

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