3
ART 140	Survey of Western Art I: Prehistory through Middle Ages	3

(Art-Animation continued)

ART 141	Survey of Western Art II: Renaissance through Modern	3
		15

Animation Area of Emphasis:

ART 121	Painting I	3
ART 177	Digital Drawing and Painting	3
ART 184	Introduction to Animation	3
ART 230	Figure Drawing I	3
ART 243	Perspective Drawing	3
		15

Recommended Electives

ART 148 Design and Crafts, ART 177 Digital Drawing and Painting, ART 231 Figure Drawing II, ART 211 Printmaking II, ART 221 Painting III, ART 222 Painting IV, ART 240 Portraiture and Character Design, ART 241 Illustration I, GD 105 Fundamentals of Digital Media, GD 225 Digital Illustration

Total Units	30
Plus General Education Requirements	

ART-ILLUSTRATION, DESIGN, AND DIGITAL ARTS

This degree program is designed to provide a fundamental background in two-dimensional studio arts and design, emphasizing both technique and aesthetic awareness. The curriculum consists of courses in studio and digital 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, design, or a vocational area related to art. In addition to the core requirements, students can further pursue a studio practice specific to Illustration, Design, and Digital Arts.
Students planning to transfer to a four-year institution should consult with a counselor as well as with the department faculty.

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
Art Conservator
Cartoonist
Curator
Designer[2]
  • Fashion
  • Floral
  • Graphic
  • Jewelry
  • Interior
  • Set
Display Manager
Gallery Owner
Illustrator
Independent Artist
Museum Technician
Museum Curator[1]
Museum Director[1]
Painter
Police Artist
Set Designer
Teacher/Professor[1]

[1]Bachelor Degree or higher required
[2] Bachelor Degree normally required

Associate in Arts Degree Requirements:
Core

Course	Title	Units
ART 120	Two-Dimensional Design	3
ART 124	Drawing I	3
ART 129	Three-Dimensional Design	3
ART 140	Survey of Western Art I: Prehistory through Middle Ages	3
ART 141	Survey of Western Art II: Renaissance through Modern	3
		15

Illustration, Design, and Digital Arts Area of Emphasis:

ART 121	Painting I	3
ART 230	Figure Drawing I	3
ART 240	Portraiture and Character Design	3
ART 243	Perspective Drawing	3

Select 3 units from of the following:

ART 177	Digital Drawing and Painting	3
ART 184	Introduction to Animation	3

(Art-Illustration, Design, and Digital Arts continued)

ART 241	Illustration I	3
		15

Recommended Electives

ART 148 Design and Crafts, ART 231 Figure Drawing II, ART 211 Printmaking II, ART 221 Painting III, ART 222 Painting IV, GD 105 Fundamentals of Digital Media, GD 225 Digital Illustration

Total Units 30
Plus General Education Requirements

DEGREE AND CERTIFICATE MODIFICATION

ART-DRAWING, PAINTING, AND <u>PRINTMAKING</u> ~~DRAWING AND PAINTING~~

This degree program is designed to provide a fundamental background in two-dimensional studio arts <u>and design</u>, emphasizing both technique and aesthetic awareness. The curriculum consists of courses in ~~both~~ studio and digital 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, <u>design,</u> or a vocational area related to art. <u>In addition to the core requirements, students can further pursue studio a practice specific to Drawing, Painting, and Printmaking. Students planning to transfer to a four-year institution should consult with a counselor as well as with the department faculty.</u>

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[1]
Antique Dealer
Art Conservator
Art Therapist
Arts Administration
Cartoonist
Curator
<u>Designer</u>[2]
- <u>Fashion</u>
- <u>Floral</u>
- <u>Jewelry</u>
- <u>Interior</u>
- <u>Set</u>

Display Manager
* ~~Fashion Designer~~
Gallery Owner
~~Illustrator~~
Independent Artist
* ~~Interior Design~~
~~Jewelry Designer~~
Museum Technician
<u>Museum Curator</u>[1]
<u>Museum Director</u>[1]
Painter
Police Artist
Set Designer
Teacher/Professor[1]

* ~~Bachelor Degree or higher required~~
[1]Bachelor Degree or higher required
[2] Bachelor Degree normally required

Associate in Arts Degree Requirements:
<u>Core</u>

Course	Title	Units
Course	*Title*	*Units*
ART 120	Two-Dimensional Design	3

(Art-Drawing and Painting continued)

~~ART 121~~	~~Painting I~~	~~3~~
ART 124	Drawing I	3
ART 129	Three-Dimensional Design	3
~~ART 125~~	~~Drawing II~~	~~3~~
ART 140	Survey of Western Art I: Prehistory through Middle Ages	3
ART 141	Survey of Western Art II: Renaissance through Modern	3
~~ART 230~~	~~Figure Drawing I~~	~~3~~
~~GD 105~~	~~Fundamentals of Digital Media~~	~~3~~
		~~24~~
		15

~~**Select six units from the following:**~~

~~ART 104~~	~~Artists and Designers Today~~	~~3~~
~~ART 119~~	~~Color Theory~~	~~3~~
~~ART 129~~	~~Three-Dimensional Design~~	~~3~~
~~ART 135~~	~~Watercolor I~~	~~3~~
~~ART 143~~	~~Modern Art~~	~~3~~
~~ART 145~~	~~Contemporary Art~~	~~3~~
~~ART 210~~	~~Introduction to Printmaking~~	~~3~~
~~ART 211~~	~~Intermediate Printmaking~~	~~3~~
~~ART 220~~	~~Painting II~~	~~3~~
~~ART 231~~	~~Figure Drawing II~~	~~3~~
~~ART 240~~	~~Portraiture and Character Design~~	~~3~~
~~ART 241~~	~~Illustration I~~	~~3~~
~~ART 242~~	~~Illustration II~~	~~3~~
		~~6~~

Drawing, Painting, and Printmaking Area of Emphasis:

ART 104	Artists and Designers Today	3
ART 121	Painting I	3
ART 210	Printmaking I	3
ART 230	Figure Drawing I	3

Select 3 units from the following:

ART 119	Color Theory	3
ART 125	Drawing II	3
ART 211	Intermediate Printmaking	3
ART 220	Painting II	3
ART 240	Portraiture and Character Design	3
ART 241	Illustration I	3
		15

Recommended Electives

ART 148 Design and Crafts, ART 177 Digital Drawing and Painting, ART 231 Figure Drawing II, ART 211 Printmaking II, ART 221 Painting III, ART 222 Painting IV

		~~24~~
		15

	Total Units	30
	Plus General Education Requirements	

~~**Recommended Electives:** ART 151, HIST 105, HUM 155, RELG 120~~