PROPOSAL TO CHANGE THE MASTER PLAN
(SHORT FORM)

Proposed Name of Degree: Bachelor of Arts in Fine Arts

Proposed Year of Implementation: 2002

Options/ Emphases in the Degree:

Faculty Proposing New Program: Jack Reilly, Professor of Fine Arts

Review and Approval:

1. Curriculum Committee Approval

Curriculum Chair: _____ Date: 11/6/01

2. Academic Senate Approval

Chair, Academic Senate: _____ Date: 11/16/01

3. Administration Approval:

President (or designee): _____ Date:

NAME OF PROGRAM AND DEGREE

Fine Arts
Bachelor of Arts

BRIEF DESCRIPTION OF PROGRAM (75 - 100 WORDS)

The Fine Arts program at California State University Channel Islands focuses on interdisciplinary studies in art and the creative process. Traditional art media is integrated with digital technologies within an interdisciplinary context. The goal of the program is to prepare students for a wide range of personal and career opportunities in the arts.

This academic program provides students with the opportunity to earn a Bachelor of Arts degree in Fine Arts and subsequent entrée into a rewarding career in the arts. Fine Arts course offerings are also designed to service the overall curriculum of the University, providing integral components in the General Education program, and a Fine Arts concentration within the Liberal Studies major. Another impact of the program is its overall contribution to the cultural base of the University and its mission to increase awareness and promote cultural diversity and appreciation of the arts throughout the University and surrounding communities.

JUSTIFICATION FOR PROPOSAL (75 - 100 WORDS)

Widespread support for the Fine Arts and the established need for a four-year academic degree program in the arts is strongly expressed as a cultural priority throughout Ventura County. CSUCI is the only institution offering a comprehensive degree in the Fine Arts in this community, which envisions itself as a haven for artists and boasts to be the home both of quality museums, well known artists and long-time established art communities.

We are living witnesses to a technological renaissance -- the rebirth (or retooling) of human methods of communication. The arts, literature and sciences are in an ongoing state of fusion, moving closer to an integrated universal language. Our world relies on access to visual imagery as a primary source of information and subsequent learning. The beauty of the art image is its inherent ability to speak for itself. Traditionally, the insertion of meaning into visual communication has been the role of the artist. The 21st century artist has inherited the responsibility to explore the function of images in diverse cultures and societies while creating new emotional, artistic and intellectual contexts, open to interpretation, yet harboring the power to profoundly affect our perception and understanding of the world in which we live.

PROPOSAL TO OFFER A NEW ACADEMIC PROGRAM/ MAJOR IN FALL 2002
(LONG FORM)

Proposed Name of Degree: Bachelor of Arts in Fine Arts

Options/ Emphases in the Degree:

Faculty Proposing New Program: Jack Reilly, Professor of Fine Arts

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Review and Approval:

1. Curriculum Committee Approval:

Curriculum Chair: _____ Date: 11/19/01

2. Academic Senate Approval:

Chair, Academic Senate: _____ Date: 11/19/01

3. Administration Approval:

President (or designee): _____ Date:

PROCEDURE FOR SUBMITTING PROPOSALS FOR NEW DEGREE MAJOR PROGRAMS

A campus, in accordance with its approved academic master plan, submits detailed proposals for new degree major programs to the Office of Academic Program Planning for review and approval in the academic year preceding projected implementation. Approval of any degree major program is subject to campus assurances that financial support, qualified faculty, physical facilities and library holdings sufficient to establish and maintain the program will be available within current budgetary support levels. The proposal must follow the format below, and four copies should be sent to Academic Program Planning, Office of the Chancellor.

1. Definition of the Proposed Degree Major Program

   a. Name of the campus submitting the request, the full and exact designation (degree terminology) for the proposed degree major program, and academic year of intended implementation.

      California State University Channel Islands
      Bachelor of Arts in Fine Arts
      Program Implementation in 2002

   b. Name of the department, departments, division or other unit of the campus that would offer the proposed degree major program. Identify the unit that will have primary responsibility.

      - Academic Affairs

   c. Name, title, and rank of the individual(s) primarily responsible for drafting the proposed degree major program.

      - Jack Reilly, Professor of Fine Arts

      Objectives of the proposed degree major program.

      - To provide courses for the CSUCI General Education requirements
      - To provide courses for a Fine Arts concentration in the Liberal Studies degree program
      - To provide the CSUCI academic program with areas of content that enable the University to meet philosophical, educational and cultural goals of its mission statement
      - To provide future teachers with fine arts courses, enabling them to address California mandated requirements for education in the Fine Arts at the primary and secondary educational levels
        To provide students with the opportunity for in-depth study in specific artistic disciplines within the Arts
      - To prepare students for career opportunities in the Arts

d. Total number of units required for the major. List of all courses, by catalog number, title, and units of credit, to be specifically required for a major under the proposed degree program. Identify those new courses that are (1) needed to initiate the program and (2) needed during the first two years after implementation. Include proposed catalog descriptions of all new courses.

- Major Unit Requirement: 57 units total
- Please see table 2 for course list needed to initiate the program
- Please see table 2 for course list needed during the first two years

COURSE		UNITS
ART 100 Understanding Fine Processes	(GE)	3
ART 102 Children's Art Media and Methods	(GE)	3
ART 105 Drawing and Composition		3
ART 106 Color and Design		3
ART 107 Life Drawing		3
ART 108 Visual Technologies		3
ART 110 Prehistoric Art to the Middle Ages	(GE)	3
ART 111 Renaissance to Modern Art	(GE)	3
ART 112 Arts of the Eastern World	(GE)	3
ART 201 Painting		3
ART 202 Sculpture		3
ART 203 Illustration		3
ART 204 Graphic Design		3
ART 205 Multimedia		3
ART 206 Animation		3
ART 300 Digital Art Technologies		3
ART 310 Two-Dimensional Media		3
ART 311 Three-Dimensional Media		3
ART 312 Digital and Time Based Media		3
ART 313 Communication Design Technology Media		3
ART 314 Hybrid Art Media		3
ART 320 Studio Topics: Two-Dimensional Art		3
ART 321 Studio Topics: Three-Dimensional Art		3
ART 322 Studio Topics: Digital and Time Based Art		3
ART 323 Studio Topics: Communication Design Technology		3
ART 324 Studio Topics: Hybrid Art Genres		3
ART 330 Critical Thinking in a Visual World	(GE)	3
ART 331 Art and Mass Media	(GE)	3
ART 332 Multicultural Art Movements	(GE)	3
ART 333 History of Southern California Chicano/a Art (HIST)	(GE)	3
ART 334 The Business of Art (BUS)	(GE)	3
ART 335 Psychology of Art and Artists (PSYC)	(GE)	3
ART 336 Anthropology and the Artist (ANTH)	(GE)	3
ART 420 Advanced Artistic Problems: Two-Dimensional Art		3-3
ART 421 Advanced Artistic Problems: Three-Dimensional Art		3-3
ART 422 Advanced Artistic Problems: Digital and Time Based Art		3-3
ART 423 Advanced Artistic Problems: Communication Design Technology		3-3

ART 424 Advanced Artistic Problems: Hybrid Art Genres		3-3
ART 430 Modern and Contemporary Art		3
ART 431 European Renaissance Literature and Art (ENGL)	(GE)	3
ART 432 Arts of the Harlem Renaissance (ENGL)	(GE)	3
ART 433 Women in the Arts	(GE)	3
ART 492 Internship in Art		3
ART 494 Independent Study		3
ART 499 Fine Arts Capstone Project		3

FINE ARTS COURSES – CATALOG DESCRIPTIONS

ART 100. Understanding Fine Arts Processes (3)
(Not available for Fine Arts major credit)
Two hours lecture and two hours laboratory per week.
Entry level experience for the non major. This course integrates elements of drawing, painting, sculpture and mixed media techniques. Students gain an understanding of the function of the Fine Arts in everyday life through participation in the artistic process.

ART 102. Children's Art Media and Methods (3)
Two hours lecture and two hours laboratory per week.
Hands-on creation of artistic projects emphasize the importance of art in the child's development. Projects explore basic concepts and materials leading to the student's development of primary skills and an aesthetic appreciation for the creative process.

ART 105. Drawing and Composition (3)
Six hours laboratory per week.
Basic fundamentals of drawing are explored through the use of various techniques and media. Investigations into line, value, perspective and composition as related to surface and pictorial space is also investigated.

ART 106. Color and Design (3)
Six hours laboratory per week.
Explorations in basic color theory are conducted within two-and three-dimensional design contexts. Visual elements including line, shape, form and texture are explored along with elements of color interaction, harmony and dissonance within a variety of visual motifs.

ART 107. Life Drawing (3)
Six hours laboratory per week.
The study of the human figure and its representation depicted through gesture, contour value and volume. Anatomy, proportion, foreshortening and structure are explored through observation of props and live models.

ART 108. Visual Technologies (3)
Two hours lecture and two hours laboratory per week.
An introductory survey of visual technologies commonly used by artists and designers. Projects explore a range of software applications as they relate to current methods of digital art production.

ART 110. Prehistoric Art to the Middle Ages (3)
Three hours lecture per week.
Survey of the history of art, artifacts and architecture from the Prehistoric era through the Gothic period. The examination of cultural and conceptual contexts will trace the early development of Western artistic traditions.

ART 112. Arts of the Eastern World (3)
Three hours lecture per week.
Survey of the painting, architecture and crafts of India, China, Japan and Southeast Asia. An examination of artistic, cultural, and historical events explore the exchange of influences and ideas related to Eastern cultures.

ART 201. Painting (3)
Six hours laboratory per week.
An introduction to basic painting materials and techniques. Experiments in representational and abstract painting will explore oil, acrylic, and water-based media. Particular emphasis will be on the development of fundamental skills and the understanding of color, shape, surface and pictorial structure.

ART 202. Sculpture (3)
Six hours laboratory per week.
An introduction to basic sculpture materials and techniques. Experiments in representational and abstract sculpture will explore a variety of three-dimensional materials through additive and subtractive sculptural processes. Particular emphasis will be on the development of fundamental skills and the understanding of design, form and structural elements.

ART 204. Graphic Design (3)
Six hours laboratory per week.
An introduction to basic concepts in graphic design for print and electronic media. Projects incorporating traditional and digital media explore typography, layout and visual design. Particular emphasis is on the development of fundamental skills leading to the ability to communicate ideas through the use of text and visual imagery.

ART 205. Multimedia (3)
Six hours laboratory per week.
An introduction to techniques and concepts involved in the production of interactive multimedia. Digital media projects explore the elements of computer graphics, web design and interactive technology. Particular emphasis is on the development of fundamental computer skills and understanding the relationship between digital media and visual design.

ART 300. Digital Art Technologies (3)
Prerequisite: ART 108
Six hours laboratory per week.
Students explore various applications of digital technologies created for artists and designers. Experiments involve visualization, digital imaging and prototyping of computer generated art projects. Basic elements of virtual reality and computer game design will also be investigated.

ART 310. Two-Dimensional Media (3)
Prerequisite: ART 108, ART 201
Six hours laboratory per week.
Studio projects explore media, methodologies and basic artistic concepts in painting, drawing and other two-dimensional art forms. Assignments emphasize the integration of traditional art materials and techniques with digital art technology in painting and related art processes.

ART 311. Three-Dimensional Media (3)
Prerequisite: ART108, ART 202
Six hours laboratory per week.
Studio projects explore media, methodologies and artistic concepts in sculpture, ceramics and other three-dimensional art forms. Assignments emphasize the integration of traditional art materials and techniques with digital art technology in sculpture and related art processes.

ART 312. Digital and Time Based Media (3)
Prerequisite: ART 108, ART 300
Six hours laboratory per week.
Studio projects explore media, methodologies and artistic concepts in digital imaging, non-linear video, computer animation and digitally created visual effects. Assignments emphasize the integration of traditional art techniques with digital technology in the development of computer generated imagery and animation. Projects are presented in a digital format.

ART 313. Communication Design Technology Media (3)
Prerequisite: ART 108, ART 205
Six hours laboratory per week.
Studio projects explore media, methodologies and artistic concepts in graphic design and multimedia. Digital media and traditional graphic design techniques are integrated throughout projects created for print, internet applications and multimedia presentations.

ART 314. Hybrid Art Media (3)
Prerequisite: ART 108, ART 201, ART 202
Six hours laboratory per week.
Studio projects explore media, methodologies and artistic concepts in public art projects, site-specific installations, and performance art. Elements dealing with scale, presentation and environment will also be addressed in the production of experimental art genres.

ART 320. Studio Topics: Two-Dimensional Art (3)
Prerequisite: ART 310
Six hours laboratory per week.
Studio topics explore thematic approaches to visual continuity and technical competency in painting, drawing and related art processes. At this phase of study, projects focus on the integration of concept, technique and proficiency in the use of two-dimensional media in the creation of individual works of art.

ART 321. Studio Topics: Three-Dimensional Art (3)
Prerequisite: ART 311
Six hours laboratory per week.
Studio topics explore thematic approaches to visual continuity and technical competency in sculpture, ceramics and related art processes. At this phase of study projects focus on the integration of concept, technique and proficiency in the use of three-dimensional media in the creation of individual works of art.

ART 322. Studio Topics: Digital and Time Based Art (3)
Prerequisite: ART 312
Six hours laboratory per week.
Studio topics explore thematic approaches to visual continuity and technical competency in digital imaging, video, computer animation and digital visual effects. At this phase of study, projects focus on the integration of concept and technological proficiency in digital compositing, non-linear video and computer animation. Projects are presented in a digital format.

ART 323. Studio Topics: Communication Design Technology (3)
Prerequisite: ART 313
Six hours laboratory per week.
Studio topics explore thematic approaches to visual continuity and technical competency in graphic design for print, internet, and multimedia. At this phase of study, projects focus on the integration of concept and technological proficiency in the creation of computer graphics, websites and interactive multimedia.

ART 324. Studio Topics: Hybrid Art (3)
Prerequisite: ART 314
Six hours laboratory per week.
Studio topics explore thematic approaches to visual continuity and technical competency in site-specific installations, artistic performance and experimental genres projects focus on the integration of concept, methods and artistic continuity in the creation and installation of art for public places, temporary exhibitions or performance venues.

ART 330. Critical Thinking in a Visual World (3)
Three hours lecture per week.
A critical look at subjective responses and objective reasoning in the assessment of visual images that permeate every day aspects of contemporary life. Comparative studies evaluate psychological impact of corporate logos, religious iconography and secular symbolism. The genesis of cultural icons are investigated from a historical perspective in relationship to their role in a global society.

ART 331. Art and Mass Media (3)
Three hours lecture per week.
The study of synergetic relationships between visual art and human communication dating back to the roots of civilization. Comparative studies in art and communication link ancient traditions to the development of contemporary mass media including print, photography, film, television and the internet.

ART 332. Multicultural Art Movements (3)
Three hours lecture per week.
A survey of the arts and crafts originating in African, Asian, Latin American, Middle Eastern and Native American cultures. Emphasis is on the understanding of traditions and historical contexts as well as the exploration of random intersections of indigenous methods and aesthetics.

ART 333. History of Southern California Chicano/a Art (3)
Three hours lecture per week.
A survey of the Southern California Chicano/a culture exploring the genesis, vitality and diversity represented in the painting, sculpture and artistic traditions of Mexican American artists. Historical movements, politics, cultural trends and Mexican folklore underlying the development of this dynamic style of art will be investigated within a variety of contexts. (Same as HIST 333)

ART 334. The Business of Art (3)
Three hours lecture per week.
Exploration into aspects of "art world" business including the financial activities of art consultants, private dealers, commercial galleries, public museums and international auction houses. Case studies in art marketing, gallery and museum management, contracts and commissions, as well as public image and career development will be investigated. (Same as BUS 334)

ART 335. Psychology of Art and Artists (3)
Three hours lecture per week.
An inquiry into the mind of the artist and the emotional dynamics that underlie the creative process. Emphasis is placed on deciphering personal allegory and universal symbolism hidden within a wide range of visual and conceptual genres in painting, sculpture, film and music. The self-image of the artist will be examined from private and public viewpoints. (Same as PSY 335)

ART 336. Anthropology and the Artist (3)
Three hours lecture per week.
Ethnological survey of art and artistic values viewed from varying cultural perspectives from prehistoric cave painting to urban graffito and underground artistic genres. Concepts underlying the evolution of artistic style, spirituality and aesthetics in traditional Eastern and Western cultures will also be investigated. (Same as ANTH 336)

ART 420. Advanced Artistic Problems: Two-Dimensional Art (3-3)
Prerequisite: ART 320
Six hours laboratory per week.
Investigations into the development of in-depth concepts, innovative processes and personal artistic style. Students achieve increased artistic depth and technical proficiency working in two-dimensional media and related digital technologies leading to the development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work.

ART 421. Advanced Artistic Problems: Two-Dimensional Art (3-3)
Prerequisite: ART 321
Six hours laboratory per week.
Investigations into the development of in-depth concepts, innovative processes and personal artistic style. Students achieve increased artistic depth and technical proficiency working in three-dimensional media and related digital technologies leading to the development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work.

ART 422. Advanced Artistic Problems: Digital and Time Based Art (3-3)
Prerequisite: ART 322
Six hours laboratory per week.
Investigations into the development of in-depth concepts, innovative processes and personal artistic style. Students achieve increased artistic depth and technical proficiency working in digital art technologies in the development of thematic work in digital imaging, video art, digital visual effects and computer generated animation. Creation and presentation of a professional digital portfolio is a required component of the course work.

ART 423. Advanced Artistic Problems: Communication Design Technology (3-3)
Prerequisite: ART 323
Six hours laboratory per week.
Investigations into the development of in-depth design concepts, innovative processes and individual artistic style. Students achieve increased artistic depth and technical proficiency in graphic design working in computer graphics, web design, and multimedia authoring. Creation and presentation of a professional interactive multimedia portfolio is a required component of the course work.

ART 424. Advanced Artistic Problems: Hybrid Art Genres (3-3)
Prerequisite: ART 324
Six hours laboratory per week.
Investigations into the development of in-depth artistic concepts, innovative processes and individual artistic style. Students achieve increased artistic depth and technical proficiency working with public art projects, site-specific installations, artistic performance and experimental interdisciplinary genres. Creation and presentation of public art proposals, scale models and on-site installation plans are required components of the course work.

ART 430. Modern and Contemporary Art (3)
Three hours lecture per week.
From nineteenth century Impressionism, through twentieth century Cubism, Expressionism and Pop Art, this course explores the gamut of concepts, periods, trends, and "isms" culminating in international Post Modernism and New Genre art of the twenty-first century.

ART 431. European Renaissance Literature and Art (3)
Three hours lecture per week.
Prerequisite: Upper division standing
The study of literary and artistic works produced in Europe and England in the fifteenth and sixteenth centuries. This "re-birth" of the human spirit is viewed from historical, philosophical and aesthetic perspectives, emphasizing the relationship between literary and artistic traditions found in Renaissance literature and visual art forms.
(Same as ENG 431)

ART 433. Women in the Arts (3)
Prerequisite: Upper division standing
Three hours lecture per week.
An investigation into the historical roles and influences of women artists in Western and non-Western traditions. Women as subject matter in painting, sculpture, photography, film and video will be explored as related to artistic, social, historical and political issues

ART 492. Internship in Art (3)
Prerequisite: Senior standing portfolio review and consent of the instructor.
Three hours field work per week (service learning).
Experiential study in an artistic area appropriate to student's interests and professional goals. These service learning positions arranged by the student or instructor are required to meet specific criteria in accordance with the mission of the University.

ART 494. Independent Study (1-3)
Prerequisite: Senior standing and consent of the instructor.
Individualized student projects are created under the guidance of a sponsoring instructor. Independent field work and supervised studio work is required in the development and execution of art projects. Regular progress reports and meetings are mandatory throughout the semester. Project completion is required before receiving course credit.

ART 499. Fine Arts Capstone Project (3)
Prerequisite: Senior standing, portfolio review and consent of the instructor.
One hour seminar and two hours field work per week (service learning).
A culminating interdisciplinary experience in which students from various Fine Arts areas work in conjunction with non-art majors and community members on group projects designed to meet a common goal. Activities supervised by sponsoring faculty are executed on campus and/or on-site in conjunction with community businesses or organizations.

f. List of elective courses, by catalog number, title, and units of credit, that can be used to satisfy requirements for the major. Identify those new courses that are (1) needed to initiate the program and (2) needed during the first two years after implementation. Include proposed catalog descriptions of all new courses.

(Note: With regard to Sections 1e and 1f, a proposed program should take advantage of courses already offered in other departments when subject matter would otherwise overlap or duplicate existing course content.)

- MATH 330. Mathematics for Artists
- ENGL 463. Writing for Stage and Screen

g. If any formal options, concentrations, or special emphases are planned under the proposed major, explain fully.

- None

h. Course prerequisites and other criteria for admission of students to the proposed degree major program, and for their continuation in it.

Students seeking admission to the Fine Arts degree program must be officially accepted into the CSUCI academic program.
Students must have declared themselves as Fine Arts majors.
Students must remain in good academic standing throughout the duration of their enrollment in CSUCI
Students must complete a Fine Arts internship (service learning component) as part of the required course work.

- Students must pass a portfolio review before advancing to the capstone course (service learning component).

Explanation of special characteristics of the proposed degree major program, e.g., in terminology, units of credit required, types of course work, etc.

The Fine Arts program at CSUCI emphasizes an Interdisciplinary approach to the study of Fine Arts and the creative process. The integration of liberal arts, multicultural content and interdisciplinary philosophy is incorporated throughout the Fine Arts curriculum.

- There are two primary areas of study in the Fine Arts Program (1) Art History/Interdisciplinary courses. (2) Art Media/Studio Courses.

In addition to a traditional approach to teaching Fine Arts courses, digital technology is an integral pedagogical component included in foundation courses as well as in Fine Arts studio media courses.

- Certain advanced courses are repeatable for an additional three units. This gives the student the opportunity to develop in-depth working knowledge of media, technique and the development of artistic concepts.

j For undergraduate programs, provisions for articulation of the proposed major with community college programs.

- The lower division core courses in the CSUCI Fine Arts program are based upon the accepted standard for introductory study in the arts. [redacted]

Formal articulation agreements with surrounding community colleges are currently being negotiated. All articulation agreements will be complete prior to beginning course offerings in Fall 2002.

A list of CSUCI's lower division Fine Arts courses designed for articulation with neighboring community colleges is attached (next page).

k Provision for meeting accreditation requirements, where applicable, and anticipated date of accreditation request.

[redacted]

- A formal request beginning the NASAD accreditation process will be forwarded in 2004 when the complete complement of CSUCI Fine Arts

course offerings are underway. It is a NASAD policy that a program must have produced and graduated students prior to full accreditation

2. Need for the Proposed Degree Major Program

a. List of other California State University campuses currently offering or projecting the proposed degree major program; list of neighboring institutions, public and private, currently offering the proposed degree major program.

Other CSU campuses that offer the Fine Arts degree are:

- CSU San Marcos
- CSU San Jose
- CSU Chico

Neighboring Institutions offering a B.A. Degree in Art are

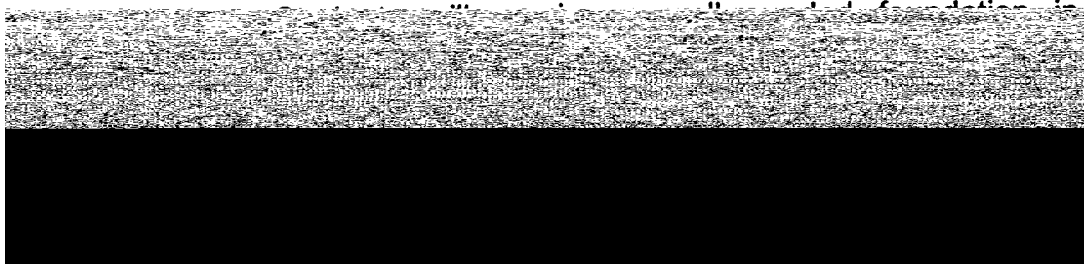
- CSU Northridge
- CSU Los Angeles,
- California Lutheran University
- UC Santa Barbara
- UC Los Angeles

- Approximately 90% of all CSU campuses offer a related B.A. Degree in the areas of Art or Fine & Creative Arts.

b. Differences between the proposed program and programs listed in Section 2a above.

CSUCI is the only four-year Public University in Ventura County that will offer a Bachelors Degree in Fine Arts. A major difference between CSUCI's B.A. program in Fine Arts compared to that of other neighboring universities offering the B.A degree in Art is CSUCI's broad-based, interdisciplinary approach to the study of art and the creative process. Aspects of liberal arts, multiculturalism and interdisciplinary philosophy are prevalent throughout the content of the courses in addition to in-depth study available in artistic media.

- Another unique aspect of the Fine Arts program at CSUCI is its commitment to the integration of new technologies throughout the Fine



f. Professional uses of the proposed degree major program.

Please see chart attached on the following page

Professional uses of the proposed degree major program

Visual Artist

- Ceramicist
- Installation Artist
- Multimedia Artist
- Muralist
- Painter
- Performance Artist
- Photographer
- Printmaker
- Public Art
- Sculptor

Communication Design

- Advertisement Illustrator
- Art Director
- Bio-Medical Illustrator
- Cartoonist
- Children's Book Illustrator
- Creative Director
- Editorial Illustrator
- Graphic Designer
- Mechanical/Technical Illustrator
- Motion Graphics Artist
- Multimedia Designer
- Packaging Designer
- Production Artist
- Website Designer

Gallery/Museum

- Art Consultant
- Gallery/Museum Preparator
- Gallery Director
- Museum Director
- Museum Curator
- Art Conservation and Restoration

Academic

- Art Critic
- Art Historian
- College/University Professor
- Multiple Subject Elementary Teacher
- Single Subject High School Teacher
- Visual Resource library Curator

Animation

- Animation & Game Design
- Animatronics Designer
- Animation Supervisor
- 3D Character Designer
- 3D Computer Animator
- 3D Wire frame Modeler
- Background Plate Painter
- Cell Painter (Traditional & Digital)
- Clean-Up Artist
- Digital Compositor
- In-Betweener
- Interactive Game Designer
- Lead Animator
- Storyboard Artist
- Texture Map Painter
- Traditional Character Designer
- Virtual Reality Designer
- Visual Effects Animator

Television, Film, Video and Theater

- Art Director
- Background Painter
- Creature-Mask Fabricator
- Digital Effects Painter
- Digital Imaging Compositor
- Faux Effects Painter
- Make-up Artist
- Miniature Set Fabricator
- Model Sculptor
- On-Air/Broadcast Graphics Artist
- Product Sculptor (aftermarket)
- Production Designer
- Prop Designer
- Prop Sculptor
- Set Designer
- Storyboard Artist
- Title Designer
- Video/Film Editor
- Visual Effects Artist

Photography

- Advertising/Product Photographer
- Documentary Photographer
- Fashion Photographer
- Film Still Photographer
- Fine Art Photographer
- Forensic Photographer
- Photo Journalist

g. The expected number of majors in the year of initiation and three years and five years thereafter. The expected number of graduates in the year of initiation and three years and five years thereafter.

(Note: This degree major program will be subject to program review evaluation within five years after implementation.)

Projected majors

- 2002-2003: 55 Majors
- 2005-2006: 160 Majors
- 2007-2008: 325 Majors

Projected graduates

- June 2003: 5 Graduates
- June 2006: 40 Graduates
- June 2008 : 75 Graduates

3. Existing Support Resources for the Proposed Degree Major Program

(Note: Sections 3 and 4 should be prepared in consultation with the campus administrators responsible for faculty staffing and instructional facilities allocation and planning.)

a. Faculty members, with rank, appointment status, highest degree earned, date and field of highest degree, and professional experience (including publications if the proposal is for a graduate degree), who would teach in the program.

Jack Reilly
Professor of Fine Arts
Master of Fine Arts, 1977
CSU Professor since 1987
Extensive experience in museum and gallery exhibitions, public art and digital art technology since 1979.

- One additional full time tenure track hire in the area of Fine Arts is planned prior to beginning course offerings in Fall 2002

Other CSUCI full-time Faculty listed below are involved in the authoring and teaching of Interdisciplinary Fine Arts and G.E. courses:

N. Jacquelyn Kilpatrick
Associate Professor of English
Ph.D. in Literature 1996
English Professor since 1981
Experience in British Literature, American Literature, and Integrative Studies, with specialty in Native American Literature and Cultures.

Kevin Volkan
Associate Professor of Psychology
PhD in Clinical Psychology, 1991; EdD in Educational Psychology, 1987
Psychology Professor since 1987
Experience in psychology of creative artists.

William H. Adams
Associate Professor of Anthropology
PhD in Anthropology, 1976
Anthropology Professor since 1976
Extensive experience teaching anthropology and conducting anthropological research in eight countries since 1971.

Frank Barajas
Assistant Professor of History
PhD in History 2001
History Professor since 1992
Experience in American History and multicultural education since 1997

William P. Cordeiro
Professor of Management
PhD in Executive Management, 1986
CSU Professor since 1988
Extensive experience as employee and consultant in private and public organizations since 1969

Dennis Muraoka
Professor of Economics
PhD in Economics, 1981
CSU Professor since 1982
Extensive as employee and consultant in private and public sectors since 1975

Ivona Grzegorczyk
Associate Professor of Mathematics
PhD in Mathematics, 1990
Mathematics Professor since 1992
Extensive experience in mathematics and its applications and mathematics education since 1982.

- The implementation of this program requires a minimum of two art studio/activities classrooms, one lecture classroom, one tool workshop and one 24-station Macintosh computer lab. Required spaces have been identified and provisions for use of the space at the time of program implementation have been made. In addition, the University currently maintains a 38-station Macintosh computer lab, which is more than adequate for conducting courses that require the use of digital art technology. Currently there are no overlapping class schedules in any of the above-mentioned facilities and no scheduling conflicts are projected during the initial few years of program implementation.

Provisions for securing the contents of the Fine Arts tool workshop have been made. A private individual in the local community is in the process of donating the equipment to the University. In addition to the equipment donation, a partnership with Ventura College will provide for joint instructional use of the workshop and equipment.

4. Additional Support Resources Required

(Note: If additional support resources will be needed to implement and maintain the program, a statement by the responsible administrator[s] should be attached to the proposal assuring that such resources will be provided.)

b. Any special characteristics of the additional faculty or staff support positions needed to implement the proposed program.

- A maximum of two part-time adjunct Fine Arts faculty with M.F.A. or Ph.D. degrees in fields related to the courses taught will be needed.

c. The amount of additional lecture and/or laboratory space required to initiate and sustain the program over the next five years. Indicate any additional special facilities that will be required. If the space is under construction, what is the projected occupancy date? If the space is planned, indicate campus-wide priority of the facility, capital outlay program priority, and projected date of occupancy.

The Fine Arts program is capable of continual operation at the initial level of program implementation by limiting the quantity of lower and upper division courses and sections offered. Required courses will be offered as needed in alternate semesters and years.

Implementation of proposed courses and sections offered will be based upon

[redacted]

d. Additional library resources needed. Indicate the commitment of the campus to purchase or borrow through interlibrary loan these additional resources.

- CSUCI's acquisition of library resources planned for the upcoming years will be sufficient to meet the needs of the program.

e. Additional equipment or specialized materials that will be (1) needed to implement the program and (2) needed during the first two years after initiation. Indicate the source of funds and priority to secure these resource needs.

- A Fine Arts program at CSUCI is currently in the process of developing a [redacted]

- Additional visual resources may be purchased in the future. These image collections are available on CD Rom, providing thousands of fine arts image resources for a nominal price.

5. Abstract of the Proposal and Proposed Catalog Description

Attach an abstract of the foregoing proposal, not to exceed two pages, and a complete proposed catalog description, including admission and degree requirements.

Please see following page

FINE ARTS

Program Coordinator: Jack Reilly, Professor of Fine Arts
Phone: (805) 437-8863, E-mail: jack.reilly@csuci.edu

DEGREE OFFERED: Bachelor of Arts

THE MAJOR: The Fine Arts program at California State University Channel Islands focuses on interdisciplinary studies in fine arts and the creative process. Traditional media is integrated with digital technologies providing a wide range of opportunities for today's artist.

Course work emphasizes an integrative approach to media, technique and artistic problem-solving, including course offerings in studio processes, art history and interdisciplinary studies. Initial emphasis is on developing an artistic foundation leading to advanced studies artistic media and theory. In-depth study is available in the areas of two-and three-dimensional art, digital art, time-based media, communication design technology, and hybrid art genres.

The Fine Arts program is designed for students who wish to pursue:

1. Specialized study leading to a Bachelor of Arts Degree in Fine Arts
2. A Liberal Studies major with a concentration in Fine Arts
3. A minor in Fine Arts
4. Preparation for graduate study
5. Preparation for academic and professional fields in Fine Arts
6. A teaching credential program with an emphasis in Fine Arts

CAREERS: The CSUCI Fine Arts program prepares students for a wide range of opportunities in today's professional and academic fields. Careers include positions in the visual arts, interactive multimedia, web design, computer animation, digital imaging and visual effects for film and video, galleries and museums, teaching and numerous other professions in the arts.

LOWER DIVISION REQUIRED COURSES (24 units)

Students seeking the Bachelors of Arts Degree in Fine Arts are required to complete a minimum of twenty four units of lower division core courses in preparation for upper division studies. (Fine Arts courses used to meet General Education requirements may not be double counted in the major).

ART 105 Drawing and Composition	3	
ART 106 Color and Design	3	
ART 107 Life Drawing	3	
ART 108 Visual Technologies	3	

Select two courses from the following: (6 units)

ART 110 Prehistoric Art to the Middle Ages	3	(GE)
ART 111 Renaissance to Modern Art	3	(GE)
ART 112 Arts of the Eastern World	3	(GE)

STUDIO FUNDAMENTALS COURSES (6 units minimum)

In selecting lower division studio fundamentals courses (100 and 200 level), students are encouraged to enroll in courses that satisfy prerequisites for upper division study in specific areas. Transfer students may substitute similar or additional courses, provided they meet the requirements for lower division articulation.

Select a minimum of two courses from the following

ART 201 Painting	3
ART 202 Sculpture	3
ART 203 Illustration	3
ART 204 Graphic Design	3
ART 205 Multimedia	3
ART 206 Animation	3

UPPER DIVISION CORE COURSES (9 units)

The upper division Fine Arts core is designed to provide an understanding of current artistic, social and political issues related to the Fine Arts. Field work and service learning courses are included in this section.

ART 430 Modern and Contemporary Art	3
ART 492 Internship in Art	3 (service learning)
ART 499 Fine Arts Capstone Project	3 (service learning)

ART HISTORY/ INTERDISCIPLINARY COURSES (6 units)

Students are encouraged to pursue interdisciplinary studies in the history of art and culture. These courses are especially designed to meet this purpose. (Fine Arts courses used to meet General Education requirements my not be double counted in the major).

Select a minimum of two courses from the following:

ART 330 Critical Thinking in a Visual World	3
ART 331 Art and Mass Media	3
ART 332 Multicultural Art Movements	3
ART 333 History of Southern California Chicano/a Art	3
ART 334 The Business of Art	3
ART 335 Psychology of Art and Artists	3
ART 336 Anthropology and the Artist	3
ART 431 European Renaissance Literature and Art	3
ART 432 Arts of the Harlem Renaissance	3
ART 433 Women in the Arts	3

MEDIA AND PROCESS COURSES (6 units)

Students are encouraged to pursue an integrated approach in the exploration of media and artistic processes by integrating traditional methods of art production with digital technologies in at least two areas of study. Assignments incorporate projects created with basic art materials working in conjunction with parallel art technologies that lead toward development of artistic skills and computer literacy. (three hours studio activity and three hours digital lab per week)

Select a minimum of two courses from the following:

ART 310	Two-Dimensional Media	3
ART 311	Three-Dimensional Media	3
ART 312	Digital Imaging and Time Based Media	3
ART 313	Communication Design Technology Media	3
ART 314	Hybrid Art Media	3

STUDIO TOPICS COURSES (6 units)

Upon completion of prerequisite media and process courses, select studio topics courses from at least two areas of study. Assignments focus on the development artistic concepts, visual continuity and increased competency with media and applied techniques. At this phase, further integration of media and concepts is achieved through the creation of individual art projects.

ART 320	Studio Topics: Two-Dimensional Art	3
ART 321	Studio Topics: Three-Dimensional Art	3
ART 322	Studio Topics: Digital imaging and Time Based Art	3
ART 323	Studio Topics: Communication Design Technology	3
ART 324	Studio Topics: Hybrid Art Genres	3

ADVANCED ARTISTIC PROBLEMS COURSES (6 units)

Advanced artistic problems courses provide students with the opportunity to continue in-depth investigations working with specific media, leading to the development of sound artistic concepts and proficiency in advanced artistic processes. Continued exploration into the integration of media and technologies lead students to the development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work. (3 units, repeatable).

ART 420	Advanced Artistic Problems: Two-Dimensional Art	3-3
ART 421	Advanced Artistic Problems: Three-Dimensional Art	3-3
ART 422	Advanced Artistic Problems: Digital imaging and Time Based Art	3-3
ART 423	Advanced Artistic Problems: Communication Design Technology	3-3
ART 424	Advanced Artistic Problems: Hybrid Art Genres	3-3

Upper Division Fine Arts Courses	33
Lower Division Fine Arts Core	24
General Education	48
Title 5	6
University Electives	9
Total Units for Graduation	120

Supplementary Information

The following information should be submitted to the Curriculum Committee

1) Provide a proposed four-year schedule of all courses offered by the discipline (including General Education, remedial courses, and supporting courses for other majors) and when they will be offered using Table 2.

Please refer toTable 2 on the following page

2) Provide a discussion of the minimum faculty/ lecturer/ staff hiring that will be necessary to offer the program over the four years after the program is implemented.

- Two full time faculty members in the Fine Arts area will be required to meet the initial administrative and pedagogical needs of the program. In addition, a maximum of two part-time adjunct faculty positions will probably be needed. One technical staff position (computer lab and general studio maintenance) is desirable but not necessary to implement the program.

3) Discuss how the courses listed in Table 2 will be taught using the faculty/ lecturers/ staff in 1) and 2) above.

In the initial years, full time Fine Arts faculty will primarily teach upper division studio courses and specialized art history courses.

Other CSUCI full time faculty will teach or be involved in team-teach related interdisciplinary G.E. courses.

Adjunct faculty will teach foundation courses that are within their area of specialization i.e. painting, sculpture etc.

Technical staff assigned to the Fine Arts will be responsible for maintaining studios, labs and equipment.

California State University Channel Islands • NEW PROGRAM •

1. Desired term Fall and year 2002 of implementation for this Program

	YES	NO
2. Courses considered for G.E. fill out sections 18 and 19 of this form. Please see course descriptions in following pages	X	
3. Is this a variable-topics (generic) course?		

5. Program title: FINE ARTS

6. Number of Units: 57

~~7. Catalog Description: (Generic program description)~~

Course work in the Fine Arts major emphasizes an integrated approach to media, technique and artistic problem solving, including course offerings in studio art, art history and interdisciplinary studies. Initial emphasis is on developing an artistic foundation leading to advanced studies artistic media and theory. In-depth study is available in the areas of two- and three-dimensional art, digital art, time-based media, communication design technology, and hybrid art genres.

8. Grading Method:

X Normal (N) *(Allows Letter Grade +/-, and Credit/No Credit)*

Credit/No Credit or Satisfactory Progress Only (CSP)

9. Explain the reasoning for this grading option.

It is the most appropriate grading method available to measure the various levels of progress and competency in subject matter attained by students.

10. Mode of Instruction: Depends on the individual course

Please see course descriptions in following pages

Lecture: X Lab: X Activity: X Other: _____ Please specify: _____

11. Course Requires Consent for Enrollment?

Yes X No

Credential Analyst Director/Chair/AVP

12. Course Can be Taken for Credit More than Once?

Please see course descriptions in following pages

Yes No

If yes, how many times (including first offering)

1 time

13. Courses Crosslisted: Please see course descriptions in following pages

X Yes No

If yes, indicate which course(s) and obtain signature from other discipline(s)

	Intro. F.A. Proc G.E.	Children's Art G.E.		Intro. F.A. Proc G.E.	ART 102 Children's Art G.E.		ART 102 Intro. F.A. Proc G.E.	G.E.
	ART 105 Drawing & Comp.	ART 106 Color & Design	--	ART 105 Drawing & Comp.	ART 106 Color & Design	--	ART 105 Drawing & Comp.	ART 106 Color & Design
	ART 108 Visual Tech.	ART 107 Life Drawing		ART 108 Visual Tech.	ART 107 Life Drawing		ART 108 Visual Tech.	ART 107 Life Drawing
	ART 110 Prehis.- Gothic G.E.	ART 111 Renais.- Modern G.E.	--	ART 110 Prehis.- Gothic G.E.	ART 111 Renais-Modern G.E.	--	ART 110 Prehis.- Gothic G.E.	ART 111 Renais.- Modern G.E.
	ART201 Painting	ART112 Arts East.World G.E.	--	ART201 Painting	ART112 Arts East.World G.E	--	ART201 Painting	ART112 Arts East.World G.E.
--	ART202 Sculpture	ART203 Illustration	--	ART202 Sculpture	ART203 Illustration	--	ART202 Sculpture	ART203 Illustration
--	ART 205 Multimedia	ART 204 Graphic Design	--	ART 205 Multimedia	ART204 Graphic Design	--	ART 205 Multimedia	ART204 Graphic Design
--	ART 300 Digital Art Tech.	ART 206 Animation	--	ART 300 Digital Art Tech.	ART 206 Animation	--	ART 300 Digital Art Tech.	ART 206 Animation
--	ART 331 Art & Mass Media G.E. (ART/COMM)	ART 333 Hist. Chicano Art G.E. (ART/HIST)	--	ART 331 Art & Mass Media G.E. (ART/COMM)	ART 330 Critical Thinking G.E.	--	ART 331 Art & Mass Media G.E. (ART/COMM)	ART 333 Hist. Chicano Art G.E. (ART/HIST)
--	ART ANTH 336 Anthro. and Art G.E. (ART/ANTH)	ART /BUS334 Business of Art G.E. (ART/BUS)	--	ART 332 Multicultural Art G.E.	ART 431 Res. Lit & Art G.E. (ART/ENGL)	--	ART ANTH 336 Anthro. and Art G.E. (ART/ANTH)	ART /BUS334 Business of Art G.E. (ART/BUS)
--	ART 310 Two-Dim. Media	ART 320/420 Topics/Adv. 2D	--	ART 310 Two-Dim. Media	ART 320/420 Topics/Adv. 2D	--	ART 310 Two-Dim. Media	ART 320/420 Topics/Adv. 2D
--	ART 311 Three-Dim. Media	ART 321/421 Topics/Adv . 3D	--	ART 311 Three-Dim. Media	ART 321/421 Topics/Adv . 3D	--	ART 311 Three-Dim. Media	ART 321/421 Topics/Adv . 3D
--	ART 312 Digital Media	ART 322/422 Topics/ADV. Digital	--	ART 312 Digital Media	ART 322/422 Topics/ADV. Digital	--	ART 312 Digital Media	ART 322/422 Topics/ADV. Digital
--	ART 313 Com. Design Tech	ART 323/423 Top. Adv. Des. Tech	--	ART 313 Com. Design Tech	ART 323/423 Top. Adv. Des. Tech	--	ART 313 Com. Design Tech	ART 323/423 Top. Adv. Des. Tech
--	ART 314 Hybrid Art Media	ART 324/424 Top /Adv.Hybrid	--	ART 314 Hybrid Art Media	ART 324/424 Top /Adv.Hybrid	--	ART 314 Hybrid Art Media	ART 324/424 Top /Adv.Hybrid
--	ART 320/420 Topics/Adv. 2D	ART 320/420 Topics/Adv. 2D	--	ART 320/420 Topics/Adv. 2D	ART 320/420 Topics/Adv. 2D	--	ART 320/420 Topics/Adv. 2D	ART 320/420 Topics/Adv. 2D
--	ART 321/421 Topics/Adv . 3D	ART 321/421 Topics/Adv . 3D	--	ART 321/421 Topics/Adv . 3D	ART 321/421 Topics/Adv . 3D	--	ART 321/421 Topics/Adv . 3D	ART 321/421 Topics/Adv . 3D
--	ART 322/422 Topics/ADV. Digital	ART 322/422 Topics/ADV. Digital	--	ART 322/422 Topics/ADV. Digital	ART 322/422 Topics/ADV. Digital	--	ART 322/422 Topics/ADV. Digital	ART 322/422 Topics/ADV. Digital
--	ART 323/423 Top /Adv. Design Tech	ART 323/423 Top /Adv. Design Tech	--	ART 323/423 Top /Adv. Design Tech	ART 323/423 Top /Adv. Design Tech	--	ART 323/423 Top /Adv. Design Tech	ART 323/423 Top /Adv. Design Tech
	ART 324/424 Top /Adv.Hybrid	ART 324/424 Top /Adv.Hybrid	--	ART 324/424 Top /Adv.Hybrid	ART 324/424 Top /Adv.Hybrid	--	ART 324/424 Top /Adv.Hybrid	ART 324/424 Top /Adv.Hybrid
	ART 430 Modern -Contemp	ART 433 Women in the Arts	--	ART 430 Modern -Contemp	ART 433 Women in the Arts G.E.	--	ART 430 Modern -Contemp	ART 433 Women in the Arts G.E.

CSUCI	Ventura College	Oxnard College	Moorpark College	Santa Barbara City College	Antelope Valley College	Glendale College	Cuesta College	College of the Canyons	Alan
ART 106 Color and Design (3)		**ART R104A**	**ART MO4A**	**ART 140**	**ART 145**	**ART 130, 144**	**ART 120**	**ART 140, I48**	
ART 107 Life Drawing (3)		**ART R126A**	**ART MI3A**	**ART 122, 123**	**ART 216**	**ART 153**	**ART 123**	**ART 124B**	
ART 108 Visual Technologies (3)	**ART V74, ART V79, MM V10**	**MM R102**	**MM M01 MM M02**	**MAT 103**	**CG 101, MM101**	**MA11**	**ART 155**	**DAT 100B**	
ART 110 Prehistoric ART to the Middle Ages (3)	ART VO2A, ART VO3	ART R102	ART MO1A	ART 103	ART 101	ART 101	Art 103	ART 110	
ART 111 Renaissance to Modern Art (3) - or-	ART VO2B	ART R102	ART MO1B	ART 104	ART 102	ART 102	Art 104	ART 111	
ART 112 Arts of the Eastern World (3)	ART VO8	ART R103	None	ART 107, 108	ART 103	ART 108	ART 106	None	
Lower Division Electives									
Art 100 Understanding Fine Arts Processes (3)	ART V01	ART R101	ART MO2	ART 101	ART 100	Art 110	Art 100	None	
Art 102 Children's Art Media and Methods (3)	None	None	None	None	None	None	None	None	
ART 201 Painting (3)	ART V16AB , ART V46AB	ART R108A	ART M16B	ART 130,131	ART 160	ART 160	ART 130	ART 227	
ART 202 Sculpture (3)	**ART V25A, V25B**	**ART R155**	**ART MI9A**	**ART 170**	**ART 147**	**ART 180**	**ART 171**	**ART 235**	

AR 203 Illust tio		ART V2 V29B		None	Noı					
04 Gr Desig (3)		ART V28A, ART V28B	AR	Noı		CG	ART 134	ART 66	144	
AR 20 Multimedi		MM V2	MM 104	104	MAT 200			AR		
RT 06 Ani tion (3)		None	ne	Noı			20		AT 84	