

Geology (GEO)

103 Physical Geology (4)

A study of the earth including earth materials, processes of weathering and erosion, and processes acting to elevate earth surfaces. Lecture and laboratory. Study includes oceanography.

104 Historical Geology (4)

An introduction to paleontology and the geological development of North America. Topics addressed include stratigraphy, vertebrate and invertebrate paleontology, paleobotany, structural geology, plate tectonics and some theoretical aspects of biological evolution as supported by fossils. Lecture and laboratory.

107 Introduction to Meteorology (3)

An introduction to the principles of meteorology. Study of weather, climate, paleoclimate, and instruments used in the field. Upon successful completion of this course, students will have an understanding of the principles that govern the circulation of the atmosphere and the short and long term sequences of weather events.

Graphic Design (GRD)

228 Typography (3)

An introduction to lettering and type as a means of visual communication. Students learn basic type measurement, fonts and their application, and the use of type as a design element. *Prerequisite: Computer competency.*

237 Multi-dimensional Design (3)

A continuation of the study of design theory, preparing students to create multi-dimensional design projects. Students will learn how to apply the principles of design and color theory to mock-ups of three-dimensional package designs. *Prerequisites: Art 107 and Art 235.*

241 Graphic Design and Layout (3)

An introduction to the principles and practices of layout and graphic design, the relationship between type and image, and the development of multiple solutions to a given problem, with a focus on visual thinking. Students learn traditional layout tools and techniques, design and layout theories as they apply to print media, and the creative process of designing a printed piece from start to finish. *Prerequisites: Art 207, Graphic Design 237.*

252 History of Graphic Design (3)

A course which traces the history of graphic design from its origins to modern times. Students learn to analyze and critique the work of the artists who developed the foundation for contemporary styles and major trends in graphic design.

258 Introduction to Computer Graphics (3)

A course designed to begin development of the knowledge and skills necessary to use computer software to create graphics and documents. Upon

completion of the course, students will understand how a computer and its devices work and will have a basic understanding of various software used for the purpose of graphic design. *Prerequisite: Graphic Design 241.*

315 Graphic Design I (3)

The application of principles of graphic design and the appropriate software programs to print media for advertising, publications, and corporate communications. Students develop design solutions that respond appropriately to stated criteria and are conceptually sound and perceptively inventive.

Prerequisite: Art 356, Graphic Design 228, 258.

316 Graphic Design II (3)

The application of the principles of graphic design and the appropriate software programs to electronic media for advertising, corporate communications, and the web. Audio is introduced as a design element. Students design solutions that respond appropriately to stated criteria and are conceptually sound and perceptively inventive. *Prerequisite: Graphic Design 315.*

415 Graphic Design III (3)

The application of the principles of graphic design and appropriate software programs to animation, multi-media, and interactive visuals for digital advertising. Students learn the relationships between traditional cell animation and computer animation and develop technical skills to integrate all media and create animation. *Prerequisite: Graphic Design 316.*

416 Graphic Design IV (3)

An advanced studio course wherein students use their knowledge of the principles of graphic design, their skills for critical thinking and problem solving, and their knowledge of technology to design corporate identities and advertising campaigns. Students produce an advanced project from the initial planning stages to final output. *Prerequisite: Graphic Design 415.*

496 Senior Seminar in Graphic Design (3)

With the guidance of a faculty member, students will develop an extensive portfolio which will demonstrate the knowledge and skills expected upon completion of the major. Satisfactory completion of this portfolio will demonstrate a solid understanding of the major, as well as the confidence and skills to work with existing and emerging aspects of the professional field, to be creative artisans and problem solvers, and to accomplish visual communication effectively. *Prerequisite: Senior standing, and permission.*

History (HIS)

105, 106 History of Civilization I, II (3) (3)

An analysis of the development of civilization in Europe and elsewhere. Particular attention will be paid to the evolution of a modern mind set. This course focuses on the theme of how human perceptions changed over time—a key component of the very notion of “civilization.” As a result of these courses, students will gain an understanding of Western and non-Western heritages in terms of their origins, development, values, and dis-