Foundation Studies: Liberal Arts

**AH 1701 - Introduction to Art and Design: - 3 Credits**

The objective of this course is to familiarize students with the major stylistic, thematic, cultural, and historical transformations in Western and non-Western art history from prehistoric times to the nineteenth century. This course helps students develop critical tools for the interpretation and understanding of the meaning and function of art objects, architecture, and design artifacts within their original historical contexts. Class sessions consist primarily of lecture with some discussion. Students take in-class examinations and complete short essay assignments.

- AH 1701 01 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM 150 Stanek, Damon

**AH 1702 - Introduction to Art and Design: - 3 Credits**

This course introduces students to issues in modern art, popular culture, and contemporary art and design. Topics might include the expanding audience for art, the transformation of the art market, the impact of new technologies, the changing status of the artist, and the role of art in society. This course is taught as a seminar with some lecture. Students take in-class examinations and complete short essay assignments. Prerequisite: Introduction to Art and Design: History 1

- AH 1702 02 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM 330 Chisholm, Anna
- AH 1702 03 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM 320 Alisauskas, Alexandra
- AH 1702 04 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM 416 Lunning, Frenchy
- AH 1702 05 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM 140 Gasterland-Gustafsson, Gretchen
- AH 1702 06 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 320 Chisholm, Anna
- AH 1702 07 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 410 Dandona, Jessica
- AH 1702 10 01/20/2015 - 05/12/2015 OL  Dandona, Jessica

**EN 1100 - Reading and Writing I - 3 Credits**

Effective writing requires innovative thinking and creative engagement. Students in this course focus on building a writing portfolio by developing college-level writing skills and using these skills to produce a variety of assignments. Regular writing workshops allow students to concentrate on experiential and practical approaches to writing. Students explore a variety of texts and objects through class assignments. By the end of the course students have the foundational skills to be reflective and eloquent writers. Class sessions are composed of seminar discussions, group work, and writing workshops. Course requirements include participation, presentations, directed group work and research assignments, and a portfolio of seven essays.

- EN 1100 01 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM M218 Johnson, Kjel

**EN 1200 - Reading and Writing II - 3 Credits**

Key to the creative and critical nature of college-level writing is the idea that students explore a topic by developing a thesis that changes as they ask questions, explore ideas, and conduct research. To that end, this course extends and concentrates the thinking and communication skills introduced in Reading and Writing I. The foci of this course are developing a thesis; engaging in critical and sustained research; and drafting, revising, editing, and proofreading a finished research project. As a result, students become increasingly adept at utilizing a wide variety of research tools, from published books to online search engines. The final project is a completed research paper and a visual presentation using programs such as PowerPoint. Class sessions are composed of seminar discussions, research exercises, presentations and debates, and writing workshops. Course requirements include participation, presentations, a research journal, a major research paper, and a final research presentation. Prerequisite: Reading and Writing 1

- EN 1200 01 01/20/2015 - 05/12/2015 F 9:30AM - 12:00PM 414 Green, Diana
- EN 1200 02 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM M218 Santer, Craig
- EN 1200 03 01/20/2015 - 05/12/2015 F 9:30AM - 12:00PM M218 Brandt, Elisabeth
- EN 1200 04 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM M219 Rodriguez, Lara
- EN 1200 05 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM M218 Hudcova, Eva
- EN 1200 06 01/20/2015 - 05/12/2015 M 9:30AM - 12:00PM M219 Johnson, Kjel
Foundation Studies: Studio

FDN 1111 - Foundation: 2D - 3 Credits
Foundation: 2D is an introduction to creative thinking that develops students’ skills in research, observation, interpretation, and self-expression. An emphasis is placed on exploring new ways to read and see the world, as well as new ways to report on it. Students learn basic two-dimensional principles through the use of various media, tools, materials, and processes. As a result, students develop a visual and verbal language for analyzing, organizing, shaping, and communicating two-dimensional form and meaning.

FDN 1111 01 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM 416 Sorrentino, Lea

FDN 1112 - Foundation: 3D - 3 Credits
This course is an introduction to the understanding of visual creation in the development of knowledge, imagination, and perception. Students are introduced to basic three-dimensional concepts as well as materials and technical production processes. Classroom activities include shop demonstrations of tools and techniques, lectures, critiques and discussions appropriate to promoting the balanced fusion of practice and theory.

FDN 1112 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM M01 Streekstra, Holly
FDN 1112 02 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM M01 Ramey, Jason
FDN 1112 03 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM M01 Jirka, Brad
FDN 1112 04 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM M01 Casanova, Kate
FDN 1112 05 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 119 Mahoney, George

FDN 1211 - Foundation: Drawing 1 - 3 Credits
Foundation: Drawing 1 is an introductory drawing course designed to prepare students for study in all majors of the college. Students develop basic drawing skills, including the ability to perceive and express visual relationships, organize a two-dimensional composition, and depict and manipulate form, space, and light. Students work from direct observation of still life, interior space, and landscape.

FDN 1211 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM M109 Korol, Maria
FDN 1211 02 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM M109 Monick-Isenberg, Lynda

FDN 1212 - Foundation: Drawing 2 - 3 Credits
Foundation: Drawing 2 is an observationally based drawing course designed to reinforce and develop the basic drawing skills established in Foundation: Drawing 1. Students work with a variety of subjects, including a substantial amount of drawing from the figure. In addition to working from direct observation, students explore drawing as a tool for invention, conceptualization, and idea development. The course also affords students an opportunity to investigate drawing materials in more breadth and depth than in Foundation: Drawing 1. Prerequisite: Foundation: Drawing 1

FDN 1212 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM M215 Andree, David
FDN 1212 02 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM M215 Gaunt, John
FDN 1212 03 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM M215 Kareken, Michael
FDN 1212 04 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM M215 Andree, David
FDN 1212 05 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM M215 Andree, Kara
FDN 1212 06 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM M205 Jenkins, Valerie

FDN 1311 - Foundation: Media 1 - 3 Credits
Students are introduced to the digital resources at MCAD while exploring digital media and laptop computing. Areas covered include the Service Bureau, student servers, Media Center, and digital resources. Students discuss media and media artists as well as study various software applications including Adobe Photoshop and web development tools. Prerequisite: None

FDN 1311 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM 101 Tretbar, Eric
FDN 1311 02 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM M219 Kaiser, Jonathan
FDN 1311 03 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 333 Moren, Benjamin
FDN 1311 04 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 101 Quigley, Josh
Foundation Studies: Studio

FDN 1312 - Foundation: Media 2 - 3 Credits
Building on the skills acquired in Foundation: Media 1, this class takes up more advanced software applications. Through discussions and lectures, students explore various modes of media presentation, the power of moving images, and web work. Using a variety of software and hardware, students learn the basics of nonlinear editing, sound recording, and video recording. Prerequisite: Foundation: Media 1

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<th>Course Code</th>
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<td>01/20/2015 - 05/12/2015</td>
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<td>Zimmerhackl, Sebastian</td>
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<td>FDN 1312 03</td>
<td>01/20/2015 - 05/12/2015</td>
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<td>Jonakin, Hunter</td>
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FDN 1411 - Ideation and Process - 3 Credits
Everything we make has its beginning as an idea, which takes form as an artist/designer makes a series of decisions to guide its creative evolution. This course is designed to help students explore the development of new ideas and their own process of making. Students also create visual tools to track their creative process from idea through construction and then to post-production analysis. The course consists of discussions, critiques, exercises, and visual logs. Prerequisite: Sophomore standing

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<td>333</td>
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<td>Zimmerhackl, Sebastian</td>
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FDN 1412 - Sophomore Seminar: Contemporary - 1 Credits
Studio practice is more than just making things: it’s also the context, marketing, and creative space that maintain creative work. Contemporary Practice introduces students to the foundations, variety, and tools of a professional practice. Students upgrade websites and documentation, enter contests, and create professional presentations of their work. Classes consist of lectures, student presentations, and guest speakers from a wide range of disciplines. Prerequisite: Sophomore standing

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<td>McCartney, Paula</td>
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<td>01/20/2015 - 05/12/2015</td>
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<td>01/20/2015 - 05/12/2015</td>
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<td>Charbonneau, Edward</td>
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<td>Charbonneau, Edward</td>
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<td>Lock, Gudrun</td>
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<td>Lock, Gudrun</td>
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Liberal Arts: Art History

AH 3325 - Native American Art - 3 Credits
Most Native American tribes do not have a word in their languages for “artist,” yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. Students take examinations and complete short essay assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

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<td>AH 3325 01</td>
<td>01/20/2015 - 05/12/2015</td>
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<td>9:30AM - 12:00PM</td>
<td>101</td>
<td>Ronning, Gerald</td>
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</table>
**Liberal Arts: Art History**

**AH 3377 - History of Illustration - 3 Credits**

This course celebrates artists as storytellers and illustrators. Students examine the history of visual communication produced by draftsmen from the early modern period to the present day. Course material combines a chronological overview with surveys of selected genre categories. Readings, discussions, and research projects concentrate on the results (styles and subject matter) of changing technology, historical events, contemporary art trends, cross-cultural influences, and changing reader expectations. Classes are primarily lecture with some discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| AH 3377 01 | 01/20/2015 - 05/12/2015 | F | 9:30AM - 12:00PM | 440 | Boehmer, Julie |

**AH 3378 - History of Web and Multimedia - 3 Credits**

This course examines the artistic and technical evolution of electronic and digital media. Students explore how these media develop, as well as how artistic and technical practices merge. Students gain an in-depth knowledge of web and multimedia concepts through focused engagement with key artists, inventions, events, and experiments. This course seeks to map the impact of these media on art, technology, and daily life. Classes are primarily lecture with some discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| AH 3378 01 | 01/20/2015 - 05/12/2015 | R | 9:30AM - 12:00PM | 432 | Dean, Daniel |

**AH 3500 - Visual Perspectives - 3 Credits**

Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. Students complete short essay assignments as well as midterm and final examinations. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| AH 3500 01 | 01/20/2015 - 05/12/2015 | W | 9:30AM - 12:00PM | 434 | Westbrook, Tom |

**AH 3606 - World Film: Art Film - 3 Credits**

For the last half-century, the look, language, and subject matter of film have been blown wide-open. This change is the work of dedicated and curious cinematic visionaries from every continent, and this course explores several of their works, beginning with the 1950s and advancing to the present day. The ultimate goal is to see how these artists have challenged expectations of classical form or appropriated themes and how a globally interconnected world cinema has developed. Works by acclaimed directors are shown and compared to lesser-known filmmakers’ equally vital and influential works. Classes are primarily lecture and discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| AH 3606 01 | 01/20/2015 - 05/12/2015 | W | 9:30AM - 12:00PM | 432 | Caruso, Jen |

**AH 3610 - History of Photography - 3 Credits**

Since its beginnings, photography has grown from an exotic technology used only by specialists to a socially ubiquitous representational form generating millions of images daily. This course surveys the development of the medium from an early commercial tool to its influence upon artistic trends and ultimately to an acceptance of photography as an aesthetic medium. Particular attention is paid to individual photographers involved in Pictorialism, Surrealism, Pop Art, Postmodernism, and digital media, and their works are contextualized within changing technological, economic, and institutional frameworks. Classes are primarily lecture with discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| AH 3610 01 | 01/20/2015 - 05/12/2015 | R | 6:30PM - 9:00PM | 410 | Leo, Vincent |

**AH 3614 - Screenings: World Film: Art and - 0 Credits**

| AH 3614 01 | 01/20/2015 - 05/12/2015 | T | 6:30PM - 9:00PM | 432 | Caruso, Jen |
Liberal Arts: Art History

AH 3657 - History of Comics - 3 Credits

Although comics now include a vast collection of different articulations of image and text, their shared history reflects the movement from strictly pulp publications on cheap paper created by assembly line artists to complex stories with provocative images. This course follows the history of comic art from The Yellow Kid to global manifestations of the art form, such as Japanese manga and French BD. The development and range of image and textual forms, styles, and structures that differentiate the vast compendium of such work inform the discourse in class. Classes are primarily lecture with some discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3657 01  01/20/2015 - 05/12/2015  T  6:30PM - 9:00PM  416  Pistelli, John

AH 3660 - History of Drawing and Painting - 3 Credits

In this course, students explore the art of artists who work in the media of drawing and painting. The course may focus on the work of individual artists, on particular movements and styles, or on the history of technical developments and trends in drawing and painting. Contemporary practices may also be addressed. Classes are primarily lecture with some discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3660 01  01/20/2015 - 05/12/2015  F  9:30AM - 12:00PM  430  Alisauskas, Alexandra

AH 3676 - Focus on Film: The Western - 3 Credits

No movie genre (and no other art form) better describes the heart and soul of America than the Western; in fact, there is perhaps no truer way to understand what America is all about, for good and bad, than that greatest of contemporary mythologies. In this course, students examine the Western Film from its beginnings in the Silent Era, through its greatest period of invention in the late 1930s through the early 1960s, to its tragic demise in the 1970s and miraculous rebirth in the 1990s and beyond. Each week students watch one of the great Western Films and then examine it not only as a work of art, but also as a window into truths of American culture. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3676 01  01/20/2015 - 05/12/2015  W  9:30AM - 12:00PM  414  Pope, Thomas

AH 3679 - Screens for Focus on Film: - 0 Credits

AH 3679 01  01/20/2015 - 05/12/2015  T  6:30PM - 9:00PM  414  Pope, Thomas

AH 3722 - Asian Art History - 3 Credits

This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, the class gains an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and offer a basic comprehension of Buddhism, Hinduism, Confucianism, Taoism, and Shinto. Classes are primarily lecture with discussion. Students take examinations and complete research assignments. The structure of the class includes lectures, large and small group discussions, and several visits to the Minneapolis Institute of Arts. Students complete midterm and final examinations as well as a research essay. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3722 01  01/20/2015 - 05/12/2015  F  9:30AM - 12:00PM  434  Olson, Marsha
Liberal Arts: Art History

AH 3862 - Bauhaus Design - 3 Credits
Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism. While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. Class sessions include in-depth lectures as well as discussion. Students complete short papers, a midterm and final exam, and a final research paper. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3862 01 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 140 Gasterland-Gustafsson, Gretchen

AH 3868 - Readings in Contemporary Design - 3 Credits
In this course students consider major issues in contemporary design through a select group of readings. Not a historical survey, this course addresses issues as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. This course is taught as a seminar with some lecture. Class sessions consist of seminar-style discussions. Students complete examinations and short critical writing assignments. Prerequisite: Introduction to Art and Design: History 2

AH 3868 01 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM 440 Gasterland-Gustafsson, Gretchen

AH 3913 - Art History Theories and Methods - 3 Credits
This course introduces students to the theories and methodologies of art history and familiarizes them with key concepts that inform past as well as contemporary criticism in the visual arts. In addition, the class focuses on the manner in which cultural definitions of art shift from one historical moment to the next, and how various methodologies in art historical research help make these transformations explicit, understandable, and, in some cases, predictable. In completing this course, students gain familiarity with the historical and theoretical frameworks within which to place art and artistic practice. Prerequisite: Introduction to Art and Design: History 2

AH 3913 01 01/20/2015 - 05/12/2015 R 9:30AM - 12:00PM 414 Dandona, Jessica

AH IS99 - Independent Study: Liberal Arts - 3 Credits

AH IS99 3U 01/20/2015 - 05/12/2015 Gasterland-Gustafsson, Gretchen
AH IS99 4J 01/20/2015 - 05/12/2015 Caruso, Jen

LA: Humanities & Science: Creative and Professional Writing

HS 3240 - Copywriting - 3 Credits
This course covers basic concepts of copywriting, including the relationships between image and text, concept and tagline, and media and message. Students concept, write, and revise while studying various contemporary case studies of the creative process of copywriting.

HS 3240 01 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 430 Schutten, David
HS 3240 02 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 416 Beaupre, Greg

HS 3910 - Advanced Screenwriting - 3 Credits
In Advanced Screenwriting, each student develops and structures a full-length, two-hour screenplay and writes at least the first forty pages. Students first orally present the movie for feedback from the class, and then write the beginning of their script and read it for the class to critique. Feedback is rigorous but supportive, and each student is encouraged to write at a high level. It is recommended that students complete Beginning Screenwriting before enrolling in this course.

HS 3910 01 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM 414 Pope, Thomas
**LA: Humanities & Science: Creative and Professional Writing**

**HS 3920 - Creative Writing - 3 Credits**
This course investigates the aesthetic issues at the heart of writing as an art in itself. Course topics illuminate the kind of thinking that guides and inspires and require students to develop presentations and to explore creatively. Students engage in deep investigations into the nature of communication and inquiries about the role of language. The class may include trips to and possibly participation in local events to enhance the classroom experience and students’ understanding of the creative writing process.

| HS 3920 01 | 01/20/2015 - 05/12/2015 | W | 9:30AM - 12:00PM | M219 | Brandt, Elisabeth |

**HS 3927 - The Writer’s Workshop - 3 Credits**
This workshop explores both traditional and nontraditional ways to tell stories and examine character. The class begins with a series of short weekly assignments written with point of view, tone, linear versus nonlinear approach, stream of consciousness, and other ways to reveal theme, thoughts, and action. By mid-semester, the weekly assignments develop into a short scene or scenes that can work as a very short story or a dramatic scene. The class culminates with each student planning, developing, writing, and delivering a public reading of a one-act play. This workshop approach is constructive and encouraging, allowing each student to present his or her own work on a regular basis and to develop many ways that character and plot may be explored.

| HS 3927 01 | 01/20/2015 - 05/12/2015 | M | 9:30AM - 12:00PM | 414 | Pope, Thomas |

**LA: Humanities & Science: Histories, Places and Philosophies**

**HS 3043 - Magical Realism - 3 Credits**
This course focuses on novels and short stories that fit within the genre of magical realism. These works engage a combination of traditional realism infected with the fantastic, the mythical, and the nightmarish. Students read a number of novels and short fiction from different cultural contexts in order to compare the workings of magical realism around the world. Authors may include Salman Rushdie, Angela Carter, Gabriel Garcia-Marquez, Ursula Le Guin, Ben Okri, and Haruki Murakami, to name a few. Students also examine contemporary films that explore this genre, including the work of the Coen Brothers, Terry Gillman, Guillermo del Toro, and Charlie Kaufmann.

| HS 3043 10 | 01/20/2015 - 05/12/2015 | OL | McDunn, Mary |

**HS 3325 - Native American Art - 3 Credits**
Most Native American tribes do not have a word in their languages for “artist,” yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. Students take examinations and complete short essay assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission.

| HS 3325 01 | 01/20/2015 - 05/12/2015 | T | 9:30AM - 12:00PM | 101 | Ronning, Gerald |

**HS 3420 - Philosophy and Art - 3 Credits**
Philosophy is based in a desire to understand history, the world around us, and the human condition. By studying these ideas, students can begin to develop contemporary questions about their world and interests. This class examines the history of philosophy and current philosophies, both Western and non-Western. Students propose philosophical and historical questions to better understand themselves and the arts in the 21st century. Class sessions are a mix of lecture and discussion. Evaluation is based on reading assigned materials, written essays, and group projects.

| HS 3420 01 | 01/20/2015 - 05/12/2015 | R | 9:30AM - 12:00PM | 140 | Caruso, Jen |
LA: Humanities & Science: Histories, Places and Philosophies

**HS 3426 - Japanese for Art and Design - 3 Credits**
This introductory Japanese language course guides students through the complex, beautiful, and unique aspects of a culture that has deep roots in tradition and history. Students learn the Japanese language using the topics of theater, anime and manga, package design, gift giving, and food. The class involves engagements with the compelling social customs and cultural communities that have emerged as even more distinct in the globalization of Japanese popular culture. Class sessions are interactive, involving some lecture but focused mostly on discussion and language use. Students complete short writing assignments as well as in-class quizzes. In addition, there are weekly homework assignments involving language usage and memorization of vocabulary.

| HS 3426 01 | 01/20/2015 - 05/12/2015 | M | 9:30AM - 12:00PM | 440 | Saito, Ryoko |

**HS 3432 - World Literature - 3 Credits**
This course provides an introduction to literature from a global and historical perspective: from Gilgamesh to Gabriel García Márquez; from the poetry of classical China to that of Stalinist Russia. In the four thousand years of literary history that this course covers, students read epic and lyric poems, religious tracts, philosophical dialogues, short stories, novels, and plays. Along with a survey of literature of the world, this course introduces students to the methods and concepts of literary studies and analysis. Class sessions are a mixture of lecture, discussion, and group work. Course requirements include participation, presentation, response papers, quizzes, two large essays, and a final exam.

| HS 3432 01 | 01/20/2015 - 05/12/2015 | F | 9:30AM - 12:00PM | 432 | Caruso, Jen |

**HS 3520 - Current Events - 3 Credits**
This course examines through various lenses the ways in which contemporary events circulate in the news, from hard-copy newspapers to online blogs, from trained journalists to eyewitness observers, and from social media venues to emerging media forms. Individuals in this course engage deeply with the local, national, and international news and explore the many sides to contemporary issues, covering a range of events, topics, and regions. Key to understanding the contemporary news is not only developing a sense of how history can repeat itself but also learning to employ strategies of critical literacy in order to examine information in greater depth and detail. How do political speeches, authority figures, media pundits, and public opinion polls influence and get influenced by contemporary events as represented in the news? What strategies and paths might help the contemporary global citizen be accurately and also critically informed about the world today?

| HS 3520 10 | 01/20/2015 - 05/12/2015 | OL | Rubin, Jeffrey |

**HS 3606 - World Film: Art Film - 3 Credits**
For the last half-century, the look, language, and subject matter of film have been blown wide-open. This change is the work of dedicated and curious cinematic visionaries from every continent, and this course explores several of their works, beginning with the 1950s and advancing to the present day. The ultimate goal is to see how these artists have challenged expectations of classical form or appropriated themes and how a globally interconnected world cinema has developed. Works by acclaimed directors are shown and compared to lesser-known filmmakers’ equally vital and influential works. Classes are primarily lecture and discussion. Students take examinations and complete research assignments. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

| HS 3606 01 | 01/20/2015 - 05/12/2015 | W | 9:30AM - 12:00PM | 432 | Caruso, Jen |

**HS 3614 - Screenings: World Film: Art and - 0 Credits**

| HS 3614 01 | 01/20/2015 - 05/12/2015 | T | 6:30PM - 9:00PM | 432 | Caruso, Jen |
LA: Humanities & Science: Histories, Places and Philosophies

HS 3722 - Asian Art History - 3 Credits
This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, the class gains an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and offer a basic comprehension of Buddhism, Hinduism, Confucianism, Taoism, and Shinto. Classes are primarily lecture with discussion. Students take examinations and complete research assignments. The structure of the class includes lectures, large and small group discussions, and several visits to the Minneapolis Institute of Arts. Students complete midterm and final examinations as well as a research essay. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3722 01  01/20/2015 - 05/12/2015  F  9:30AM - 12:00PM  434  Olson, Marsha

HS 3862 - Bauhaus Design - 3 Credits
Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism. While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. Class sessions include in-depth lectures as well as discussion. Students complete short papers, a midterm and final exam, and a final research paper. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3862 01  01/20/2015 - 05/12/2015  W  9:30AM - 12:00PM  140  Gasterland-Gustafsson, Gretchen

HS 3868 - Readings in Contemporary Design - 3 Credits
In this course students consider major issues in contemporary design through a select group of readings. Not a historical survey, this course addresses issues as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. This course is taught as a seminar with some lecture. Class sessions consist of seminar-style discussions. Students complete examinations and short critical writing assignments. Prerequisite: Introduction to Art and Design: History 2

HS 3868 01  01/20/2015 - 05/12/2015  R  9:30AM - 12:00PM  440  Gasterland-Gustafsson, Gretchen

LA: Humanities & Science: Liberal Arts Capstone

HS 5010 - Liberal Arts Advanced Seminar - 3 Credits
The Liberal Arts Advanced Seminar enables students to pursue their own research and writing goals within a seminar setting. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisite: Junior standing

HS 5010 02  01/20/2015 - 05/12/2015  M  9:30AM - 12:00PM  432  Licht, Melissa
HS 5010 03  01/20/2015 - 05/12/2015  M  9:30AM - 12:00PM  330  Stanek, Damon
HS 5010 10  01/20/2015 - 05/12/2015  OL  McGee, Margaret
LA: Humanities & Science: Science and Economic Systems

HS 3239 - The Human Animal - 3 Credits
This course explores the ways in which humans imagine and represent themselves as both distinct from and connected to the concept of "animal." The first part of this course covers anthropomorphism, the human-based perspective that projects "the human image" onto the "animal" world. The second part of this course examines representations of human and animal relationships. In the third part of this course, students read works by writers who explore the process of human-into-animal transformation and the animal-human hybrid. The exploration of the relationship between the animal and the human is both literary and philosophical. Class sessions are primarily discussion-oriented with some lectures. Students take notes on class lectures and discussion for credit and complete short writing assignments. Students also complete a final project.

HS 3239 01 01/20/2015 - 05/12/2015  T 9:30AM - 12:00PM  410 Pizza, Murphy

HS 3317 - Myth and Ritual - 3 Credits
By examining myth/ritual and its symbolization process, this course explores the significance of myth—spanning from the ancient Greek stories to modern comics. Anthropological and psychological theories on the origins of mythology are emphasized. Class material utilizes cross-cultural as well as comparative examples from contemporary fine arts and popular culture. Class sessions are a mix of lecture and discussion. Students complete two examinations and short written assignments.

HS 3317 10 01/20/2015 - 05/12/2015  OL Pizza, Murphy

HS 3500 - Visual Perspectives - 3 Credits
Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. Students complete short essay assignments as well as midterm and final examinations. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission.

HS 3500 01 01/20/2015 - 05/12/2015  W 9:30AM - 12:00PM  434 Westbrook, Tom

BFA Studio: Advertising

ADV 3010 - Agency - 3 Credits
The goal of this course is to give students a realistic view of how a contemporary advertising agency functions. Students visit agencies and host guest speakers who work in all departments: creative, print and broadcast production, account service, planning and research, media, PR, and promotions. Particular attention is paid to career path and the importance of partnerships. Students shadow agency professionals and participate in meetings, brainstorm sessions, or client briefing. Students research and create reports of their experiences and collaborate on the creations of an "ideal" agency. Prerequisites: Foundation: 2D, successful Junior Review.

ADV 3010 01 01/20/2015 - 05/12/2015  T 1:00PM - 6:00PM  440 Rice, Nancy

ADV 3020 - Integrated Advertising - 3 Credits
This course explores the seamless integration of several media in a single campaign. Media covered include television, print, PR, radio, and a variety of digital platforms. Students learn how communication vehicles such as packaging, product design, store design, advertising, promotions, PR, and corporate communications work together in a campaign, over time, to shape a brand. Guest speakers showcase histories of integrated advertising and brand management. Students work together in creative teams and client teams to develop, create, and execute an integrated campaign. Prerequisites: Foundation: 2D, Introduction to Advertising (Introduction to Advertising may be taken concurrently)

ADV 3020 01 01/20/2015 - 05/12/2015  W 1:00PM - 6:00PM  440 Rice, Nancy
BFA Studio: Advertising

**ADV 4010 - Internship: Advertising - 3 Credits**
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 135 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

ADV 4010 91  01/20/2015 - 05/12/2015  Shroff, Meghana

BFA Studio: Animation

**ANIM 2000 - Introduction to Animation - 3 Credits**
This class introduces students to various production techniques of 2D animation. Students explore basics of traditional character animation (Disney fundamentals) and experimental animation (cut-out, rotoscoping, paint on glass) through a series of brief exercises including flipbook, ball bounce, walk cycle, and sound sync. In addition, students receive a brief history of the medium through a series of screenings. Individual exploration is emphasized and explored through critiques and the creation of a final project. Prerequisite: Foundation: Media 1

ANIM 2000 01  01/20/2015 - 05/12/2015  F  1:00PM - 6:00PM  230  Maren, Katie
ANIM 2000 10  01/20/2015 - 05/12/2015  OL  Schroeder, Thomas

**ANIM 3010 - Stop-Motion Animation - 3 Credits**
This class provides a thorough understanding of stop-motion fundamentals with a focus on Claymation. Students explore the stop-motion toolbox including armature and character building, go motion, lip sync, replacements, simple casts, registration, photo cut, and strata cut. Students produce individual movies on Adobe After Effects and iStopMotion. Recommended readings, lectures, and demonstrations provide the critical skills to study a variety of stop-motion films screened in the course. Students produce a stop-motion short for their final project. Prerequisite: Introduction to Animation

ANIM 3010 01  01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  345  Hickel, Schell

**ANIM 3012 - Visual Effects Production - 1 Credits**
This is the first of a two-part workshop that focuses on the production side of generating visual effects. In this workshop students create elements to be used in VFX scenes. Students are introduced to all major components of a VFX scene from film, 2D, and 3D elements to practical (real world) elements. Prerequisite: Introduction to Film and/or Introduction to Animation and/or Introduction to Graphic Design

ANIM 3012 01  01/20/2015 - 02/20/2015  M  1:00PM - 6:00PM  331  Novak, Dave

**ANIM 3015 - Maya for Non-Animators - 1 Credits**
This workshop helps non-animators gain a basic understanding of Maya software—how it works and how it can be incorporated into your practice. Topics covered include modeling objects, color, and light applications as well as rendering images. Prerequisite: Foundation: Media 1

ANIM 3015 01  04/06/2015 - 05/08/2015  M  1:00PM - 6:00PM  331  Novak, Dave

**ANIM 3020 - Character Animation - 3 Credits**
Believable characters remain the foundation and most difficult skill of successful animation. This class concentrates on creating credible characters that can walk, talk, and think, depicted through the techniques of timing, staging, and acting. Students begin with a basic drawing method for describing gesture and form, and then go on to produce pencil tests, animatics, and finished movement animations. Beginning with structured projects aimed at specific animation principles, students eventually develop their own scenarios and final project. Lectures, in-class drawing time, and weekly assignments are augmented by occasional demonstrations and visual aids. Students also analyze basic animation principles from single-frame viewing of short selected segments of classic animated shorts and features. Weekly group critiques and individual consultation during in-class work are also provided. Prerequisite: Introduction to Animation

ANIM 3020 01  01/20/2015 - 05/12/2015  R  1:00PM - 6:00PM  434  Sandberg, David
## BFA Studio: Animation

### ANIM 3025 - Lighting - 3 Credits

This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still- and moving-image production. Technical information to be covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Foundation: Media 2

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### ANIM 3035 - Visual Effects Post-Production - 1 Credits

In the second half of this two-part workshop students learn how to manipulate background plates and incorporate additional elements such as green screen to both 2D and 3D. By the end of this workshop, students are able to assemble all of the elements collected in the Visual Effects Production workshop into a final product. Prerequisite: Introduction to Film and/or Introduction to Animation and/or Introduction to Graphic Design

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### ANIM 3040 - 3D Modeling - 3 Credits

Ideally taken in sequence after 3D Animation, this course introduces students to all three types of models: NURBS, Polygon, and SubD. Students focus their energy on building a character using both NURBS and Polygon modeling and then build all of the necessary shapes for animating their character’s face as outlined in the book Stop Staring. Topics covered include character models and topology, the whole-face expression, visemes and lip sync techniques, mouth and mouth keys, eye-and-brow emotion, and model-connection and control interfaces. Prerequisites: Introduction to Animation, 3D Animation

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### ANIM 3050 - Storyboard - 3 Credits

This course is geared toward animation, filmmaking, and comic art students. Working from preexisting and student-created scripts and narrative ideas, students analyze the various techniques involved in the visualization of stories and sequences for film and animation production. This includes script and story adaptation, continuity, camera placement, image sequencing, shot composition, styling, and mood. Students learn the visual language of storyboarding and continuity sketching and the various professional and artistic needs these forms serve. Vigorous in-class critiques address storyboard effectiveness with a strong emphasis on the process of revision and refinement. Assignments include the development of several short animation and film storyboards and a final project consisting of a two- to five-minute production storyboard from the student’s own script or story. Prerequisites: Introduction to Animation, Foundation: Drawing 1

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### ANIM 4010 - Internship: Animation - 3 Credits

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be approved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

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### ANIM 5010 - Advanced Animation Seminar - 3 Credits

Advanced Animation Seminar is designed for students to develop individual or group projects in close conjunction with faculty guidance. Individual projects evolve through a detailed and continuous process of presentation, critique, and revision. In addition, a wide variety of animation is screened and discussed with regard to production issues, context, and story. All students are required to complete two minutes of animation. Prerequisites: Stop-Motion Animation, Character Animation, 3D Animation, Storyboard, successful Junior Review

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<td>Novak, Dave</td>
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BFA Studio: Animation

**ANIM 5100 - Senior Project: Animation - 6 Credits**

During senior year, each media arts major is required to develop and complete a substantial body of work in his or her major. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, school presentation, and informational meetings. Prerequisites: Successful Junior Review, senior standing

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**ANIM IS99 - Independent Study - 3 Credits**

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<td>ANIM IS99 57</td>
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BFA Studio: Comic Art

**COM 2000 - Introduction to Comics - 3 Credits**

Introduction to Comics is a balanced exploration of simple character development and sequential storytelling. Technical demonstrations and weekly assignments cover penciling, various inking techniques, coloring, and lettering and are focused on composition, style, space, storytelling, perspective, gesture, and mood. Lectures and presentations on various comic genres and artists, readings, and discussions of the creative process complement technical instruction. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Drawing 2, Foundation: Media 1 (Foundation: Drawing 2 and Foundation: Media 1 may be taken concurrently)

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**COM 3030 - Comic Character Development - 3 Credits**

Comic Character Development students study various models of comic character creation, including realistic, heroic, exaggerated, and invented form, in addition to a variety of body expressions, facial expressions, and locomotion. Discussions and assignments in character creation for the narrative are explored. Lectures and discussions cover historical comics artists and contemporary artists. Weekly journals and comic exercises are assigned so that students may develop observational and invented figure drawing skills. Prerequisite: Introduction to Comics

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**COM 3040 - Experimental Comics - 3 Credits**

Experimental Comics trains students to expand their storytelling ranges. Students learn to utilize restriction and experimentation as ways to help tell a story. Discussions are held surrounding important contemporary comic professionals and groups who are pushing the boundaries of comic narrative. As the semester progresses, students work from their own story ideas and develop them further through individual and group critiques. Lectures and presentations on experimental comics, short exercises, individual and group critiques, readings, and discussions are used to help students work toward self-direction and a strong use of process. Prerequisite: Comic Media and Concepts

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**COM 3060 - Comic Materials and Techniques - 3 Credits**

This course explores the various professional mediums used by comics artists and illustrators to create a rich textural nature in their works. Students develop basic principles of compositional decision making and strategies and the application of lighting, textures, values, and tone. Demonstrations of various tools and techniques are provided—from traditional pen and brush to Japanese tonal effects to current trends in digital finishing. Students work on professional comic pencil pages, their own penciled comic pages created specifically for this course, and on pen and ink observational drawings. Visual lectures, critiques, and research support technical work. Prerequisite: Introduction to Comics

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BFA Studio: Comic Art

COM 4000 - Professional Practice - 3 Credits
Professional Practice prepares comic art students for the transition from the classroom to the professional world. Students are exposed to the various opportunities available in the comic industry. Through lecture, demonstrations, in-class and studio visits, presentations, writings, and self-directed projects, each student prepares a "book" and supportive collateral that effectively reflects his or her particular vision. Additionally, lectures on self-promotion, daily business practices, and proposal and grant writing is covered with corresponding assignments. Prerequisite: Junior standing

COM 4000 01 01/20/2015 - 05/12/2015  T  1:00PM - 6:00PM M201 Fricke, Paul

COM 4010 - Internship: Comic Art - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 135 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

COM 4010 91 01/20/2015 - 05/12/2015 Shroff, Meghana

COM 5010 - Advanced Comic Art Seminar - 3 Credits
This course continues and concentrates on the issues and development of a unique comic voice. Students develop topics or themes into a full comic narrative working within the mainstream, art comic, educational comic, or documentary comic fields. Critical input from the instructor and fellow students helps guide the projects towards completion, allowing for a developed and mature narrative assignment. Lectures, visual presentations, readings, and in-depth study of comic professionals supplement the topics discussed within this course. Prerequisites: Successful Junior Review, senior standing

COM 5010 01 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 434 Nilsen, Anders

COM 5100 - Senior Project: Comic Art - 6 Credits
Senior Project is a semester-long project developed by an individual student in consultation with a faculty member. Starting with a research project, an in-depth comic art problem, or a concentration on the development of a particular strength, genre, or need, students create a story of fully realized and professionally developed pages. Students are required to develop an appropriate proposal, a timeline, and goals and refine these in consultation with an outside mentor and appropriate MCAD staff. Presentations to the class and the greater MCAD community, proposal writing, research, and group discussions are important components of this course. Prerequisites: Successful Junior Review, senior standing

COM 5100 01 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM M200 Micheletti, Zak

BFA Studio: Drawing and Painting

DRPT 2000 - Introduction to Painting - 3 Credits
In this course, students learn basic oil painting techniques through studio painting sessions rooted in direct observation. Applied color theory, use of critical language, direct painting techniques, and studio safety practices are covered. Studio practice includes the still life and model. Group and individual critiques, lectures, demonstrations, and museum visits round out the class. Prerequisite: Foundation: Drawing 1

DRPT 2000 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 300 Gaunt, John

DRPT 3020 - Drawing: Figure - 3 Credits
This class combines life drawing with an in-depth study of figurative structure, including skeletal and muscular anatomy. Students develop figure drawing skills and an understanding of the movement of the figure in space. The class also explores drawing from imagination, narrative, and sequencing images. Students draw from nude and clothed models. Slide lectures, technical demonstrations, and anatomical lectures and texts support course material. Prerequisite: Foundation: Drawing 2

DRPT 3020 01 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM M109 Kareken, Michael
DRPT 3020 02 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM M205 Charbonneau, Edward
### BFA Studio: Drawing and Painting

**DRPT 3050 - Painting: Water-Based Media - 3 Credits**

In this course, students explore the versatility and compatibility of water-based media in order to extend, shape, and redefine issues of form and content in painting. Students investigate methods inherent in watercolor and acrylic painting media, such as color interaction, transparency/opacity, drawing, painting supports, and materials. Composition, formats, and content are regularly discussed. Regular visual lectures, information on materials, short readings, writing exercises, field trips, and critiques round out course content. Prerequisite: Introduction to Painting

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<td>Gaunt, John</td>
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**DRPT 4010 - Internship: Drawing and Painting - 3 Credits**

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

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<td>300</td>
<td>01/20/2015 - 05/12/2015</td>
<td>Shroff, Meghana</td>
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**DRPT 5100 - Senior Project: Drawing and - 6 Credits**

During their senior year, drawing and painting majors are required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

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<td>01/20/2015 - 05/12/2015</td>
<td>Quednau, Howard</td>
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### BFA Studio: Filmmaking

**FILM 2000 - Introduction to Filmmaking - 3 Credits**

This course is an introduction to telling stories in film. It provides a theoretical and technical foundation for future work and introduces historical and critical issues of film language. Principles of cinematography and continuity editing are covered through assignments in the forms of documentary, narrative, and experimental video. Technical processes and practices taught include preproduction planning, shooting, basic lighting, sound recording and mixing, and digital editing. Equal attention is given to technical and artistic concerns in screenings, lectures, discussions, technical demonstrations, and evaluations. Each student develops his or her own creative work through the completion and critique of group and individual projects and exercises. Prerequisite: Foundation: Media 1

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**FILM 3010 - Narrative Filmmaking - 3 Credits**

This course is an introduction to professional narrative production. Students learn the fundamentals of the narrative filmmaking production processes through the completion of a series of short films and exercises. Topics covered include methods of narrative production, assembling and working with a crew, scripting, preproduction planning, production, and post production. Techniques taught include digital cinematography using Red, Sony F3, and DSLR cameras, follow focus, composition, camera movement, editing, portable lighting, and sound production. The course provides students with the skills they need to complete their work through lectures, demonstrations, screenings, critiques, and visiting artists. Prerequisite: Introduction to Filmmaking

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<td>Tretbar, Eric</td>
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</table>
BFA Studio: Filmmaking

**FILM 3025 - Lighting - 3 Credits**

This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still- and moving-image production. Technical information to be covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Foundation: Media 2

FILM 3025 01  01/20/2015 - 05/12/2015  T  1:00PM - 6:00PM  303  Sferra, Richard

**FILM 3040 - Editing and Post-Production - 3 Credits**

This class provides a comprehensive overview on the post production process for moving-image work, including film, video, and animation. Each step of the post process is examined—including planning productions with the edit in mind, file management, logging and ingestion, rough- and fine-cut editing, color correction and grading, integrating audio and visual effects, and mastering and output of the finished work. Students develop an understanding of pacing, montage, rhythm, and two- and three-dimensional continuity of the cut, as well as specific techniques to solve difficult post production issues. This class examines the technical and theoretical considerations of editing and post production for a wide variety of genres such as narrative, experimental, documentary, commercial, and industrial, and it provides students with the skills to apply them to their own work. Class instruction includes screenings, group and individual projects, visiting professionals, critiques, and readings on the theories of prominent editors, filmmakers, and theorists, both historical and modern. Prerequisite: Foundation: Media 2

FILM 3040 01  01/20/2015 - 05/12/2015  MW  6:30PM - 9:00PM  323  Bowman, Scott

**FILM 3087 - Adobe After Effects Workshop - 1 Credits**

In this workshop students receive an introduction to the vocabulary of motion design, its uses, and its applications and methodologies through one of the main industry-standard tools: Adobe After Effects. This five-week course covers the fundamentals of this animation and compositing program, as well as a few advanced techniques, through a series of short animation assignments. Assignments span a gamut of styles, techniques, and skills needed to have a basic working knowledge of After Effects and a basic understanding of what this vast and robust program can do. Additional topics include: working with sound and video, compositing, special effects, animated type, working with 2D elements like photographs or illustration, working in three-dimensional space, etc. Basic working knowledge of Adobe Photoshop and Illustrator are helpful. Prerequisite: Foundation: Media 2

FILM 3087 01  01/20/2015 - 02/20/2015  TR  6:30PM - 9:00PM  323  O'Neil, Colin

**FILM 4010 - Internship: Filmmaking - 3 Credits**

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

FILM 4010 91  01/20/2015 - 05/12/2015  Shroff, Meghana

**FILM 5010 - Advanced Filmmaking Seminar - 3 Credits**

In Advanced Filmmaking Seminar, students complete semester-long projects with faculty guidance. Individualized consultations alternate with group lessons, screenings, readings, and critiques to address scriptwriting, idea development, character development, and style. The class includes instruction in the interface of film and video in post production. Students develop professional techniques for production planning and budgeting, scripting, casting, location, set etiquette, and editing. Advanced students complete a film that is ten minutes (minimum) in length. All students are required to assist other students in their productions and attend all classes. Papers and presentations on relevant artists, themes, and films are required contextual research. May be repeated. Prerequisites: All 3000-level filmmaking courses, successful Junior Review

FILM 5010 01  01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  414  Rice, Craig

Academic Year 2014-2015 - Spring  MINNEAPOLIS COLLEGE OF ART AND DESIGN  12/19/2014
BFA Studio: Filmmaking

FILM 5100 - Senior Project: Filmmaking - 6 Credits
During senior year, each media arts major is required to develop and complete a substantial work or body of work in his or her major. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, visiting artists, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

FILM 5100 01  01/20/2015 - 05/12/2015  F  1:00PM - 6:00PM  434  Goldes, David
FILM 5100 02  01/20/2015 - 05/12/2015  F  1:00PM - 6:00PM  320  Rexroth, Stefanie

BFA Studio: Fine Arts Studio

FAS 3010 - Art in Community - 3 Credits
In this course students plan and implement projects in collaboration with community partners to express identity or sense of place, address concerns, and support local aspirations through the arts. Topics covered include surveying contemporary and historical arts-based community projects, classroom training in group work facilitation, theory and criticism in the field, cultural diversity and social justice issues, and grant writing. Taking this course is an exciting way to earn credit while building relationships with the greater Twin Cities community through the development of art and design works. Prerequisite: Sophomore standing

FAS 3010 01  01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  M218  Pestich, Natasha

FAS 3040 - Working with the Collection - 3 Credits
Working with the Collection is an interdisciplinary studio course that concentrates on the holdings of an individual museum or library and the artist’s response to it. In the first half of the class, students visit with curators, archivists, and exhibition designers to understand the process of collecting, and then proceed to work with and study the exhibition collections. The second half of the semester concentrates on studio work in response to the collection, culminating in an exhibition. Prerequisites: Completion of all foundation-level courses, one 3000-level fine arts course (3000-level fine arts course may be taken concurrently)

FAS 3040 01  01/20/2015 - 05/12/2015  T  1:00PM - 6:00PM  M109  DuCett, Andy

FAS 3060 - Public Art/Art in Public Places - 3 Credits
This studio course covers contemporary and historical issues pertaining to art in public places, public art, public process, and multidisciplinary collaboration. Students investigate both “site-specific” and “site as venue” public works through individual and collaborative projects and proposals. All media are considered appropriate for inclusion in the public realm. Design, planning, and presentation techniques include the RFQ, RFP, preparation of proposals, proposal writing, public presentations, design and presentation drawings, scale model building and maquettes, site planning, and logistics of realization. The course includes the creation of public works, field trips to public art sites, and discussions with public art administrators and artists working in the public realm. Prerequisite: One 3000-level course in any fine arts major or other major as deemed appropriate in consultation with course faculty

FAS 3060 01  01/20/2015 - 05/12/2015  M  1:00PM - 6:00PM  119  Jirka, Brad

FAS 3090 - Critical Studies - 3 Credits
Critical Studies examines the relationship between art, culture, and student work. This examination is related to many forms, including the aesthetic, political, social, and philosophical components that exist within works of art. Students focus on making work in the context of cultural issues. The cross-disciplinary composition of this course increases the depth of discussions and critiques. May be repeated for elective credit with a different instructor. Prerequisite: Sophomore standing

FAS 3090 01  01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  M109  Jenkins, Valerie
BFA Studio: Fine Arts Studio

FAS 4010 - Internship: Fine Arts Studio - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

FAS 4010 91  01/20/2015 - 05/12/2015  Shroff, Meghana

FAS 5100 - Senior Project: Fine Arts Studio - 6 Credits
During their senior year, each fine arts studio major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

FAS 5100 01  01/20/2015 - 05/12/2015  F  1:00PM - 6:00PM  300  Quednau, Howard

BFA Studio: Furniture Design

FURN 3010 - Theory and Methodology of Furniture - 3 Credits
This course investigates furniture construction by examining and deconstructing the design process through drawing, computer rendering, and model making. Critiques take place at all stages of the design process. The class also examines current designers and their processes through reading assignments, in-class discussions, and lectures by visiting design professionals. Prerequisite: Foundation: 3D

FURN 3010 01  01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  101  Mahoney, George

FURN 3050 - Experimental Furniture - 3 Credits
Experimental Furniture challenges traditional theories of furniture design, including structure, materials, and function. Hypotheses are proved and disproved and exploration is strongly encouraged. Materials covered include fiberglass as it applies to furniture, experimental paint techniques, and additional materials not normally associated with furniture. Students are encouraged to discover new furniture materials through online research. Slide presentations of alternative furniture and furniture constructed from unusual materials complete the course. Prerequisites: Foundation: 3D, one 3000-level furniture course

FURN 3050 01  01/20/2015 - 05/12/2015  R  1:00PM - 6:00PM  119  Ramey, Jason

FURN 4010 - Internship: Furniture - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

FURN 4010 91  01/20/2015 - 05/12/2015  Shroff, Meghana

FURN 5100 - Senior Project: Furniture - 6 Credits
During their senior year, every furniture design major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Required for all seniors. Prerequisites: Successful Junior Review, senior standing

FURN 5100 01  01/20/2015 - 05/12/2015  F  1:00PM - 6:00PM  300  Quednau, Howard

FURN IS99 - Independent Study - 3 Credits

FURN IS99 2C  01/20/2015 - 05/12/2015  Mahoney, George
# BFA Studio: Graphic Design

## GRD 2000 - Graphic Design 1 - 3 Credits
This course provides students with an overview of graphic design practice. Students concentrate on building visual language and communication skills as well as the vocabulary necessary for critical analysis. Topics covered include basic visual and typographic principles, type and image integration, composition, sequence, and craft. Students are also introduced to the design process, which includes research, ideation, iteration, refinement, and implementation. Image/image-series, logotypes, mark-making, digital presentations, and booklets are possible outcomes of this course. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1, Foundation: Media 2 (Foundation: Media 2 and Foundation: Drawing 1 may be taken concurrently)

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<td>GRD 2000 01</td>
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<td>230 Jancourt, Jan</td>
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<td>GRD 2000 02</td>
<td>01/20/2015 - 05/12/2015</td>
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<td>432 Murphy, Kindra</td>
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## GRD 2010 - Typography 1 - 3 Credits
This course emphasizes foundational typographic principles from letterform construction to hierarchies of extended text. Particular attention is directed toward typographic vocabulary, type as image, typographic organization, and the utilization of supporting grid structures. Through assignments, larger projects, and critiques, students are expected to demonstrate an understanding of typography as a visual tool used to enhance verbal meaning. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1, Foundation: Media 2 (Foundation: Drawing 1 and Foundation: Media 2 may be taken concurrently)

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<td>GRD 2010 02</td>
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## GRD 3020 - Typography 2 - 3 Credits
This class advances the skills and principles learned in Introduction to Typography. Students investigate conceptual possibilities utilizing research, knowledge of historical and contemporary perspectives, experimental strategies using hand tools and digital software, and personalized design methodologies. Students are challenged to develop original solutions and promote their own visual sensibilities. Projects are designed to advance the understanding of how typography can be used to articulate meaning as it relates to a variety of topics including typographic and language systems, identity, conceptual narratives, and sequential implementation. Outcomes consist of print and digital solutions. Prerequisites: Typography 1, Graphic Design 1

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## GRD 3030 - Graphic Design 2 - 3 Credits
This intermediate course examines procedural frameworks for graphic communications. The class covers a range of topics including the utility of series and systems approaches, content generation models and strategies, and an expanded notion of hierarchical content. Some project components require student responsibility in authoring content in both language and imagery. At least one project requires formal documentation illustrating the design process. Print and digital outcomes range from experimental studies in image advancement to mark-making and identity systems. Prerequisites: Typography 1, Graphic Design 1

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## GRD 4000 - Professional Practice - 3 Credits
Professional Practice is a thorough introduction to the skills needed for a successful career in design. Visiting professionals, classroom discussions, and individual assignments assist students in the development of a print and online portfolio. Students are required to write all necessary supporting documents, including a resume, a biography, a project description/labeling system, and letters to prospective employers. Students are expected to make professional portfolio presentations and practice interviewing techniques. Social media best practices, job search skills, professional etiquette, and ethics are also covered. Prerequisite: Junior standing

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<td>GRD 4000 02</td>
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<td>231 Michaels, Samantha</td>
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BFA Studio: Graphic Design

GRD 4010 - Internship: Graphic Design - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 135 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

GRD 4010 91 01/20/2015 - 05/12/2015  Shroff, Meghana

GRD 5010 - Advanced Graphic Design Seminar - 3 Credits
This class focuses on complex design challenges, professional-level assignments, and design projects with multiple components. Students are encouraged to be entrepreneurial as they conduct research and develop innovative solutions for appropriate economic constituencies, users, and audiences. Each student refines his or her voice, style, and agenda while creating a semester-long project. Professional presentations of design ideas and solutions for critique and discussion are central to this course. Project formats and media are open-ended. Prerequisite: Successful Junior Review

GRD 5010 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 416 Brandt, Erik

GRD 5100 - Senior Project: Graphic Design - 6 Credits
Senior Project is a capstone class that allows graphic design seniors the opportunity to apply the skills and knowledge they have obtained and cultivated at MCAD. In collaboration with the professor, students mount a thorough investigation of their career goals and assess how their current portfolio anticipates next steps. Projects may involve revising or extending existing work or creating new work with an eye to the future. The semester culminates with the Commencement Exhibition, during which students display their best work, and Emerging Talent Day, which allows students to showcase their portfolios to potential employers. Prerequisites: Successful Junior Review, senior standing

GRD 5100 01 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 416 Coons, Cornelius

BFA Studio: Illustration

ILL 2000 - Introduction to Illustration - 3 Credits
This course examines the effectiveness and power of illustration through everyday images found in book and magazine illustration, web, and surface design. From the sketch process to the development of finished images, students are exposed to a variety of working methods. Demonstrations of Photoshop, large-scale scanning, acrylic, gouache, pen and ink, watercolor, and collage enable students to experiment with new media. Assignments may include creating spot images for the web, decorative surface design, educational posters, classic storytelling, and personal and explorative work. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1, Foundation: Drawing 2 (Foundation: Drawing 2 may be taken concurrently)

ILL 2000 01 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 430 Garrett, Thomas
ILL 2000 02 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 410 Anderson, Jaime

ILL 3020 - Concepts and Metaphors - 3 Credits
The strength of many contemporary illustrations lies in a dynamic concept of metaphor. Through word lists, thumbnail sketches, and research, students expand their ideas to improve their illustration. Students examine art by both historical and contemporary practitioners and create individual images as well as series projects with editorial, advertising, and corporate audiences in mind. Color and media guidelines and techniques are covered via demonstrations. This course encourages further development of skills in both digital and traditional media as well as concepts, research, techniques, craft, and professional presentation. Prerequisite: Introduction to Illustration

ILL 3020 01 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM 414 Frichtel, Linda
**BFA Studio: Illustration**

**ILL 3030 - Digital Illustration - 3 Credits**

Through projects, discussions, and lectures, students acquire a thorough understanding of all aspects of digital illustration. Demonstrations of Adobe Illustrator, Photoshop, and InDesign are provided. In addition, students learn about the latest tools and file preparation standards for production, including file formats, color palettes, and image resolution. Assignments have an emphasis on technical achievement and presentation. Prerequisite: Introduction to Illustration

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<td>Anderson, Jaime</td>
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**ILL 3040 - Illustrated Notebook - 3 Credits**

The notebook is a critical tool for the illustrator to record, investigate, and play. In this course students explore the notebook as a visual journal used to gather material and also as a place to experiment and further explore ideas. Course projects include creating different formatted notebooks that include word lists, found materials, and observational sketching. Individual and group critiques, lectures, and technical demonstrations round out the course. The final project is a series of illustrations based on unexpected discoveries made in the notebook. Prerequisite: Introduction to Illustration

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**ILL 3070 - Illustration and Products - 3 Credits**

This course explores a variety of venues for product design, including apparel graphics, sporting goods, stationery, and home products. Students create graphics that define and accompany final products from sketch to production. Beginning with research by developing concept boards, students develop their ideas and focus on placed graphics within a product line. Students learn industry-standard processes, including audience research, concepting, presentation, and production, as they create a substantial and diverse product design portfolio. Students are provided with the opportunity to explore their own interests and apply their own aesthetic style to concepts, final pieces, and their own brand of merchandise. Prerequisites: Introduction to Illustration, Concepts and Metaphors, Digital Illustration (Digital Illustration may be taken concurrently)

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<td>Nohl, Lindsay</td>
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<td>MW</td>
<td>6:30PM - 9:00PM</td>
<td>Hajny, Christopher</td>
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**ILL 3071 - Applied Illustration and Product - 1 Credits**

In this course students learn advanced industry standards working with the 3M Global Design team. In addition to developing new product concepts, students are challenged to ready their work for industry-specific formats, present their work in a professional setting, and learn the 3M product development cycle alongside one of the most innovative companies in the Twin Cities area. Students learn more about the pipeline for product development through various discussions in class surrounding the theories of merchandising, research, functional development, and surface design. Prerequisite: Illustration and Products, successful Junior Review

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**ILL 4000 - Professional Practice - 3 Credits**

Professional Practice helps direct students as they transition into the professional world. Students create promotional material, estimate and proposal forms, invoices, websites, and portfolios. Projects may include comprehensive art for an advertising campaign, illustrations for a textbook, and a poster for a nonprofit client. The following topics are discussed through lectures and with guest speakers: deadlines, time management, freelancing, dynamic websites, professional opportunities, artists’ representatives, bids, taxes, support systems, and resources. Prerequisite: Junior standing

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</table>
BFA Studio: Illustration

ILL 4010 - Internship: Illustration - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 135 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

ILL 4010 91 01/20/2015 - 05/12/2015 Shroff, Meghna

ILL 5010 - Advanced Illustration Seminar - 3 Credits
Advanced Illustration Seminar prepares students to become more independent and to develop a process of critical thinking and in-depth research in their practice. Through readings, individual and group discussions, and writings, students acquire a better understanding of illustration and the responsibilities of illustrators. Assignments include the creation of a comprehensive series of images based on themes of contemporary culture and a self-directed project. Prerequisite: Successful Junior Review

ILL 5010 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 320  Frichtel, Linda

ILL 5100 - Senior Project: Illustration - 6 Credits
In consultation with a faculty member, students in this course produce a series of illustrations to strengthen and enhance their portfolio. This capstone project can take the form of a research project, an in-depth illustration problem, or the advancement of a particular strength or style. Students are required to develop an appropriate proposal, a timeline, and goals for their project. The resulting illustrations should address a specific audience and/or market. Prerequisites: Successful Junior Review and senior standing

ILL 5100 01 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 430 Garrett, Thomas
ILL 5100 02 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 432 Frichtel, Linda

BFA Studio: Photography

PH 2000 - Introduction to Photography - 3 Credits
This class introduces students to important ideas and work from the history of photography as a means of contextualizing and articulating their own work. Utilizing digital photography workflow, Introduction to Photography moves from camera operation through Photoshop processing to various output formats from web to paper. Emphasis is placed on the way decisions made at each step of this process contribute to photographic form, function, and meaning. Introduction to Photography consists of technical demonstrations, readings, visual lectures, and group and individual critiques. Prerequisite: Foundation: Media 1

PH 2000 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 303 Turczan, Katherine
PH 2000 02 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 320 Lewis, Nathan

PH 3025 - Lighting - 3 Credits
This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still- and moving-image production. Technical information to be covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Foundation: Media 2

PH 3025 01 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM 303 Sferra, Richard
BFA Studio: Photography

**PH 3050 - Photographic Book - 3 Credits**
The central goal of this class is the understanding and shaping of photographic meaning through book conception and production. Projects and exercises develop skills in sequence, image layout, image and text relationships, and physicality. A major portion of the class is devoted to producing a book of one's own work. Creative use of page layout software, refinement of digital printing techniques, and the use of online publishing software are explored. Activities also include critiques, image and book lectures, technical demonstrations, field trips, and student presentations. Prerequisites: Introduction to Photography, one 3000-level photography course

**PH 3050 01 01/20/2015 - 05/12/2015** 1:00PM - 6:00PM 432 Goldes, David

**PH 3083 - Advanced Post-Production - 1 Credits**
This five-week workshop expands on knowledge acquired in Digital Photography Studio with an emphasis in advanced digital post production to include workflow protocol and retouching skills. The course consists of demonstrations, in-class exercises, problem solving discussions, and critiques. Prerequisite: Digital Photography Studio

**PH 3083 01 02/23/2015 - 03/27/2015** TR 6:30PM - 9:00PM 303 Bordenkecher, Jeffrey

**PH 4010 - Internship: Photography - 3 Credits**
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

**PH 4010 91 01/20/2015 - 05/12/2015** Shroff, Meghana

**PH 5010 - Advanced Photography Seminar - 3 Credits**
This course is designed to enable and support students working on independent projects in photography. Students are encouraged to articulate concerns and shape them into a body of work. Appropriate advanced technical skills and readings are introduced with particular attention to verbal and written critical skills. Critiques, image lectures, discussions, technical demos, student presentations, journals, and exhibition/publication submissions encourage individual investigation and creative expansion. Prerequisites: Three 3000-level photography courses, successful Junior Review

**PH 5010 01 01/20/2015 - 05/12/2015** W 1:00PM - 6:00PM 303 Leo, Vincent

**PH 5100 - Senior Project: Photography - 6 Credits**
During senior year, each media arts major is required to develop and complete a substantial body of work in his or her major. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, school presentation, and informational meetings. Prerequisites: Successful Junior Review, senior standing

**PH 5100 01 01/20/2015 - 05/12/2015** F 1:00PM - 6:00PM 434 Goldes, David

**PH 5100 02 01/20/2015 - 05/12/2015** F 1:00PM - 6:00PM 320 Rexroth, Stefanie

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**BFA Studio: Print Paper Book**

**PPB 2000 - Print Paper Book Techniques - 3 Credits**
This course introduces students to the interrelated fields of printmaking, papermaking, and bookbinding. Class topics include: basic printmaking techniques, such as screenprinting and relief; Western papermaking, along with commercial printing papers and nontraditional materials; and basic bookbinding techniques, including accordion, stab binding, and single-signature pamphlet binding. While subsequent courses explore each field separately and in-depth, this introductory course provides an opportunity to study all three areas as an integrated whole. Prerequisite: Foundation: Drawing 1

**PPB 2000 01 01/20/2015 - 05/12/2015** F 1:00PM - 6:00PM 405B Sands, Amy
BFA Studio: Print Paper Book

**PPB 3015 - Screenprinting - 3 Credits**

Screenprinting is a direct printmaking technique that builds images from layers of color. Students in this class explore photographic, computer-generated, hand-drawn, and painted stencil techniques. Through field trips, slide lectures, print samples, and critiques, the class provides an overview of the wide range of historical and contemporary approaches to screenprinting. Students complete a portfolio of editioned and non-editioned prints using nontoxic, water-based inks. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3015 01 01/20/2015 - 05/12/2015  T  1:00PM - 6:00PM  425  Lo, Dennis

**PPB 3017 - Screenprinting: Patterns - 3 Credits**

This course introduces students to designing and printing repeat patterns for paper and fabric through the creation of modular systems, motifs, networks, and non-repeating repeats. Students learn the basics of screenprinting and fabric printing as they design one- and multi-color patterns while engaging both hand-drawn and digital techniques. Patterns for three-dimensional form and site-specific environments are discussed. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3017 01 01/20/2015 - 05/12/2015  M  1:00PM - 6:00PM  425  Pestich, Natasha

**PPB 3020 - Intaglio - 3 Credits**

Through experimentation with process and practice, including the editioning of copper plates, students use different grounds, aquatints, acids, and dry-point techniques to gain an understanding of the intaglio process. Line and tonal work, transfers, chine colle, viscosity, and color printing are all possibilities. Both historical and contemporary applications are explored. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3020 01 01/20/2015 - 05/12/2015  W  1:00PM - 6:00PM  405B  Williams, Jody

**PPB 3030 - Photo Processes in Printmaking - 3 Credits**

This course enables students to gain working knowledge of a variety of printmaking techniques that involve photographic and digitally generated images. Students explore photo-plate processes such as Z*Acryl etching, photolithography, and photopolymer gravure plates. Techniques include working with halftones, four-color separation, combining photographic and hand-drawn imagery, and more advanced color printing work for students who have already studied lithography or intaglio. Students are encouraged to experiment within a wide range of possibilities and forms while exploring the conceptual and aesthetic exchange between printmaking and photography. Prerequisites: All foundation studio requirements, one printmaking course

PPB 3030 01 01/20/2015 - 05/12/2015  R  1:00PM - 6:00PM  405B  Pestich, Natasha

**PPB 3065 - Books and Broadsides - 3 Credits**

This class examines the traditional forms and contemporary possibilities of the printed book. From one-page poetry and political broadsides to multi-page books, students explore a range of printing and distribution methods. Text and image, page layout, and overall book design are discussed. Print technologies covered include letterpress with handset type and photopolymer plate, relief and collagraph techniques, and the wood-type poster press. Projects may be one-of-a-kind, editioned, or collaborative. Basic bookbinding appropriate to the projects is covered. Prerequisites: All foundation studio requirements, one print paper book course

PPB 3065 01 01/20/2015 - 05/12/2015  T  1:00PM - 6:00PM  405B  Larson, Monica

**PPB 3075 - Dimensional Paper - 3 Credits**

In this course students are introduced to Western and Eastern fiber techniques of making three-dimensional paper works. Students are encouraged to investigate experimental methods of production in order to develop their own working methods and projects. Students experiment with scale and materials to produce works ranging from the sculptural form to textured drawings and collage. Prerequisite: Foundation: 3D

PPB 3075 01 01/20/2015 - 05/12/2015  M  1:00PM - 6:00PM  M05  O'Malley, M
# BFA Studio: Print Paper Book

**PPB 4010 - Internship: Print Paper Book - 3 Credits**

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

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<th>Instructor</th>
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<td>01/20/2015</td>
<td>05/12/2015</td>
<td>Shroff, Meghana</td>
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**PPB 5100 - Senior Project: Print Paper Book - 6 Credits**

During their senior year, every print paper book major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

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# BFA Studio: Sculpture

**SC 3015 - Fabricated Sculpture - 3 Credits**

This class focuses on the concepts, materials, and techniques of the constructed object. Emphasis is placed on fabrication and finishing in metal, wood, and plastics. Metal techniques include advanced skills in cutting, forming, and welding, working with nonferrous metals, and machining on the lathe and mill. Wood techniques include joinery, forming, and turning. Plastics techniques include cold and hot fabrication and vacuum forming. Related topics include shop drawings, fabrication hardware, the appropriate combination of materials, and direct connection to the aesthetic of the object. Prerequisite: Foundation: 3D

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**SC 3060 - Public Art/Art in Public Places - 3 Credits**

This studio course covers contemporary and historical issues pertaining to art in public places, public art, public process, and multidisciplinary collaboration. Students investigate both “site-specific” and “site as venue” public works through individual and collaborative projects and proposals. All media are considered appropriate for inclusion in the public realm. Design, planning, and presentation techniques include the RFQ, RFP, preparation of proposals, proposal writing, public presentations, design and presentation drawings, scale model building and maquettes, site planning, and logistics of realization. The course includes the creation of public works, field trips to public art sites, and discussions with public art administrators and artists working in the public realm. Prerequisite: One 3000-level course in any fine arts major or other major as deemed appropriate in consultation with course faculty

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**SC 4010 - Internship: Sculpture - 3 Credits**

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

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**SC 5100 - Senior Project: Sculpture - 6 Credits**

During their senior year, every sculpture major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

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BFA Studio: Web and Multimedia Environments

WMM 3010 - Installation + Performance - 3 Credits
This class offers an in-depth exploration of the art and design concepts related to physical space: whether defined as an art installation, live performance, museum exhibition design, or retail environment. Participants study a variety of points of intersection between human interaction, physical spaces/objects, and technology. A variety of sensing and tracking technologies are surveyed and implemented. High and low technologies are reviewed from the perspective of various modes of artist/performer/audience-customer interaction. Prerequisite: Foundation: Media 2

WMM 3010 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 414 Zimmerhackl, Sebastian

WMM 3020 - Web + Screen - 3 Credits
Building on their initial exposure to web design and development in Foundation: Media 1 and 2, students engage in a thorough examination of current web-publishing standards, concepts, and development tools. Topics covered in this course range from web design and development—including Internet-based art practices, interactive screen-based publication formats, commercial websites, generative and algorithmic art, information design, and digital storytelling—to broader screen-based aesthetics and practices. Machine-to-machine as well as human-machine interactions are presented. Creative and investigative approaches to network-driven concepts are encouraged. Prerequisite: Foundation: Media 2

WMM 3020 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM 230 Moren, Benjamin

WMM 3025 - Lighting - 3 Credits
This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical and conceptual issues related to artificial lighting used in the various aspects of still- and moving-image production. Technical information to be covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Foundation: Media 2

WMM 3025 01 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM 303 Sferra, Richard

WMM 3030 - Virtual Environments - 3 Credits
This class is concerned with virtual worlds developed entirely within the digital realm. Students learn how to write and develop ideas for nonlinear narratives and characters as well as how to build and/or modify fully functional virtual environments for single and multiple users. Issues covered include interface design, interaction, character design, animation, nonlinear structure, rules, and algorithms. Additionally, the class offers a thorough survey and study of programming concepts related to development of games and simulated environments. Prerequisite: Foundation: Media 2

WMM 3030 01 01/20/2015 - 05/12/2015 W 1:00PM - 6:00PM 331 Jolton, Joseph

WMM 4010 - Internship: Web + Multimedia - 3 Credits
Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

WMM 4010 01 01/20/2015 - 05/12/2015 Shroff, Meghana

WMM 5040 - Advanced Web + Multimedia Seminar - 3 Credits
In this seminar students expand their understanding of practice within a cross-media platform. Students engage in intensive theoretical and critical studies in tandem with the development of advanced projects. Special emphasis is given to hybrid media and experimental exploration. Given that this course is open to all majors, students have an opportunity to engage and interact with those studying different fields, challenge and expand their knowledge and vocabulary, and gain a deeper understanding of interdisciplinary practice. Prerequisite: Foundation: Media 1

WMM 5040 01 01/20/2015 - 05/12/2015 T 1:00PM - 6:00PM 333 Moren, Benjamin
BFA Studio: Web and Multimedia Environments

**WMM 5100 - Senior Project: Web + Multimedia - 6 Credits**

During senior year, each web and multimedia environments major is required to develop and complete a substantial project in a specific field of study. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, informational meetings, and a presentation to the college on this work. Required for all seniors. Prerequisites: Successful Junior Review, senior standing

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BFA Studio: Interdisciplinary Studio Courses

**ID 3517 - Teaching Artist Practicum - 3 Credits**

After the completion of Teaching Artist: Theory And Methods, students are involved in classroom observation, interaction, and visual arts-infused teaching experiences. Collaborating with mentors and supervised by a faculty member, students participate in two visual arts residencies and shadow a teaching artist. In addition to on-site observation and teaching, students also reflect on their teaching experience, create lessons and assessments, and develop presentation packets required for residency applications. Following the completion of this course, students are prepared for work as teaching artists in K–12 schools and community settings. Prerequisite: Teaching Artist: Theory and Methods

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<tr>
<th>Course Code</th>
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BFA Studio: Online Studio Courses

**2D 3297 - Experience Anatomy - 3 Credits**

In this course students investigate the most essential aspects of human anatomy pertinent to the artist. The course progresses from examining anatomical artworks in art history to researching current anatomical references as a basis for image exploration. The importance of accurately depicting the human form is stressed through technical studies of skeletal and muscular structures in a sketchbook format. Online resources are an active part of the course in learning terminology and functions of mechanical structure of the human form. Larger projects focus on the application and development of anatomical knowledge within specific fields of interests or majors. Other components of the course include sessions on structural relationships between animals and the human figure, biomechanics as a means of emphasizing how function influences form, and systemic functions of the body. Through work in sketchbooks and formal assignments, students develop the skills necessary to produce a series of anatomically correct figure drawings. This class is not intended for medical practice requirements.

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<tr>
<th>Course Code</th>
<th>Term Start</th>
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<th>Instructor</th>
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<td>2D 3297 10</td>
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<td>05/12/2015</td>
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<td></td>
<td>Sands, Amy</td>
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**VC 4742 - Digital Coloring for Comic Books - 3 Credits**

This course covers the entire process of coloring a comic book, from color design to print, using a computer. The goal of the course is to gain a working knowledge of a variety of techniques in order to complete a project from ideation to the final state. Topics covered include: scanning artwork, use of color as a storytelling tool, CMYK vs. RGB in the color workflow, and how to "paint" using the computer—including step-by-step instruction, a survey of computer tools, color separation and its use to make the finished product look the best possible even on poor quality paper, and more. Required hardware: Wacom tablet or flatbed scanner. Required software: Adobe Photoshop or Elements.

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<tr>
<th>Course Code</th>
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<td>05/12/2015</td>
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<td>Haberlin, Brian</td>
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BFA Studio: Online Studio Courses

VS 1160 - Color Marketing and Forecasting - 3 Credits
Choosing the right color for a product, website, or brand identity program might at first seem like a frivolous concern. Research has shown that the reaction to color is emotionally based, and has a direct impact on consumer choice. Color is one of the most powerful selling tools available to the designer and marketing professional. It is important to know from a commercial aspect the way color can spell success or failure for a package, poster, logo, display, Internet or retail store environment. This course is designed to expose students to the realm of color marketing. Students will gain a basic understanding of color strategies used in brand identity and product design. Successive classes will culminate with students creating their own color forecast study and collage board, based upon findings and ideas taught in class. Weekly topics include: the personality and language of color, the role of demographics in defining cultural color preferences, color in branding and corporate identity, packaging, product and web site design, retail color and future trends and influences. Required Hardware: Flatbed scanner or a digital camera properly configured to work with your computer. Required Software: Experience with design software is helpful but not required. (If not comfortable in design software such as Adobe Illustrator, please be prepared to draw out your ideas in other ways: Pencil on paper is fine).

BFA Studio: Professional Practice

FA 4000 - Professional Practice: 2D - 3 Credits
This course addresses the skills and knowledge needed to succeed in the contemporary art world. Topics include writing for professional opportunities, exhibitions, the documenting and marketing of work, website development, residencies and graduate schools, copyright and tax issues, jobs in education, and studio/business startup concerns. Students engage in a variety of individual and group projects, including curating an off-campus exhibition. Course faculty, guest lecturers, and visiting-artist presentations connect abstract information with real-world experience. Prerequisite: Junior standing

FA 4000 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 140 Kareken, Michael
FA 4000 02 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM M200 Mahoney, George

MA 4000 - Professional Practice - 3 Credits
The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 414 Rice, Craig
MA 4000 02 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 410 Turczan, Katherine
MA 4000 03 01/20/2015 - 05/12/2015 F 1:00PM - 6:00PM 101 McCartney, Paula

Bachelor of Science: Entrepreneurial Studies

BS 1501 - Creative and Critical Thinking - 3 Credits
This course is designed to help students enhance their creativity as they apply it to their own areas of visual communication and/or entrepreneurial studies. Various problem-solving techniques are examined. Topics explored include creativity (what it is, what enhances it, what can inhibit it), how to confront the creative void and take the next step, creativity and time, creatively working with others, and contrasts and complementary aspects of the creative vs. critical mind (how they can be made to work together).

BS 1501 01 01/20/2015 - 05/12/2015 M 9:30AM - 12:00PM 430 Allan, Abigail
Bachelor of Science: Entrepreneurial Studies

BS 2000 - Writing for Organization - 3 Credits
This class features extensive writing practice directed toward clear presentation of ideas and information in nonfiction writing. Assignments follow a variety of professional form models, such as descriptive prose, speech writing, television narration, magazines or newsletters, and Internet-based communication. Tools for prewriting, revising, and editing are strengthened, and a range of choices is broadened as students read, produce their own writing, and review and critique the written communication of others across a variety of media. Several assignments assume a client and audience are involved so that students learn to tailor prose to the appropriate situation.

BS 2000 01 01/20/2015 - 05/12/2015 T 9:30AM - 12:00PM 434 Horsted, Kirk

BS 3240 - Copywriting - 3 Credits
This course covers basic concepts of copywriting, including the relationships between image and text, concept and tagline, and media and message. Students concept, write, and revise while studying various contemporary case studies of the creative process of copywriting.

BS 3240 01 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 430 Schutten, David
BS 3240 02 01/20/2015 - 05/12/2015 W 9:30AM - 12:00PM 416 Beapre, Greg

BS 3301 - Account Planning & Management - 3 Credits
Students in this course study the planning process to uncover the marketing insights that make consumers take notice and change their behavior to meet an objective. Account planners are the voice of the consumer within business. They constitute the crucial link between client objectives, account management, and the creative development team. Account planners are inherently curious strategists that are particularly attuned to the emotions and thoughts of the target audience and demographics. They are driven to obtain and analyze key kernels of knowledge to make advertising campaigns successful. Students leave with a better understanding of the backroom reasons why advertising and marketing decisions are made before the creative begins.

BS 3301 01 01/20/2015 - 05/12/2015 R 6:30PM - 9:00PM 440 Heggemes, Michael

BS 3414 - Infographics: Visualizing Data - 3 Credits
Collecting data in vast quantities is easier than ever before, yet making sense of that data seems harder than ever. This course covers techniques of data analysis and visualization using both applications and code. (Basic coding skills very helpful but not required.) Students explore the information experience and the history, theory, and methods for graphical presentation of data. Because of the multidisciplinary nature of this course, it is recommended for all BSc students as well as for BFA students. Prerequisite: Foundation: Media 1

BS 3414 01 01/20/2015 - 05/12/2015 M 1:00PM - 6:00PM 440 Dewey, Rob

BS 3430 - Human Factors - 3 Credits
Human behavior is at the center of all art, design, and business. This interdisciplinary experience combines physical, psychological, social, and cultural aspects of the human animal. Students in this course apply this information to find new ways of expression in their personal work. Throughout the second half of the semester, students test this new knowledge by collaborating with clients on real projects, ranging from product design, to communications, to community and environmental wellness.

BS 3430 01 01/20/2015 - 05/12/2015 R 1:00PM - 6:00PM 440 Allan, Gerald

BS 3852 - Creating and Running a Business - 3 Credits
This course covers the nuts and bolts of starting and managing a business from crafting a business concept, to analyzing market demand, to developing a marketing strategy, to establishing a legal entity as well as key elements of financing, budgeting, operating, and growing a business. In a workshop setting, students examine various types of arts- and design-related businesses and the range of issues associated with each as well as key aspects of freelancing, building a business firm, and growing a business operation. Through case studies and hands-on projects, students learn all the elements of a successful business enterprise. Prerequisite: Junior or senior standing

BS 3852 01 01/20/2015 - 05/12/2015 T 6:30PM - 9:00PM 434 Rueff, Stephen
Bachelor of Science: Entrepreneurial Studies

BS 4010 - Internship - 3 Credits

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be pre-approved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 135 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

BS 4010 91 01/20/2015 - 05/12/2015  
Shroff, Meghana

Master of Fine Arts: Visual Studies

GRLA 7011 - Critical Theories in Art and Design - 3 Credits

Students understand the need to enhance their skills in critique and analysis in the articulation of the contemporary works of art and design as the context in which their own work resides. To be able to identify the discursive, artistic, and cultural ground in which their work will be understood necessitates that students learn to better articulate their own works from a literacy and vocabulary of contemporary theories, forms, and practices. Students read and discuss the contemporary cultural and critical theories that are currently used to analyze and critique contemporary art and design. Each student identifies specific theories that relate directly to his or her practice and, through specific assignments requiring a critical and analytic response, bring a deeper understanding of place within a culture.

GRLA 7011 01 01/20/2015 - 05/12/2015  T 2:30PM - 5:30PM  WMAIN  Lunning, Frenchy
GRLA 7011 02 01/20/2015 - 05/12/2015  T 2:30PM - 5:30PM  WMAIN  Stanek, Damon

GRLA 7014 - Graduate Thesis Paper with Mentor - 3 Credits

Students complete their required thesis paper under the guidance of their mentor. Process is guided by the graduate candidate in consultation with their mentor and the Thesis/Exhibition Review Committee. This requirement is for graduate candidates in their final semester. Students may take this class with their mentor or may enroll in 7015 Graduate Thesis Paper Class.

GRLA 7014 3V 01/20/2015 - 05/12/2015  Pavlik, John

GRLA 7015 - Graduate Thesis Paper Class - 3 Credits

Students complete their required thesis paper under the guidance of their mentor with support from this class. Process is guided by the graduate candidate in consultation with their mentor and the Thesis/Exhibition Review Committee. This requirement is for graduate candidates in their final semester. Students may take this class or enroll in 7014 Graduate Thesis Paper with Mentor.

GRLA 7015 01 01/20/2015 - 05/12/2015  T 6:30PM - 9:30PM  WMAIN  Mullin, Diane

GRST 7000 - Graduate Critique Seminar - 3 Credits

The Graduate Critique Seminar provides all graduate students structured group critiques of their work and that of their peers. Students develop a methodology of critique and the ability to discuss work across disciplines. A rotation of guest artists, designers, and critics visit throughout the semester. The visitors present their own work and discuss their practice and then participate in student critiques. Each student has a minimum of two formal critiques each semester with options for additional critiques throughout the semester as time permits. The seminar includes contemporary readings and conversations about contemporary art, successful critiquing strategies, and methods for describing intent, content, meaning, and form of presented artwork.

GRST 7000 01 01/20/2015 - 05/12/2015  M 6:30PM - 9:30PM  WMAIN  Riley, Haynes
GRST 7000 02 01/20/2015 - 05/12/2015  R 6:30PM - 9:30PM  WMAIN  Turczan, Katherine
GRST 7000 03 01/20/2015 - 05/12/2015  W 2:30PM - 5:30PM  WMAIN  DuCett, Andy

GRST 7001 - Graduate Thesis Exhibition - 3 Credits

This capstone project is the completion of the student's required studio work for the Thesis Exhibition under the guidance of his or her mentor in preparation for the final thesis review. The process is guided by graduate candidates in consultation with their mentor and the Thesis/Exhibition Review Committee.

GRST 7001 14 01/20/2015 - 05/12/2015  Jancourt, Jan
Master of Fine Arts: Visual Studies

**GRST 7001 - Graduate Thesis Exhibition - 3 Credits**

This capstone project is the completion of the student’s required studio work for the Thesis Exhibition under the guidance of his or her mentor in preparation for the final thesis review. The process is guided by graduate candidates in consultation with their mentor and the Thesis/Exhibition Review Committee.

| GRST 7001 24 | 01/20/2015 - 05/12/2015 | Sferra, Richard |
| GRST 7001 2K | 01/20/2015 - 05/12/2015 | Keenan, J. |
| GRST 7001 3V | 01/20/2015 - 05/12/2015 | Pavlik, John |
| GRST 7001 3W | 01/20/2015 - 05/12/2015 | Strong-Castillo, Melodee |
| GRST 7001 3X | 01/20/2015 - 05/12/2015 | Anderson, Jaime |
| GRST 7001 42 | 01/20/2015 - 05/12/2015 | O’Brien, James |
| GRST 7001 4E | 01/20/2015 - 05/12/2015 | Peltier, Ryan |
| GRST 7001 50 | 01/20/2015 - 05/12/2015 | Myhre, Donald |

**GRST GM99 - Mentored Credits - 9 Credits**

Mentorship is regarded as the core of the MCAD graduate curriculum. Each semester the student and mentor determine its content, which is summarized in a Learning Contract in context with the student Long-Range Learning Plan. Students work one-on-one with their mentor in the advancement of studio work, studio research, and professional practice. Mentor Credits coursework is structured to facilitate discussions and assess goals on a weekly basis. Credits may also include attending visiting-artist/designer lectures, exhibitions and workshops, audited courses, seminars, and internship and externship opportunities.

| GRST GM99 07 | 01/20/2015 - 05/12/2015 | DeBiaso, Tom |
| GRST GM99 0C | 01/20/2015 - 05/12/2015 | Wirth, Karen |
| GRST GM99 0P | 01/20/2015 - 05/12/2015 | Murphy, Kindra |
| GRST GM99 0R | 01/20/2015 - 05/12/2015 | DiGennaro, Amy |
| GRST GM99 12 | 01/20/2015 - 05/12/2015 | Goldes, David |
| GRST GM99 14 | 01/20/2015 - 05/12/2015 | Jancourt, Jan |
| GRST GM99 15 | 01/20/2015 - 05/12/2015 | Jirk, Brad |
| GRST GM99 1C | 01/20/2015 - 05/12/2015 | Brandt, Erik |
| GRST GM99 23 | 01/20/2015 - 05/12/2015 | Quednau, Howard |
| GRST GM99 24 | 01/20/2015 - 05/12/2015 | Sferra, Richard |
| GRST GM99 2J | 01/20/2015 - 05/12/2015 | Hickel, Schell |
| GRST GM99 2K | 01/20/2015 - 05/12/2015 | Keenan, J. |
| GRST GM99 2Z | 01/20/2015 - 05/12/2015 | Kaczynski, Tomasz |
| GRST GM99 36 | 01/20/2015 - 05/12/2015 | Turczan, Katherine |
| GRST GM99 3C | 01/20/2015 - 05/12/2015 | Andree, Kara |
| GRST GM99 3L | 01/20/2015 - 05/12/2015 | Fullerton, Terri |
| GRST GM99 3C | 01/20/2015 - 05/12/2015 | Filch, Luis |
| GRST GM99 3P | 01/20/2015 - 05/12/2015 | DuCett, Andy |
| GRST GM99 3C | 01/20/2015 - 05/12/2015 | Stanislav, Andrea |
| GRST GM99 3R | 01/20/2015 - 05/12/2015 | Algeo, Robert |
| GRST GM99 3V | 01/20/2015 - 05/12/2015 | Pavlik, John |
| GRST GM99 3W | 01/20/2015 - 05/12/2015 | Strong-Castillo, Melodee |
| GRST GM99 3X | 01/20/2015 - 05/12/2015 | Anderson, Jaime |
| GRST GM99 3Y | 01/20/2015 - 05/12/2015 | Riley, Haynes |
| GRST GM99 42 | 01/20/2015 - 05/12/2015 | O’Brien, James |
Master of Fine Arts: Visual Studies

GRST GM99 - Mentored Credits - 9 Credits

Mentorship is regarded as the core of the MCAD graduate curriculum. Each semester the student and mentor determine its content, which is summarized in a Learning Contract in context with the student Long-Range Learning Plan. Students work one-on-one with their mentor in the advancement of studio work, studio research, and professional practice. Mentor Credits coursework is structured to facilitate discussions and assess goals on a weekly basis. Credits may also include attending visiting-artist/designer lectures, exhibitions and workshops, audited courses, seminars, and internship and externship opportunities.

GRST GM99 49 01/20/2015 - 05/12/2015  Williams, Jody
GRST GM99 4E 01/20/2015 - 05/12/2015  Peltier, Ryan
GRST GM99 4F 01/20/2015 - 05/12/2015  Louden, Sharon
GRST GM99 4G 01/20/2015 - 05/12/2015  O’Brien, Kelly
GRST GM99 4H 01/20/2015 - 05/12/2015  Benson, Erik
GRST GM99 4K 01/20/2015 - 05/12/2015  Winter, Greg
GRST GM99 50 01/20/2015 - 05/12/2015  Myhre, Donald
GRST GM99 97 01/20/2015 - 05/12/2015  Rexroth, Stefanie

Master of Arts: Sustainable Design

SD 6600 - Innovation Tools and Techniques - 3 Credits

Innovation is applied creativity. Designers need to know personal practice, innovation techniques, and how to implement their ideas. This course teaches all three techniques through a combination of reflection, focused exercise, and the creation of plans. Each week, students learn one technique for idea generation along with one technique for sustainable innovation. Students reflect on their personal practices (e.g., how they reflect sustainability, what their best practices are, and how they can improve) and engage in ongoing dialog with fellow students to learn and critique their practices. The course projects stress multiple approaches to design situations, focusing on the design customer and implementation of ideas.

SD 6600 10 01/20/2015 - 05/12/2015  OL  McNamara, Curt

SD 7010 - Graduate Sustainability Practicum - 3 Credits

This professional practicum provides an opportunity for students to gain practical experience in the evolving field of sustainable design and innovation. The practicum may be arranged by the director of career services, the sustainable design program office, or initiated by students, and all practicums must be preapproved by the sustainable design program office. For a practicum to be approved, a mentor relationship and learning experience must exist beyond a simple employment opportunity. Three-credit professional practicums require working 120 hours toward the practicum project (can be accomplished remotely) and keeping a journal or blog to document hours, activities, and learning process.

SD 7010 10 01/20/2015 - 05/12/2015  OL  Shroff, Meghana

SD 7020 - Graduate Sustainability Thesis - 3 Credits

Course content is the completion of the graduate project in the field of sustainable design and innovation determined by the student and his or her mentor in consultation with the sustainable design program office.

SD 7020 10 01/20/2015 - 05/12/2015  OL  DeLuca, Denise

SD 7530 - Making the Business Case for - 3 Credits

How do market forces shape the way we live, work, and even play? Students in this course look at business through a designer’s eye to understand the interplay between producers and consumers, governments and people, stockholders and stakeholders, man and the environment, and how all of these factors interconnect and ultimately direct how our products, processes, and systems are created. Students gain an understanding of the implications of their decisions, how to identify risk areas, long-term thinking strategies, and best practices for sustainable business models through weekly exercises, special projects, and the creation of a business plan.

SD 7530 10 01/20/2015 - 05/12/2015  OL  Jedlicka, Wendy
# Post-Baccalaureate Certificate: Graphic Design

**GD 6410 - Print Foundation - 3 Credits**

The production of high-quality printed materials requires the graphic designer to possess a well-developed understanding of prepress requirements and equally well-developed computer skills. This course focuses on the production of print-ready files using Apple hardware, Mac OS X, and the Adobe Creative Suite (InDesign, Photoshop, Illustrator, and Acrobat). Students work with the capture, transfer, manipulation, and delivery of images, as well as the production of print-ready electronic files, while learning various aspects of prepress such as color management, bleeds, image resolution, preflighting, proofing methods, and RGB vs. CMYK vs. Pantone usage. Students visit a printing firm to discuss these topics, including technological innovations in the printing industry, further with a print vendor.

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<td>GD 6410 01</td>
<td>01/20/2015 - 05/12/2015</td>
<td>MW</td>
<td>6:30PM - 9:00PM</td>
<td>101</td>
<td>DeYoe, Aaron</td>
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**GD 6413 - Adobe Illustrator Workshop - 0 Credits**

This workshop will provide an introduction to Adobe Illustrator along with more advanced drawing techniques and tools. A great deal of emphasis will be placed on workflow and how to move seamlessly from Illustrator to the rest of the Adobe Creative Suite, as well as integrating hand-made elements. In addition, students will learn when to use Illustrator over InDesign, or InDesign instead of Illustrator.

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<td>GD 6413 01</td>
<td>01/25/2015 - 01/25/2015</td>
<td>U</td>
<td>9:00AM - 4:00PM</td>
<td>231</td>
<td>Hardisty, Joshua</td>
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**GD 6420 - Typography Foundation - 3 Credits**

This course covers research, ideation, and application related to branding, publications, systems, signage, mapping, and other information architecture projects. By the end of the class, students are expected to demonstrate proficiency in the handling, use, and application of typography.

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<td>01/20/2015 - 05/12/2015</td>
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<td>9:00AM - 4:00PM</td>
<td>231</td>
<td>Stefanski, Jan</td>
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**GD 6511 - Documentation Workshop - 0 Credits**

This workshop gives students instruction and guidance in the final preparation and documentation of an individual portfolio. The portfolio is a vital self-promotional tool that can aid in job interviews, portfolio reviews, and presentations of personal work for years to come. The portfolio will be a continually expanding representation of your artistic career, and must exhibit exquisite technical prowess. In this workshop, students will refresh the basics of photography, camera, lens, lighting, post-production, and file management techniques. These skills will be applied while demonstrating the best practices and techniques of documenting 2-D and 3-D works of art.

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<td>GD 6511 01</td>
<td>02/08/2015 - 02/08/2015</td>
<td>U</td>
<td>9:00AM - 4:00PM</td>
<td>231</td>
<td>Lewis, Nathan</td>
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**GD 6515 - Advanced Projects Studio - 3 Credits**

Student-selected capstone projects, which may vary from mapping to packaging, print to new media, are produced. Each project requires an accompanying high-quality presentation and process paper. The scale of proposed projects and their final articulation are to be developed and executed during the course in consultation with faculty. Prerequisite: Enrolled in Post-Baccalaureate Graphic Design Program

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<td>GD 6515 01</td>
<td>01/20/2015 - 05/12/2015</td>
<td>MW</td>
<td>6:30PM - 9:00PM</td>
<td>416</td>
<td>Mintcheva-Strzok, Boriana</td>
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**GD 6520 - Typography Studio - 3 Credits**

This course covers large-scale projects in branding, publications, signage, mapping, and identity systems and includes work experience with outside professionals to explore real-world needs. Prerequisite: Enrolled in Post-Baccalaureate Graphic Design Program

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<th>Course</th>
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<td>GD 6520 01</td>
<td>01/20/2015 - 05/12/2015</td>
<td>S</td>
<td>9:00AM - 3:00PM</td>
<td>414</td>
<td>Hardisty, Joshua</td>
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**Academic Year 2014-2015 - Spring**

**MINNEAPOLIS COLLEGE OF ART AND DESIGN**

**12/19/2014**
Post-Baccalaureate Certificate: Interactive Design & Marketing

**IDM 6420 - Typography Foundation - 3 Credits**
This course covers research, ideation, and application related to branding, publications, systems, signage, mapping, and other information architecture projects. By the end of the class, students are expected to demonstrate proficiency in the handling, use, and application of typography.

IDM 6420 10 01/20/2015 - 05/12/2015
OL Stefanski, Jan

**IDM 6510 - Collaborative Workflows - 3 Credits**
This course introduces students to an overview of the interactive world by immersing them in current technologies and trends. Aspects of design, development, and marketing converge to illustrate the workflow process of interactive projects. The project management skills covered in this course guides students from the ideation process to project launch. A review of the career paths possible in the field of interactive prepare students for later courses in the program. Students practice using industry standard web communication tools and project management strategies to present their research. The processes established in this course will be used throughout the program.

IDM 6510 10 01/20/2015 - 05/12/2015
OL Doerr, Angela

**IDM 6515 - Advanced Projects Studio - 3 Credits**
In this course, students submit a proposal for an individualized interactive design or development project to take place over the course of the semester. Working with the Program Coordinator, the student will receive periodic feedback as their project progresses. If the project feedback requires specialized expertise, a consultant may be brought in to assess. The student will complete a Project Learning Plan, which will include a description of their project; the outcomes they plan to achieve; benchmarks for these outcomes; and how the project should be assessed. Throughout the project, students will reflect on the process of creating interactive applications, incorporating the project and their experiences into their portfolio. Prerequisite: Course: Project approval by Program Coordinator.

IDM 6515 10 01/20/2015 - 05/12/2015
OL Algeo, Robert

**IDM 6610 - Web Development: HTML and CSS - 3 Credits**
In this course students learn how to create visually appealing, well-organized web pages using HTML and CSS, the fundamental languages for creating content and style on the web. The course begins with HTML, and students are introduced to tags, links, lists, tables, forms, web standards (old, new, and evolving), and the foundation of web-page construction. Then, using CSS, students apply style sheets to HTML, using fonts, colors, divs, spans, layout, and positioning to create a well-crafted web page. The course is geared toward the beginning to intermediate web developer or designer.

IDM 6610 10 01/20/2015 - 05/12/2015
OL Johnson, James

**IDM 6630 - Web Development: PHP + Wordpress - 3 Credits**
This course introduces students to server-side/backend web development via PHP and the Wordpress content management system (CMS). Students learn how these tools can be used to create dynamic pages and templates that allow for creating and publishing content without repetitive page development. They are introduced to version control using Git and integrate that into their development workflow. Students learn how to translate design comps and static HTML/CSS mockups into a dynamic site using Wordpress. They customize Wordpress to match their content using page/post templates as well as custom fields and content types, and they demonstrate skills learned in Web Development 1 within the context of a CMS. Prerequisite: Web Development: HTML + CSS

IDM 6630 10 01/20/2015 - 05/12/2015
OL Spohn, Al

**IDM 6810 - Digital Marketing: Principles - 3 Credits**
In this course, students learn the fundamentals of marketing and how it relates to the design and development process. Students connect the marketing concepts learned in previous courses to the larger concepts of marketing and advertising as a whole. Interactive channels open a new world of connecting with a target market. Marketing concepts of ROI, the marketing mix, and business objectives are blended with new ways of connecting with engaging target markets. In their final project, students apply skills learned throughout the course by building an interactive marketing plan.

IDM 6810 10 01/20/2015 - 05/12/2015
OL Hutchings, Erika
Post-Baccalaureate Certificate: Interactive Design & Marketing

**IDM IN99 - Internship/Practicum - 3 Credits**

In today's competitive interactive market, real experience in the field provides students with a significant advantage in starting a career. In this final course, students intern at a company in a related field. Students work with the college and industry companies to acquire a position. Students must have complete resumes and portfolios available for internship interviews. Students also have the option to build interactive projects for nonprofit organizations or to complete practicum projects within their current workplaces. Prerequisite: Completion of at least 21 credits

IDM IN99 10 01/20/2015 - 05/12/2015 OL Shroff, Meghana