
Graphic Design and Photography

The focus of the Graphic Design and Photography curriculum is to create a balance between design and technology. The program begins with a foundation in design, drawing and art appreciation and starts to integrate technology during the first semester. Design principles, creative thinking and problem-solving techniques, as they apply to the media arts, give the student a strong foundation for entry into the work force, and for advanced study at other colleges and universities. Students work in a state-of-the-art digital arts center for hands-on computer training.

Both graphic design and photography students create projects, using electronic media, typographic design, publication design, photojournalism, advertising illustration photography, and color management.

Graphic Design Concentration

With strong foundation courses in design, typography and creative problem-solving, students create designs, from concept to printed piece. The understanding of production and pre-press processes are an integral part of the concentration, along with the introduction of web design and interactivity. The curriculum is based on the belief that the graphic designer is a visual and verbal communicator who is able to develop creative solutions for a variety of design and communication problems. Students execute their work in a state-of-the-art Digital Arts Center.

Graphic Design Certificate

The Graphic Design Certificate provides the student with a thorough understanding of the design process, from concept to printed piece. Concept development, creativity, interactivity and pre-press processes are introduced and become an integral part of the Certificate. Students execute their work in a state-of-the-art Digital Arts Center.

Internship Program

The Graphic Design and Photography Department offers internship opportunities through the GDP 290 Work Experience course. Students intern with local, professional marketing and art directors, applying the skills they have learned to gain experience for the job

they want. (Students build a professional portfolio and fill the gap between classroom and experience.) Many of these students are hired for full-time and part-time positions. They earn 3 units of credit for working 120 hours on-site and attending an internship class on campus three evenings during the semester.

Program Student Learning Outcomes

Graphic Design

1. Apply design principles to both print and screen layouts.
2. Demonstrate proficiency using industry-standard software to produce graphic design layouts that are print-ready digital files.
3. Define professional terminology for the graphic design and print industry.
4. Demonstrate a sense of aesthetics for design and typography in the visual communication field.
5. Identify and apply their creative abilities to communicate ideas with confidence.
6. Demonstrate effective evaluation techniques, such as critiquing, to test and revise ideas and designs.
7. Develop professional quality design concepts and layouts.

Photography

1. Demonstrate fundamentals of 35mm traditional and digital camera operations.
2. Demonstrate skills in scanning, digital printing and archival printing technologies.
3. Demonstrate digital image editing and special manipulation effects.
4. Demonstrate composition and conceptual development.
5. Demonstrate acceptable photographic methods in studio photography.
6. Demonstrate advanced lighting techniques.
7. Demonstrate the ability to create a professional portfolio of work that projects lasting appeal and has high visual impact.
8. Demonstrate color management basics.

Career Opportunities

Assistant graphic designer
 Freelance graphic designer
 Publications designer
 Production coordinator
 Pre-press production artist

Advising

In addition to the college counselor for the School of Media Arts and the Career Center, the Graphic Design chairperson advises students who are planning a career in Graphic Design. For further information, contact Liz Russotti, A-176, russotti@sbcc.edu.

Faculty and Offices

Linda Lowell, *Chair, Photography* (OE-184A, ext. 3571)
 Elizabeth Russotti, *Chair, Graphic Design*
 (A-176, ext. 2916)
 A.J. Skiles, *Lab Teaching Assistant* (ext. 2280)
 Erin Sealey, *Lab Technician* (ext. 3069)

Degrees and Certificates

Associate in Arts in Graphic Design and Photography:
 Graphic Design Concentration
 Certificate of Achievement in Graphic Design and
 Photography: Graphic Design Concentration
 Certificate of Achievement in Graphic Design

AA. Degree in Graphic Design and Photography: Graphic Design Concentration**Department Requirements (33 units)**

GDP 110 — Media Design	3
GDP 111 — Graphic Design Basics	3
GDP 113 — Typography	3
GDP 114 — Graphic Design I	3
GDP 118 — Creative Thinking	3
GDP 212 — Graphic Design II	3
GDP 215 — Publication Design	3
GDP 230 — Portfolio	3
MAT 131 — Digital Imaging I	3
PHOT 109 — Photo I	3

Choose One:

MAT 153 — Web Design I	3
MAT 132 — Digital Imaging II	3

PHOT 180 — Digital Darkroom	3
PHOT 285 — Color Management	3

Strongly Recommended:

GDP 290 — Work Experience in Graphic Design and Photography	3
ART 120 — Fundamentals of Drawing	3
ART 102A — Early Twentieth Century Art	3
ART 102B — Late Twentieth Century Art	3
ART 140 — 2-D Design: Composition and Color	3

Graduation Requirements: (1) Complete all department requirements with a "C" or better in each course. Candidates for an Associate Degree are also required to complete at least 20% of the department requirements through SBCC. Pass/No Pass grading is not permitted in those courses needed to fulfill department requirements; (2) Complete at least 18 units of General Education Requirements (Areas A-D of the SBCC General Education pattern); (3) Complete the SBCC Institutional Requirements (Area E); (4) Complete the Information Competency Requirement (Area F); (5) Complete a total of 60 degree-applicable units (SBCC courses numbered 100 and higher); (6) Maintain a cumulative GPA of 2.0 or better in all units attempted at SBCC; (7) Maintain a cumulative GPA of 2.0 or better in all college units attempted; and (8) Candidates for an Associate Degree are required to complete 15 units through SBCC.

Certificate of Achievement in Graphic Design and Photography: Graphic Design Concentration**Department Requirements (33 units)**

GDP 110 — Media Design	3
GDP 111 — Graphic Design Basics	3
GDP 113 — Typography	3
GDP 114 — Graphic Design I	3
GDP 118 — Creative Thinking	3
GDP 212 — Graphic Design II	3
GDP 215 — Publication Design	3
GDP 230 — Portfolio	3
MAT 131 — Digital Imaging I	3
PHOT 109 — Photo I	3

Choose One:

MAT 153 — Web Design I	3
MAT 132 — Digital Imaging II	3
PHOT 180 — Digital Darkroom	3
PHOT 285 — Color Management	3

Strongly Recommended:

GDP 290 — Work Experience in Graphic Design and Photography	3
ART 120 — Fundamentals of Drawing	3
ART 102A — Early Twentieth Century Art	3
ART 102B — Late Twentieth Century Art	3
ART 140 — 2-D Design: Composition and Color	3
Students must complete all department requirements for the certificate with a cumulative GPA of 2.0 or better.	

Graphic Design Course Sequencing

To be successful, it is important to take courses in the correct sequence.

Semester 1

GDP 110 — Media Design	3
GDP 111 — Graphic Design Basics	3
GDP 113 — Typography	3

Semester 2

GDP 114 — Graphic Design I	3
GDP 118 — Creative Thinking	3
MAT 131 — Digital Imaging I	3

Semester 3

PHOT 109 — Photo I	3
GDP 212 — Graphic Design II	3
OR	
GDP 215 — Publication Design	3

Semester 4

GDP 212 — Graphic Design II	3
OR	
GDP 215 — Publication Design	3
GDP 230 — Portfolio	3

Choose One:

MAT 153 — Web Design I	3
MAT 132 — Digital Imaging II	3
PHOT 180 — Digital Darkroom	3
PHOT 285 — Color Management	3

Certificate of Achievement: Graphic Design

Department Requirements (17-18.5 units)

GDP 110 — Media Design	3
GDP 111 — Graphic Design Basics	3
GDP 113 — Typography	3
GDP 114 — Graphic Design I	3
GDP 125 — Book Design for Business and Self-Pub	0.5
GDP 212 — Graphic Design II	3

Choose one of the following:

MAT 164 — Online and Mobile Marketing or	3
MKT 164 — Online and Mobile Marketing	3
MAT 177 — Case Studies in Mobile Media	1.5
MAT 178 — Web Design for Mobile Devices	1.5

The following courses are strongly recommended:

ART 120 — Fundamentals of Drawing	3
GDP 118 — Creative Thinking	3
GDP 215 — Publication Design	3
GDP 290 — Work Experience in Graphic Design & Photo ..	3
MAT 131 — Digital Imaging I	3
MAT 153 — Web Design I	3
MAT 205 — Portfolio Development & Pro. Practices	3
PHOT 109 — Graphic Design II	3

Recommended Course Sequence: first semester:

GDP 110, 111; second semester GDP 113, 114; third semester: GDP 212; fourth semester: MAT 164/ MKT 164, 177, 178.

Students must complete all department requirements for the certificate with a cumulative GPA of 2.0 or better.

Planning a Program of Study

Those interested in the Graphic Design and Photography Program must be admitted to Santa Barbara City College. An application and one copy each of high school and any other college transcripts must be submitted to the Admissions Office.

All Graphic Design and Photography majors should make appointments with the counselor for Graphic Design and Photography. Contact the Counseling Center at 965-0581, ext. 2285. Initial program development will take place during the counseling session.

The Career Center is utilized by the Graphic Design and Photography Department to provide extensive individual help for students needing to find part-time jobs and internships related to their learning discipline.

Preparation for Transfer

Course requirements for transfer vary depending upon the college or university a student wishes to attend. Therefore, it is *most important* for a student to consult with his/her counselor and departmental adviser before planning an academic program for transfer. Information sheets for majors, outlining transfer requirements, are available in the Transfer Center.

Graphic Design Course Descriptions

GDP 110 — Media Design

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 lab)

Recommended starting point for students interested in careers in media arts. Introductory course in design and composition as it relates to the digital arena. Students learn basic design principles and apply them to 2-D designs created using digital tools within various software programs. Composition, type, color and output as they relate to the digital process are explored. Students produce projects applicable to print and the time-based arts.

GDP 111 — Graphic Design Basics

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 lab)

Recommended starting point for those planning a career in graphic design. Students are introduced to the latest software to create basic page layouts. Topics include overview of the commercial print industry, image preparation, basic layout design and typography principles, color modes and file preparation for print. Student assignments encompass both design and technical skills.

GDP 113 — Typography

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 lab)

Introduces a basic understanding of the effective use of type. Emphasis is on the use of typography in graphic design. Topics include the history of type, aesthetic qualities of letterforms, anatomy of the letter, typefaces, and style and compositional arrangement.

GDP 114 — Graphic Design I

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: GDP 110 and GDP 111
Hours: 90 (36 lecture, 54 lab)

Students learn and apply the basic principles of graphic design and visual communication to a

variety of print-related projects. Students participate in critiques, which emphasize the objective and subjective qualities of their work. The design process, concept and content are stressed, using industry-standard software in a state-of-the-art computer lab.

GDP 118 — Creative Thinking

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 54 lecture

Designed to give students basic concepts to enhance their innate creative abilities. Numerous creative problem-solving techniques and ideas are explored. The underlying assumption is that innovation is a skill which can be learned.

GDP 119 — Informational Graphics and Visualization

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 54 lecture

Printed and graphical information impacts nearly all disciplines involved in explaining complex information from science, accounting and statistics, to management, traffic and weather reporting. Designed to give students basic skills in concepts, theory, techniques and critical thinking for the effective construction and analysis of information graphics for explanation and persuasion.

GDP 120 — Production for Print I

(1.5) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 31.5 (18 lecture, 13.5 lab)

Introduction to basic digital pre-press which involves the preparation of pages for reproduction on any kind of press or printing system. Topics such as work flow, terminology, software, file types, font issues, job requirements and types of printing are discussed.

GDP 121 — Production for Print II

(1.5) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 31.5 (18 lecture, 13.5 lab)

Students continue to develop skills learned in GDP 120. Preflighting for commercial and digital printing is emphasized. Topics include work flow, document standards, digital proofing systems and color issues.

**GDP 122 — Visualizing Data for Business
(0.5)***Hours: 8 lecture*

Designing visual displays of data information that can be clearly understood by everyone is the work of the graphic designer. What does it take to investigate, clarify and illustrate facts and data? Provides basic skills that can be used to explain complex information, from the design of maps and charts, to illustration techniques for more complicated data.

**GDP 123 — Newsletter Design for Business
(0.5)***Hours: 8 lecture*

Newsletters are a powerful way to target specific audiences and keep them informed with ongoing information. Addresses specific skills for graphic/web students and interested adults who are involved with creating and producing news publications for their schools, organizations and corporations. No design experience necessary.

**GDP 124 — Magazine Design for Business
(0.5)***Hours: 9 lecture*

Business and specialty magazines, in print and web formats, reach out to an organization's members and interested donors. They require sophisticated layouts, powerful photos and readable formats that reflect the thrust of the content. Focuses on learning the important steps in designing and producing successful magazine layouts that bring the message to the reader.

**GDP 125 — Book Design for
Business and Self-Publication
(0.5)***Hours: 9 lecture*

Book publishing is not just for authors. After the words are written, how does one create the pages, chapters, indexes and table of contents? How does the copy stay consistent, the photos properly embedded in the pages, and the cover designed to fit? How is the book to be printed and bound? These questions are the focus for writers and designers who want to produce both electronic and printed books.

**GDP 126 — Purchasing Print, Web and
Multimedia Services
(1.0)***Hours: 18 lecture*

Students learn the ways to make cost-effective buying decisions when choosing and working with creative service professionals. Topics include defining the project, scheduling and budgeting, selecting and working with suppliers, project management, understanding printing processes, and using the Internet and multimedia.

**GDP 127 — Introduction to PDF
(Portable Document Format)
(1.0)***Hours: 18 lecture*

PDF is a universal file format that preserves the fonts, images, graphics and layout of any source document, regardless of the application and platform used to create it. Adobe PDF files can be shared and printed by anyone with the free Adobe Acrobat software. Enables the student to develop skills for PDF creation and authoring. Focus is on a broad range of uses to suit the needs of anyone desiring skills in authoring PDF files for both print and web.

**GDP 130 — Digital Darkroom I
(1.5) — CSU**

*Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: PHOT 109 and MAT 131
Hours: 31.5 (18 lecture, 13.5 lab)*

Fundamentals of digital printing technologies in RGB, creating master archives files for print/web applications; drum scanning negatives, transparencies (slides) and flat art; digital retouching and optimum sharpening methods. Basic knowledge of Adobe Photoshop beneficial. Emphasis placed on creating a digital portfolio through a series of conceptual assignments.

**GDP 131 — Digital Darkroom II
(1.5) — CSU**

*Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: PHOT 109 and MAT 131
Hours: 31.5 (18 lecture, 13.5 lab)*

Fundamentals of digital printing technologies in RGB, creating master archives files applications; simulate traditional alternative process; digital infrared and

special effects; contrast and curve control; masking methods; and, large format Giclee archival printing (up to 44" wide). Basic knowledge of Adobe Photoshop is beneficial. Emphasis on creating a digital portfolio through a series of conceptual assignments.

GDP 140 — Color Management for RGB

(1.5) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: MAT 131 and PHOT 109 or PHOT 215
Hours: 31.5 (18 lecture, 13.5 lab)

Fundamentals of color management for RGB output. Professional calibration methods for scanners, printers, color monitors and digital capture systems. For photographers who are looking for more advanced techniques in color correction, ICC profile systems, work flow automation, and multiple-device matching for optimal reproduction quality.

GDP 141 — Color Management for CMYK

(1.5) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: MAT 131 and PHOT 209 or PHOT 215
Hours: 31.5 (18 lecture, 13.5 lab)

Fundamentals of color management for CMYK output. Professional calibration methods for scanners, printers and color monitors. For graphic artists who are looking for more advanced techniques in color correction, ICC profile systems, work flow automation, and multiple-device matching for optimal reproduction quality.

GDP 210 — Studio Practicum

(4) — CSU

Corequisites: PHOT 209 or GDP 212
Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 108 (54 lecture, 54 lab)

Development of design and production skills used by professionals in the media arts industry, including concept development, storyboarding, project planning, working in teams, meeting with clients, and presentational speaking. Freelance skills, interviewing, professional organizations and copyright laws for the visual media arts are emphasized. Students work in teams to complete graphic design and photography projects for portfolio use.

GDP 212 — Graphic Design II

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103; MATH 1

Course Advisories: GPD 114
Hours: 90 (36 lecture, 54 lab)

Advanced studies and projects in graphic design and advertising. Students explore the creative process in developing ads and promotions for print and other media. Emphasis is on concepts, content and design.

GDP 215 — Publication Design

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103
Course Advisories: GDP 111 and GDP 114
Hours: 90 (36 lecture, 54 lab)

Advanced study in design and production for multipage publications. Topics include paper choices, job estimating, non-impact printing, pagination, preflight issues, proofing and output options. Students design and produce invitations, brochures and booklets to be used as portfolio pieces.

GDP 230 —Portfolio

(3) — CSU

Course Advisories: GDP 212 or GDP 215 or PHOT 180
Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 lab)

Guides students in developing and refining a body of work that constitutes a portfolio reflecting individual creative and visual communication skills. Assignments include improving current pieces, developing new pieces, presenting students' work and themselves to prospective employers in a compelling way. Portfolios are essential in transitioning to other institutions or the professional world.

GDP 290 —Work Experience in Graphic Design and Photography

(1-4) — CSU

Course Advisories: PHOT 109 or GDP 114
Skills Advisories: Eligibility for ENG 100 and ENG 103
Limitation on enrollment: Must be enrolled in any GDP course.

Consists of 5, 10, 15 or 20 hours per week, plus two scheduled hours and other conference hours.
Hours: 60-300 lab

Supervised employment for students whose career objectives, course of study and employment complement each other. Student to carry out assigned duties as an employee; follow employer's policies, rules and regulations; write learning objectives; keep a record of time worked; fill out student data card; and secure employer's evaluation at the end of the semester.

Photography

The Photography curriculum is carefully designed to build fundamental technical skills in the operation of 35mm DSLR (digital single lens reflex) cameras, as well as medium- and large-format cameras. In addition, all classes emphasize the importance of creativity and build conceptual development skills through a progressive series of thought-provoking assignments. Basics in digital post-production (color management, editing and printing technologies) are provided from entry-level classes through the entire curriculum, as all darkroom facilities at SBCC are completely digital. Our photography classrooms and color lab are equipped with state-of-the-art, professional-level computers, scanners and small- and large-format archival printers capable of printing up to 44" X 96".

Degree and Certificate

Applied Photography Associate in Arts

Applied Photography Certificate of Achievement

Skills Competency Awards

Photo Design

Photo Design II

Advanced Photo Design

Digital Darkroom and Color Management for RGB

Print and Color Management for CMYK

Internship Program

Internship opportunities in Photography and Graphic Design are offered through the GDP 290 Work Experience course. Students intern with local professional photo studios, art directors and marketing departments, applying skills they have learned in Photo I and II, Digital Darkroom, Digital Darkroom II and Color Management classes, while they gain real-world job experience. This effectively fills the gap between classroom and work environments.

In addition, the Santa Barbara Foundation occasionally offers internship opportunities to Santa Barbara City College students with appropriate skills to work within the Photography Department, testing cameras and overseeing the printing facility in OE-184.

Career Opportunities

Photographic Assistant

Advertising/Commercial Assistant

Portrait Photographer

Fine Art Photography

Photo Journalism / Documentary

Newspaper/Magazine/e-zine Photographer

Wedding/Event Photographer

Post-Production Specialist

Color Management Specialist

Restoration Specialist

Photographic Studio Manager

Other areas of specialization include:

Automotive, Architecture, Food, Fashion,

Travel, Nature and Celebrity

A.A Degree and Certificate of Achievement – Applied Photography

Department Requirements (31 units)

PHOT 109 — Photo I.....	3
PHOT 180 — Digital Darkroom	3
PHOT 150 — Stock Photography.....	1
PHOT 190 — Photojournalism or	3
JOUR 190 — Photojournalism	3
PHOT 209 — Photo II.....	3
PHOT 214 — Advertising Illustration	3
PHOT 250 — Fine Art Photography	3
PHOT 280 — Lighting Systems and Digital Capture.....	3
PHOT 281 — Digital Darkroom II.....	3
PHOT 285 — Color Management	3
PHOT 260 — Portfolio.....	3

The following related courses are strongly recommended:

ART 140 — History of Photography	3
GDP 118 — Creative Thinking.....	3
GDP 113 — Typography.....	3
FP 175 — Film and Video Production 1	3

AA Degree Applied Photography Graduation Requirements

1. Complete all department requirements with a "C" or better in each course. Candidates for an Associate Degree are also required to complete at least 20% of the department requirements through SBCC. Pass/No Pass grading is not permitted in those courses needed to fulfill department requirements; (2) Complete at least 18 units of General Education Requirements (Areas A-D of the SBCC General Education pattern); (3) Complete the SBCC Institutional Requirements (Area E); (4) Complete the Information Competency Requirement (Area F); (5) Complete a total of 60 degree-applicable units (SBCC courses numbered 100 and higher); (6) Maintain a cumulative GPA of 2.0 or better in all units attempted at SBCC; (7) Maintain a cumulative GPA of 2.0 or better in all college units attempted; and (8) Candidates for an Associate Degree are required to complete 15 units through SBCC.

Certificate Applied Photography Requirements

1. Complete all department requirements with a "C" or better in each course. Pass/No Pass grading is not permitted in those courses needed to fulfill department requirements.

Skills Competency Award: Photo Design

Department Requirements (16 units)

GDP 110 — Media Design	3
PHOT 109 — Photo I	3
PHOT 150 — Stock Photography.....	1
PHOT 180 — Digital Darkroom	3
PHOT 209 — Photo II.....	3
PHOT 260 — Portfolio	3

Students must complete the above courses with a grade of "C" or higher or credit in all courses.

Other recommended courses:

GDP 113 — Typography	3
GDP 118 — Creative Thinking	3
GDP 140 — Color Management for RGB	1.5
MAT 103 — Intro to Multimedia	3
MKT 101 — Introduction to Marketing	3

MKT 209 — International Marketing	3
PHOT/JOUR 190 — Photojournalism	3
PHOT 214 — Advertising Illustration	3
PHOT 250 — Fine Art Photography	3

Skills Competency Award: Photo Design II

Department Requirements (15 units)

GDP 215 — Publication Design	3
PHOT 209 — Photo II.....	3
PHOT 214 — Advertising Illustration	3
PHOT 250 — Fine Art Photography	3
PHOT 281 — Digital Darkroom II	3

Students must complete the above courses with a grade of "C" or higher or credit in all courses.

Skills Competency Award: Advanced Photo Design

Department Requirements (12 units)

GDP 212 — Graphic Design II	3
GDP 230 — Portfolio	3
PHOT 280 — Lighting Systems and Digital Capture.....	3
PHOT 285 — Color Management	3

Students must complete the above courses with a grade of "C" or higher or credit in all courses.

Digital Darkroom and Color Management for RGB

Department Requirements (4.5 units)

GDP 130 — Digital Darkroom I	1.5
GDP 131 — Digital Darkroom II	1.5
GDP 140 — Color Management for RGB.....	1.5

Students must complete the above courses with a grade of "C" or higher or credit in all courses.

Skills Competency Award: Print and Color Management for CMYK

Department Requirements (4.5 units)

GDP 120 — Production for Print I	1.5
GDP 121 — Production for Print II	1.5
GDP 141 — Color Management for CMYK.....	1.5

Students must complete the above courses with a grade of "C" or higher or credit in all courses.

Photography Course Descriptions

PHOT 109 — Photo I

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 laboratory)

Fundamentals of the camera: techniques of camera operation; characteristics of film and photo paper; basic digital imaging; student assignments; photo composition and lighting; print finishing techniques; computer enhancement techniques; film, slide and print scanning for digital photography.

PHOT 133 — Digital Photographer

(0.5)

Hours: 9 lecture

Fundamental principles of digital photography. Overview of products and techniques specific to digital cameras to include the differences between amateur and professional models. Basic photo fundamentals and desktop printing suggestions included.

PHOT 150 — Stock Photography

(1)

Course Advisories: PHOT 109

Hours: 18 lecture

Students study the stock photography market, learn what kind of images work well in stock photography while investigating how this field has grown and will change in the future. Contracts, image protection and Digital Rights Management (DRM) are also covered.

PHOT 180 — Digital Darkroom

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 109 and MAT 131

Hours: 90 (36 lecture, 54 lab)

Fundamentals of digital printing technologies in RGB: creating master archive files for print/web applications; drum scanning negatives, transparencies (slides) and flat art; simulating traditional alternative process; digital infrared and special effects; contrast and curve control; optimum sharpening methods; digital retouching and masking methods; digital painting techniques; and large format archival printing. Basic knowledge of Adobe PhotoShop beneficial. Emphasis on creating a digital portfolio through a series of conceptual assignments.

PHOT 190/JOUR 190 — Photojournalism

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 209

Hours: 90 (36 lecture, 54 lab)

Skills and techniques of contemporary photojournalism. Topics include news and editorial sources, photographing single events and extended picture stories and ethics. Skills include control of color, portable electronic flash and an introduction to electronic processes and contemporary publication. Current portrait approaches in commercial, documentary and fine art photography and portraiture are covered.

PHOT 209 — Photo II

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 109

Hours: 90 (36 lecture, 54 lab)

Exploration of photographic composition; digitizing; scanning negatives, slides and prints; studio lighting; categories of cameras; digital imaging; use of high contrast; special-effect photographs; various scanning and printing techniques; advanced assignments in digital photography; and group projects. Emphasis on environmental and studio lighting.

PHOT 214 — Advertising Illustration

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 109 or PHOT 209

Hours: 90 (36 lecture, 54 lab)

Creating solutions for advertising. Emphasis on ad concept packages for print and tv spot production. Students analyze latest trends in advertising. Assignments include fashion, editorial, lifestyle, small product and fine art applications.

PHOT 250 — Fine Art Photography

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 109

Hours: 90 (36 lecture, 54 lab)

Exploration of classic and contemporary styles of fine art. Students will translate their own personal vision by responding to the major art movements with their camera.

PHOT 260 — Portfolio

(3) — CSU

Course Advisories: MAT 131 and PHOT 109 and PHOT 180

Skills Advisories: Eligibility for ENG 100 and ENG 103
Hours: 90 (36 lecture, 54 lab)

Students produce a professional portfolio based on the style and passion of their own vision. Students learn communication, business, design and presentation skills to best present their work.

PHOT 280 —Lighting Systems and Digital Capture

(3) — CSU

Prerequisite: PHOT 209 with a minimum grade of “C”

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 109 and FP 175

Hours: 90 (36 lecture, 54 lab)

Designed for photo, video, MAT students interested in advanced lighting strategies. Utilizing studio strobes, location kits and continuous light systems creating mood and atmosphere. Emphasis is on lighting people, with architectural, small product, fashion and set lighting covered in detail. Workflow strategies round out the course curriculum.

PHOT 281 — Digital Darkroom II

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 180

Hours: 90 (36 lecture, 54 lab)

Advanced techniques for color management and archival digital printing technologies in RGB. Still frame and timeline editing for video within Photoshop and natural media techniques. Emphasis on creating a digital portfolio through a series of conceptual assignments that will expand your creativity.

PHOT 285 — Color Management

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and ENG 103

Course Advisories: PHOT 209 or PHOT 215 or MAT 131

Hours: 90 (36 lecture, 54 lab)

Fundamentals of color management for CMYK and RGB output. Professional calibration methods for scanners, printers, color monitors and digital capture systems. For graphic artists and photographers who are looking for more advanced techniques in color correction, ICC profile systems, work flow automation, and multiple-device matching for optimal reproduction quality.