

Major Form  
**BA Design Studies**

2022–2023 Catalog  
**Graphic Design Specialization**

Name \_\_\_\_\_

Student ID Number \_\_\_\_\_

Minor \_\_\_\_\_

\*Successful passage of BFA GD portfolio reviews are based on DsGD 100, and DsGD 104, and are prerequisites for entry into BFA Graphic Design degree program courses

Course	Units	Grade
<b>Requirements of the Major Core Courses</b>	<b>24</b>	
ArTH 72 Design in Society	3	_____
<b>Design Drawing—Complete one course from:</b>	3	
ANI 11 Illustration Fundamentals I (ANI + GD)	_____	_____
DsID 21 Visualization I (ID)	_____	_____
DsIT 10 Sketching, Drawing + Modeling (IT)	_____	_____
<b>Design Foundation II—Complete one course from:</b>	3	
ANI 71 Visual Principles (ANI)	_____	_____
DsGD 83 Digital Applications: Basics (GD)	_____	_____
DsID 31 Industrial Design Foundation I (ID)	_____	_____
DsIT 29 Design Process (IT)	_____	_____
<b>Design Foundation I—Complete one course from:</b>	3	
ANI 10 Light & Optics (ANI)	_____	_____
DsGD 63 Fundamental Graphic Visualization (GD)	_____	_____
DsID 22 Visualization II (ID)	_____	_____
DsIT 5 Intro of Interior Design and Architecture (IT)	_____	_____
<b>Design Methods II—Complete one course from:</b>	3	
DsGD 99 Introduction to Typography (ANI + GD)	_____	_____
DsID 32 Industrial Design Foundation II (ID)	_____	_____
DsIT 83 Visual Communication I (IT)	_____	_____
<b>Design Methods I—Complete one course from:</b>	3	
ANI 31 2D Animation I (ANI + GD)	_____	_____
DsID 137 Advanced Physical Prototyping (ID)	_____	_____
DsIT 33 Architectural Presentation (IT)	_____	_____
<b>Art History—Complete one course from: (Recommend 70B)</b>	3	
ArTH 70A Art History, Prehistoric to Medieval	_____	_____
ArTH 70B Art History, Renaissance to Modern	_____	_____
ArTH 70C Arts to Asia	_____	_____
<b>Design History—Complete one course from:</b>	3	
RTVF 181 Modern Film History (ANI)	_____	_____
DsGD 176A Graphic Design History and Theory (GD)	_____	_____
DsID 122 Cont. & Crit. Studies: Industrial Design (ID)	_____	_____
ArTH 160 Modern Arch. <i>or</i> ARTH 161 Cont. Arch. (IT)	_____	_____

Course	Units	Grade
<b>Area Specialization</b>	<b>12</b>	
*DsGD 100 Visual Communication & Process	3	_____
*DsGD 104 Introduction to Graphic Design	3	_____
DsGD 111 Design Values and Professional Practices	3	_____
DsGN 197 BA Senior Project	3	_____

Design Electives	Units	Grade
Departmental advisor-approved design electives. (See the back of this major form for details).		
Lower Division	3	_____
Lower Division	3	_____
Upper Division	3	_____
Upper Division	3	_____

Graduation Checklist		
General Education (includes Area Z DsGN 100W)	45	<input type="checkbox"/>
University Electives	25	<input type="checkbox"/>
Physical Education	2	<input type="checkbox"/>
Design Studies Requirement	48	<input type="checkbox"/>
<b>Total units required to graduate</b>	<b>120</b>	

Prerequisites for entry into DsGD 99 are ANI 11 and DsGD 83  
 Prerequisites for entry into DsGD 111 are DsGD 63 and DsGD 83  
 Prerequisites for entry into DsGD 100 are DsGD 63 and DsGD 99  
 Prerequisite for entry into DsGD 104 and DsGN 197 is DsGD 100  
 Prerequisites for entry into DsGD 176A are ArTH 072, Area Z, or instructor consent.

Substitute	for	Initials	Date
Substitute	for	Initials	Date
Prerequisite entrance to DsGD 99 (completed)		Initials	Date
Prerequisite entrance to DsGD 100 (completed)		Initials	Date
Checked by Major Advisor			Date
Checked by Program Coordinator			Date

# BA Design Studies

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## Design Electives

Departmental advisor-approved design electives. 2 Lower Division and 2 Upper Division design electives are required.

Select 6 units of Lower Division Design Electives			Units	(Upper Division Design Electives continued)		
ADV 91	Introduction to Advertising	3	ARTH 110	History & Theory of New Media	3	
ART 13	Three-Dimensional Design Concepts	3	ARTH 126	History of Photography	3	
ART 14	Color	3	ARTH 160	Modern Architecture	3	
ART 46	Introduction to Ceramics	3	ARTH 161	Contemporary Architecture	3	
ART 47	Introduction to Metalsmithing	3	ARTH 162	California Architecture	3	
ART 68	Beginning Sculpture: Object & Concept	3	ARTH 190B	Early Modernist Art	3	
ART 74	Introduction to Digital Video Art	3	ARTH 190C	20th Century Art: from Dada to Pop	3	
BUS 92	Introduction to Business Programming	3	ARTH 192A	Modern Design	3	
BUS3 16	Introduction to Leadership & Innovation	3	ARTH 192C	History of Interior Design	3	
CMPE 30	Programming Concepts & Methodology	3	BUS2 130	Introduction to Marketing	3	
COMM 60	Verbal Reasoning	3	BUS2 131A	Business to Business Marketing	3	
CS 22A	Python Programing for Non Majors I	3	BUS2 131C	Marketing of High Technology	3	
CS 22B	Python Programming for Non Majors II	3	BUS2 134A	Consumer Behavior	3	
CS 46A	Introduction to Programming	3	BUS3 181	Introduction to Entrepreneurship	3	
CS 49C	Programming in C	3	CA 175	Seminar in Creative Process	3	
ENGR 10	Introduction to Engineering	3	CA 176	Creativity & Creative Leadership	3	
ENG 70	Emerging Modernisms & Beyond	3	CA 194	Community Building through Art Organizations	3	
JOUR 61	Writing for Print, Electronic and Online Media	3	CMPE 101	Programming Concepts & Problem Solving	3	
JOUR 95	Beginning Digital News Photography	3	DSID 126	Ergonomics for Design	3	
MCOM 63	New Media	3	DSIT 106	Architectural Project Materials	3	
MCOM 70	Visual Communication for Modern Media	3	ENGR 103	Life Cycle Engineering	3	
PHOT 40	Introduction to Photography	3	ENGL 116	Myth & Literature	3	
PR 99	Contemporary Public Relations	3	ENGL 117B	Film, Literature & Culture	3	
RTVF 20	Introduction to Sound Production	3	ENGL 176	The Short Story	3	
RTVF 30	Introduction to Film/TV Production	3	ENVS 132	Solar Home Design	3	
RTVF 31	Film & Television Aesthetics	3	ENVS 118	Sustainable Home Gardens	3	
RTVF 80	Introduction to Media	3	ENVS 152	Globalization & the Environment	3	
RTVF 82	Introduction to Film History	3	HA 187	Creative Practicum	3	
TA 5	Acting	3	HUM 101	Human Life: Let's Think About It	3	
<b>Select 6 units of Upper Division Design Electives</b>			<b>Units</b>			
Some courses have prerequisite requirement						
ADV 121	Consumer Advertising	3	ISE/ENG 103	Life Cycle Engineering	3	
ADV 122	Business-to-Business Advertising	3	ISE 164	Computer & Human Interaction	3	
ADV 123	Broadcast & New Media	3	JOUR 133	Editing and News Management	3	
ADV 130	Advertising Portfolio 1	3	MCOM 104	Introduction to Mass Communications	3	
AMS 179	American Pop Culture	3	MCOM 105	Lifestyles, Diversity & the Media	3	
ANTH 102	Silicon Valley Connections	3	MCOM 106	Global Mass Communication	3	
ANTH 105	Applied Anthropology	3	PHIL 106	Philosophy of Art	3	
ANTH 132	Creating Built Words	3	PHIL 122	Social Justice	3	
ANTH 133	Organizational Cultures	3	PHIL 126	Environment Ethics & Philosophy	3	
ART 101	Digital Media Art	3	PHOT 112	Color Photography	3	
ART 103	Art as System	3	PHOT 115	Intermediate Digital Imaging	3	
ART 104	Interdisciplinary Seminar in Digital Media Art	3	PHOT 120	Image & Idea	3	
ART 105	Advanced Digital Video	3	PHOT 121	Introduction to Studio Lighting	3	
ART 106	Topics in Human Machine Interface	3	PHOT 123	Photographic Illustration	3	
ART 132	Topics – Vessel	3	PSYC 135	Cognition	3	
ART 147	Wearable Sculpture	3	PSYC 157	Psychology of Motivation	3	
ART 149	Lost Wax	3	PSYC 158	Perception	3	
ART 151	Print Making	3	RTVF 160	Introduction to Screenwriting	3	
ART 140	Glass	3	RTVF 132A	Introduction to Cinematography	3	
ART 141	Blow Molds	3	URBP 148	Intro Spatial Vis Tech in Urb Plan	3	
ART 172	Intermediate Sculpture: System/Structure	3	URBP 151	Intro to Urban Design	3	
			URBP 152	Intro to Urban Design Studio	3	

(Continued on next column)