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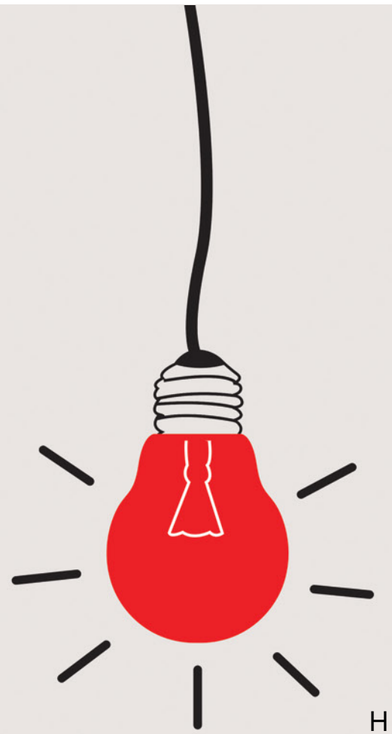

MT SAC

Here at Mt San Antonio College, we strive to provide students with the best learning enviroment possible.

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Mt. San Antonio College

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ABOUT
A brief intro on graphic design and illustration
4

COURSES
A brief intro on graphic design and illustration
8

PATHWAYS
A brief intro on graphic design and illustration
12

CAREERS
A brief intro on graphic design and illustration
16

STUDENT WORK
A brief intro on graphic design and illustration
20

DESIGN TECHNOLOGY BUILDING

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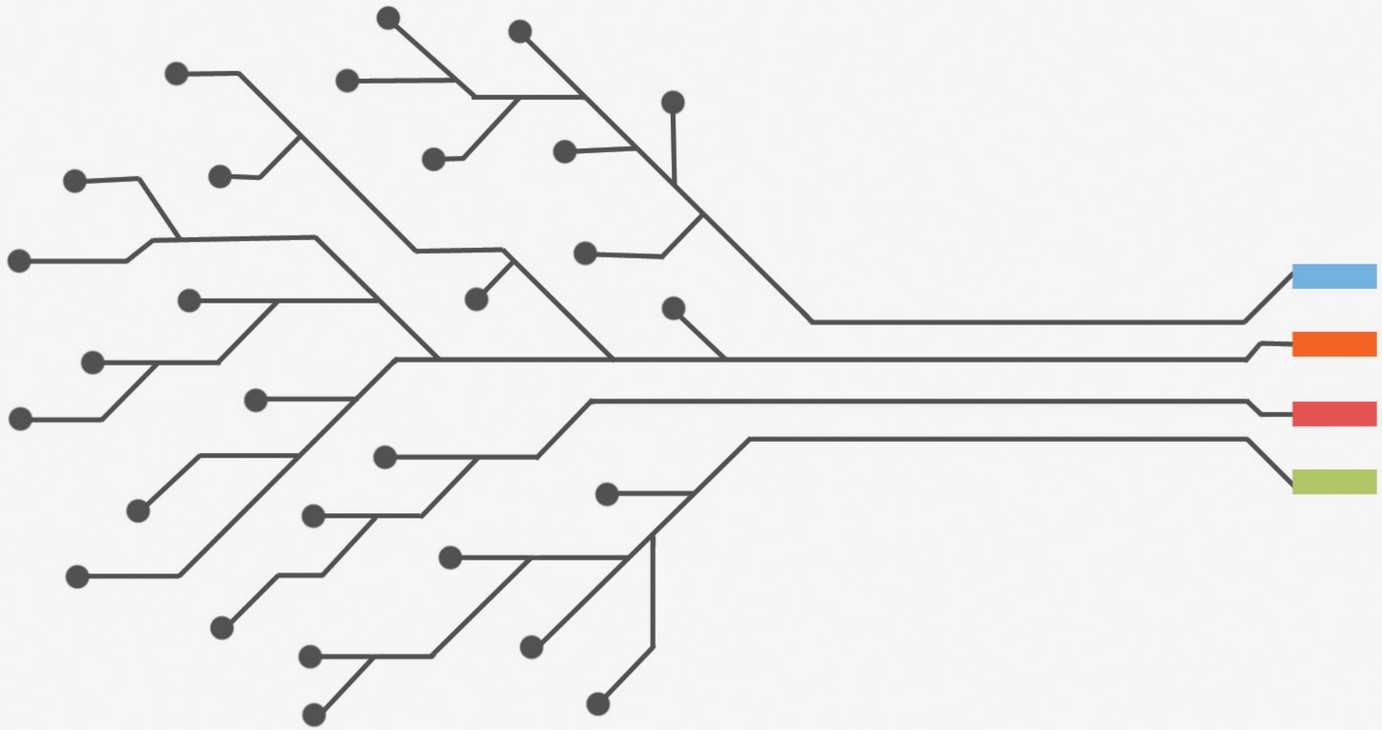
ABOUT



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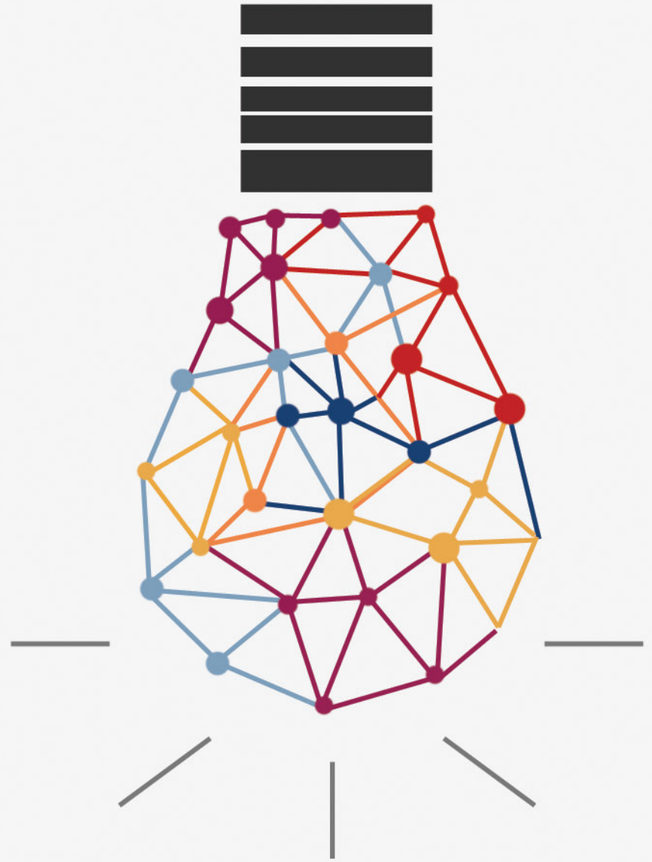
WHAT IS GRAPHIC DESIGN?

Graphic Design is the creation, selection, and organization of visual elements, forming a visual language, to effectively convey a message to an audience. Graphic Designers solve communication problems by generating ideas that take visual form. These visual ideas and messages can persuade, inform, identify, motivate, organize, and brand, serving commerce, society, and education. There are many specialized areas of Graphic Design including advertising, web design, publication design, packaging, identity design, branding, and environmental design.

ABOUT ILLUSTRATION

Illustration is a unique art form that is defined not by its medium, but by its context. Illustration finds its home in the public sphere of popular media. With a rich history and a modern, contemporary outlook, illustration brings life to concepts and stories through image-making. Whether created digitally or by hand, an illustration can be both a masterful work of art and a practical business application.

COURSES



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GRAPHIC DESIGN & ILLUSTRATION COURSES

ARTC 100 - GRAPHIC DESIGN I

Degree Applicable, CSU
Advisory: ARTD 15A, ARTD 20, or PHOT 4
Contemporary graphic design for the commercial arts industry. Covers technology, creativity, design, and production. Focuses on using Adobe Photoshop to produce effective commercial art. Additional exposure to Adobe Illustrator and other professional production tools.

ARTC 120 - GRAPHIC DESIGN II

Degree Applicable, CSU
Prerequisite: ARTC 70 or ARTC 100
Graphic design concepts, theories, and strategies for the design and layout of printed commercial art. Covers typical printed products including advertisements, flyers, brochures, posters, newsletters, books, and catalogs. Focuses on using Adobe InDesign with additional exposure to Photoshop and Illustrator.

ARTC 140 - GRAPHIC DESIGN III

Degree Applicable
Prerequisite: ARTC 70 or ARTC 100
Digital illustration, design, skills, and concepts working primarily with vector art. Focuses on using Adobe Illustrator as the primary development tool.

ARTC 160 - TYPOGRAPHY

Degree Applicable, CSU
Prerequisite: ARTC 100 or ARTC 70
Design and use of basic letterforms, type families, characteristics, history, and principles of typography in graphic design. Traditional and digital skills for the art of typeface design, typographic layout, expressive typography, and conceptual thinking.

ARTC 163 - DYNAMIC SKETCHING

Degree Applicable, CSU
Prerequisite: ARTD 15A or ANIM 104
Essential tools to conceptualize, communicate, and express creative ideas dynamically through the art of sketching. Emphasis on problem solving through the sketching process for illustrators, animators, entertainment designers, and fine artists.

ARTC 165 - ILLUSTRATION

Degree Applicable, CSU
Prerequisite: ARTD 15A or ANIM 104
Contemporary illustration with an emphasis on story, editorial, and advertising applications. Proper uses of illustrative rendering techniques in traditional drawing and painting media, paper, and their integration to electronic media. Using professional illustration software, peripherals, and color laser printing, students advance to produce more complex illustrations.

ARTC 167 - VISUAL DEVELOPMENT

Degree Applicable, CSU
Prerequisite: ARTC 163 or ARTD 16
Development of visual concepts and storytelling for entertainment illustration through use of value, design, color and composition as symbolic tools for communication. Students cannot receive credit for both ARTC 167 and ANIM 167.

ARTC 169 - CONCEPTUAL ILLUSTRATION

Degree Applicable
Prerequisite: ARTD 15A and ARTD 25
Advisory: ANIM 101A
Development of visual concepts and vocabulary to create unique and provocative editorial illustration interpretations based on social, cultural, and political issues. Exploration of personal style and media with emphasis on contemporary art trends.

ARTC 200 - WEB DESIGN

Degree Applicable, CSU
Prerequisite: ARTC 100 or ARTC 70
Design, usability, production, and marketing of web site development using contemporary methods including XHTML, CSS, and contemporary tools including Adobe Dreamweaver and Flash. Web-focused multimedia concepts, including animation and video integration are explored.

ARTC 220 - GRAPHIC DESIGN IV

Degree Applicable
Prerequisite: ARTC 100 or ARTC 70
Advisory: ARTC 140
Advanced graphic design concepts and skills working with Adobe Photoshop and other graphic design applications.

ARTC 240 - MULTIMEDIA DESIGN

Degree Applicable, CSU
Prerequisite: ARTC 200
Multimedia design and development using a variety of professional software and tools. Focus is on the web as the primary, although not exclusive, delivery channel for multimedia. Covers technical skills including intermediate web design, basic video editing, basic sound editing, and basic animation. Covers creative and conceptual skills including interface design, clarity of communication, and user experience.

ARTC 280 - COMMERCIAL ART STUDIO

Degree Applicable
Prerequisite: Completion of a minimum of 15 semester units in Graphic Design, Illustration, Web Design, Animation, Architectural Design, Art, Fashion Merchandising, Industrial Design, Interior Design or Computer Graphics.
Collaborative, interdisciplinary, teams will research, design, produce, and deliver commercial art projects. Projects will be "real world" and complex in scope, typically involving clients from the college or community.

ARTC 290 - PORTFOLIO

Degree Applicable
Prerequisite: Completion of a minimum of 15 semester units in one of the following programs: Graphic Design, Illustration, Animation, Web Design, Architectural Design, Art, Fashion Merchandising, Industrial Design, Interior Design, Photography or Computer Graphics.
Selection, preparation, and assembly of a portfolio, book, or package of works of art, including digital and multimedia formats, that represent individual interests and strengths of students from the visual arts disciplines for use in entering a four-year institution, professional art school, or professional field of choice. Also includes cover letter and resume preparation.

ARTC 299 - GRAPHIC DESIGN INTERNSHIP

Degree Applicable
Prerequisite: Compliance with Work Experience regulations as designated in the College Catalog
Advisory: ARTC 120 and ARTC 220
Provides students with on-the-job experience in graphic design, web design, media design, advertising design, illustration or other graphic design related field in an approved work site. A minimum of 75 paid clock hours or 60 non-paid clock hours per semester is required for each unit of credit. It is recommended that the hours per week are equally distributed throughout the semester.

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PATHWAYS

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PATHWAYS

CERTIFICATES

DEGREES+TRANSFER

GRAPHIC DESIGN

ARTD 20	Design: Two Dimensional
ARTC 100	Graphic Design I
ARTC 120	Graphic Design II
ARTC 140	Graphic Design III
ARTC 160	Typography
ARTC 200	Web Design
ARTC 220	Graphic Design IV
ARTC 280	Commercial Art Studio
ARTC 290	Portfolio

+ One Elective [see choices below]

ANIM 104	Drawing Fundamentals
ANIM 130	Intro to 3-D Animation
ANIM 172	Motion Graphics
ARTC 165	Illustration
ARTD 21	Color and Composition

WEB DESIGN

ARTD 20	Design: Two Dimensional
ARTC 100	Graphic Design I
ARTC 120	Graphic Design II
ARTC 160	Typography
ARTC 200	Web Design
ARTC 220	Graphic Design IV
ANIM 172	Motion Graphics

ASSOCIATES

ARTD 15A	Drawing: Beginning
ARTD 17A	Drawing: Life
ARTD 20	Design: Two Dimensional
ARTD 25A	Painting: Beginning
ARTC 100	Graphic Design I
ARTC 120	Graphic Design II
ARTC 160	Typography
ARTC 165	Illustration
ARTC 290	Portfolio

+ One Elective [see choices below]

AHIS 5 History of Western Art: Renaissance
AHIS 6 History of Modern Art

TRANSFER

ARTD 15A	Drawing: Beginning	CSU, UC
ARTD 17A	Drawing: Life	CSU, UC
ARTD 20	Design: Two Dimensional	CSU, UC
ARTD 21	Color and Composition	CSU, UC
ARTD 25A	Painting: Beginning	CSU, UC
ANIM 104	Drawing Fundamentals	CSU, UC
ANIM 130	Intro to 3-D Animation	CSU
ANIM 172	Motion Graphics	CSU
ARTC 165	Illustration	CSU

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CAREERS

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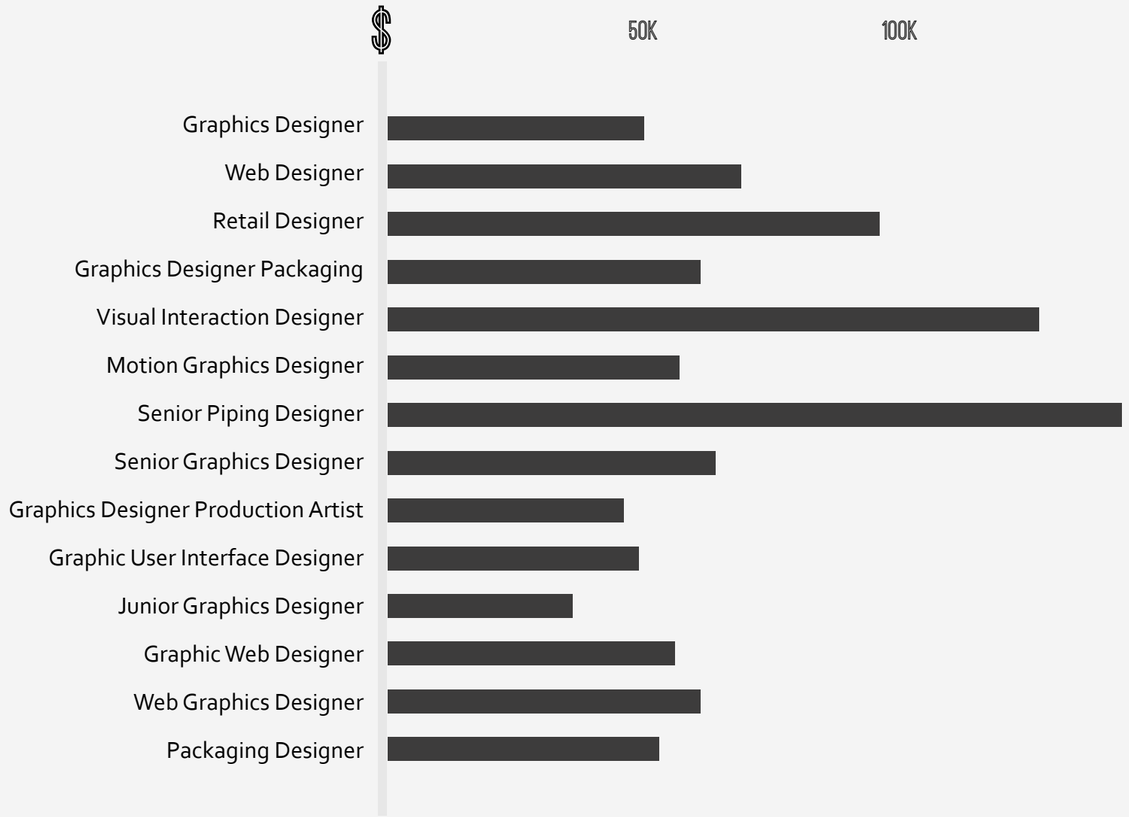
JOBS & CAREERS

Graphic designers create visual concepts, by hand or using computer software, to communicate ideas that inspire, inform, or captivate consumers. They help to make an organization recognizable by selecting color, images, or logo designs that represent a particular idea or identity to be used in advertising and promotions.

Most of these workers are employed in specialized design services, publishing, or advertising, public relations and related services. In 2010, about 29 percent of graphic designers were self-employed.

The median annual wage of graphic designers was $43,500 in May 2010.

Employment of graphic designers is projected to increase by 13 percent from 2010 to 2020, about as fast as the average for all occupations. High job turnover should result in numerous openings. However, competition for senior graphic designer positions will be very strong.



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STUDENT WORK

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ARTC100
GRAPHIC DESIGN I

Drey Lee
Grahpic Design I

Justine Normandy
Grahpic Design I

Brianna Lugo
Grahpic Design I

Jacob Porter
Grahpic Design I

Contemporary graphic design for the commercial arts industry. Covers technology, creativity, design, and production. Focuses on using Adobe Photoshop to produce effective commercial art. Additional exposure to Adobe Illustrator and other professional production tools.

EINS

THE MONSTER MASH

THE OFFICIAL NEWSLETTER OF LADY GAGA — FALL 2011

MARRY THE NIGHT
ANNOUNCED AS THE NEXT SINGLE

Official Single Artwork for 'Marry the Night'

Lady Gaga's latest song "Yoü And I" is still among the top ten singles according to Billboard, but the singer is already planning her next radio release. The fifth cut from Gaga's multi-platinum album Born This Way is the fan favorite dance track "Marry The Night," which was produced by Fernando Garibay and is inspired by Gaga's love for her hometown New York City.

"I wrote so many songs on this new album about New York City, but one in particular 'Marry The Night,' that record is about my husband, New York," she told MTV prior to the album release.

"You know, we've been working together for years, so I'm so excited. I feel like, you and I have yet to have our big hit record," Gaga said of collaborating with Garibay. "I kept saying to him, 'I don't want to sound like anything I've done before.'"

"He goes 'Your show is a religion and your fans are a cult,'" she recalled. "And I heard these church bells. It's this epic music . It's just so big. And I started to cry. He said, 'What's wrong?' And I said,'I can't believe that you hear me so big.' "

"It's like Whitney, but imagine if Bruce Springsteen had a baby with Whitney Houston — that's what it is," she added. "And that was it! We made a baby. Finally. After all that fornication, miserably long and tedious, Fernando and I finally conceived."

"Marry The Night" debuted on Billboard's top 100 singles back in May, when it reached number 79 due to strong digital sales following the release of Born This Way.

PAGE 2 iHeartRadio, Terry Richardson
PAGE 3 A Decade of Difference, New Album?
PAGE 4 Tony Bennett, Monster Ball DVD

Lady Gaga Scores Eleventh Dance Number One

Lady Gaga has scored another dance number one. The singer's single "Yoü And I" this week climbs 2-1 on Billboards Dance/Club Songs, becoming her eleventh consecutive chart-topper. Gaga's only song not to reach the top spot of the chart was "Just Dance," which peaked at number two.

The "Yoü And I" remixes bundle, which features club-ready mixes of the track by 10 Kings, Danny Verde and Hector Fonseca, as well as renditions by British bands Wild Beasts and Metronomy, is out now. The Wild Beasts mix is also included in Born This Way – The Remix, in stores November 21st.

©TERRY RICHARDSON

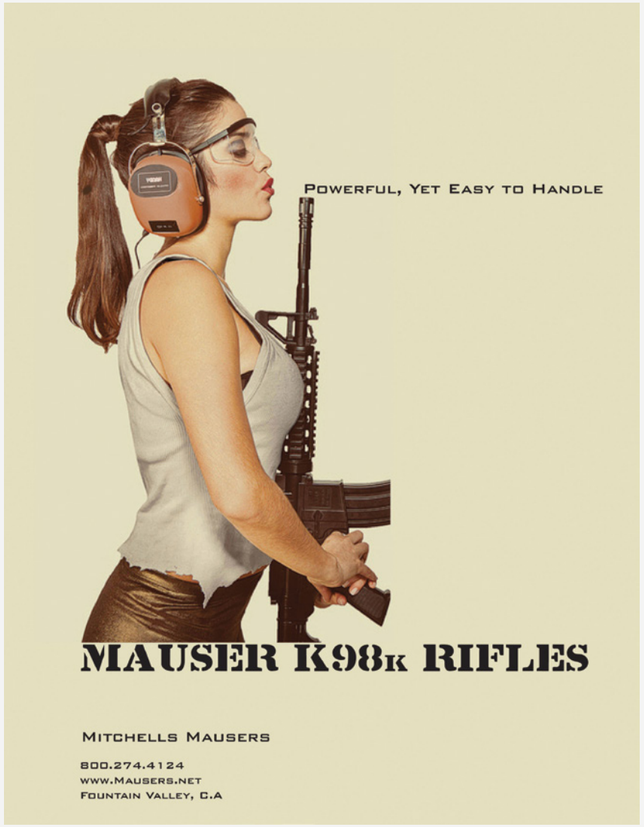
Alex Saleh
Grahpic Design II

Andrew Pena
Grahpic Design II

ARTC120 GRAPHIC DESIGN II

Graphic design concepts, theories, and strategies for the design and layout of printed commercial art. Covers typical printed products including advertisements, flyers, brochures, posters, n ewsletters, books, and catalogs. Focuses on using Adobe InDesign with additional exposure to Photoshop and Illustrator.

Timothy Yee
Grahpic Design II



Andrew Pena
Grahpic Design II

ART120 GRAPHIC DESIGN II

Graphic design concepts, theories, and strategies for the design and layout of printed commercial art. Covers typical printed products including advertisements, flyers, brochures, posters, n ewsletters, books, and catalogs. Focuses on using Adobe InDesign with additional exposure to Photoshop and Illustrator.

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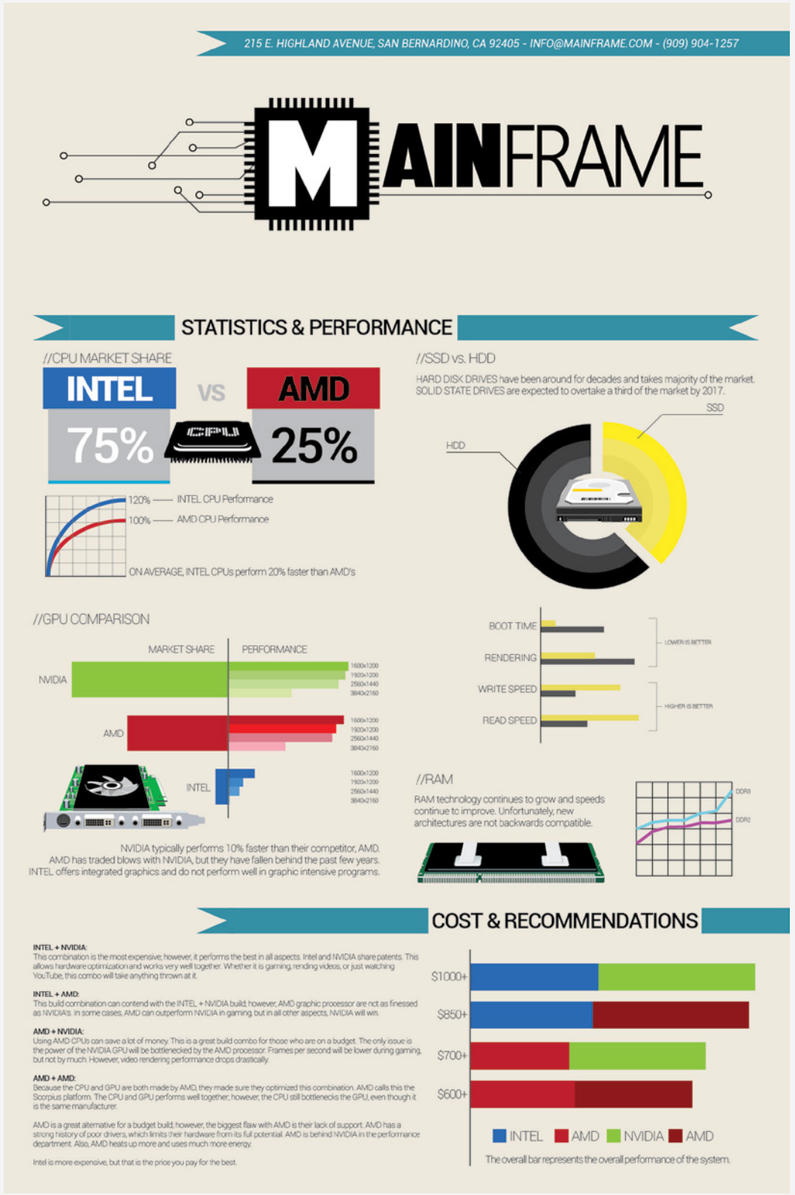
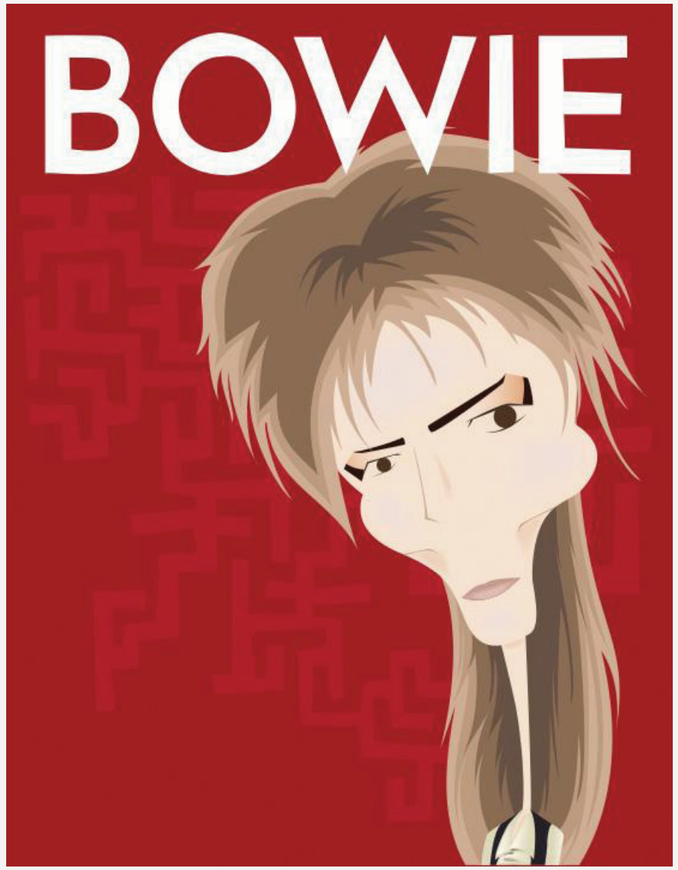


Steven Chhan
Graphic Design III



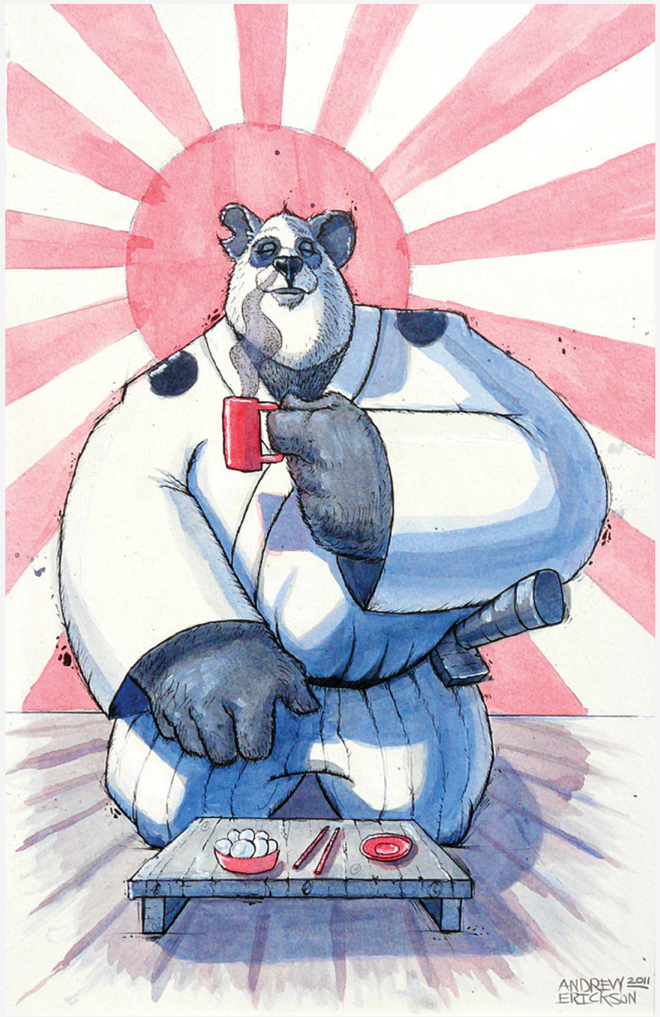
Christina Sanchez
Graphic Design III

ART140 GRAPHIC DESIGN III

Digital illustration, design, skills, and concepts working primarily with vector art. Focuses on using Adobe Illustrator as the primary development tool.

ARTC165 ILLUSTRATION

Kelli Rawlings
Illustration



Andrew Erickson
Illustration

Contemporary illustration with an emphasis on story, editorial, and advertising applications. Proper uses of illustrative rendering techniques in traditional drawing and painting media, paper, and their integration to electronic media. Using professional illustration software, peripherals, and color laser printing, students advance to produce more complex illustrations.

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ART165 ILLUSTRATION

Andrew Erickson
Illustration

Bo Li
Illustration

Contemporary illustration with an emphasis on story, editorial, and advertising applications. Proper uses of illustrative rendering techniques in traditional drawing and painting media, paper, and their integration to electronic media. Using professional illustration software, peripherals, and color laser printing, students advance to produce more complex illustrations.

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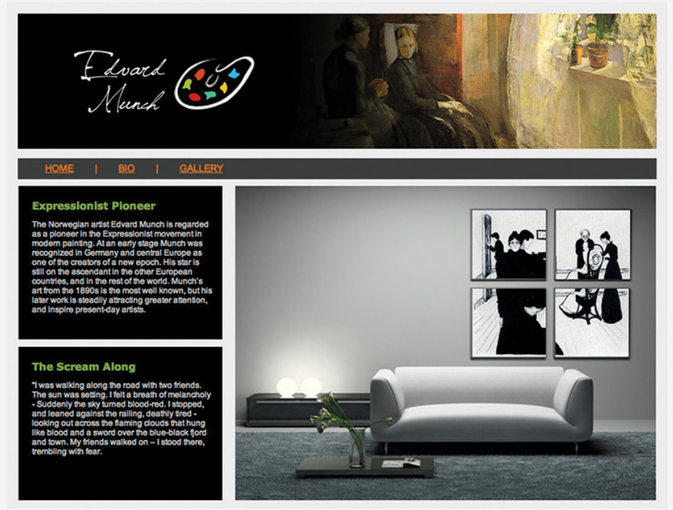
Kenny Nguyen
Web Design

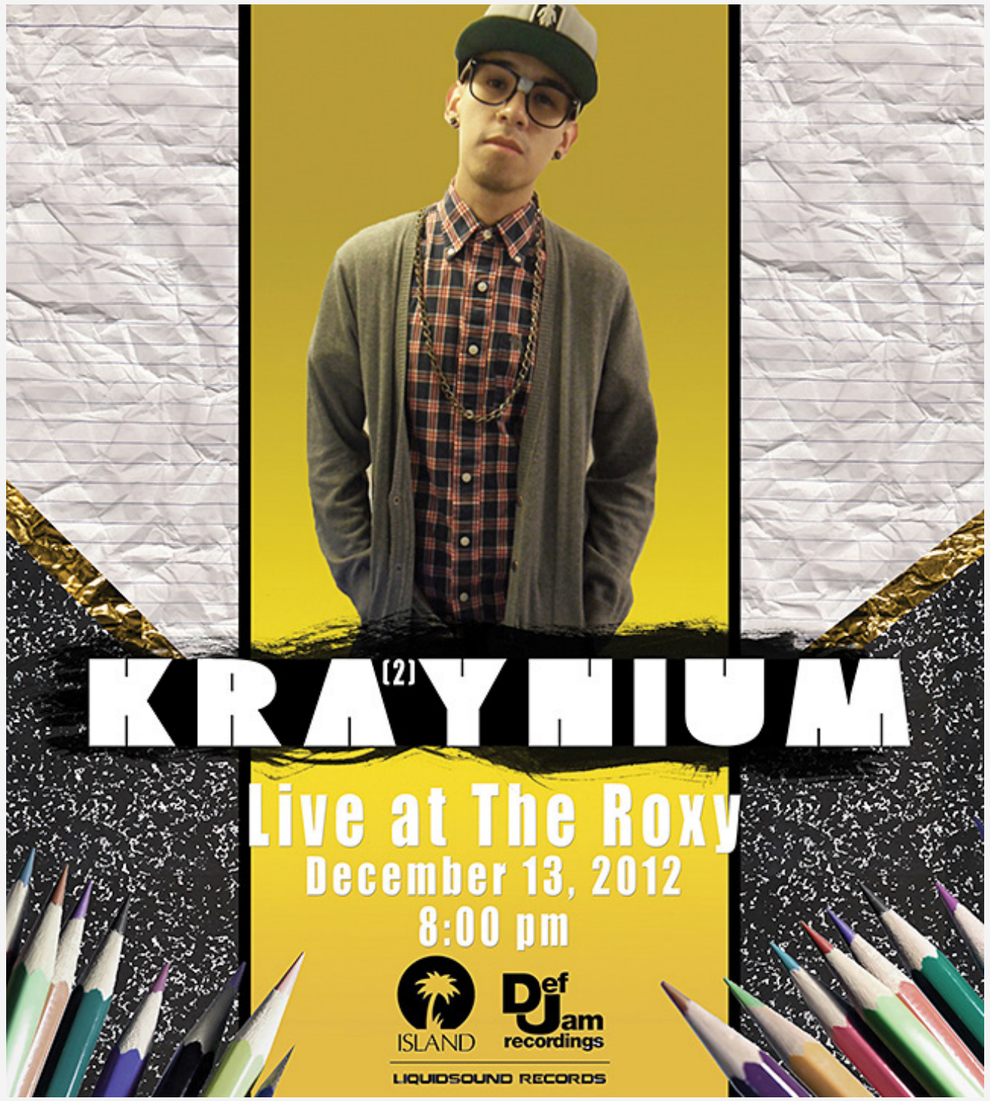
BriannaMafnas
Web Design



Luis Moreno
Web Design

ART200
WEB DESIGN

Design, usability, production, and marketing of web site development using contemporary methods including XHTML, CSS, and contemporary tools including Adobe Dreamweaver and Flash. Web-focused multimedia concepts, including animation and video integration are explored.

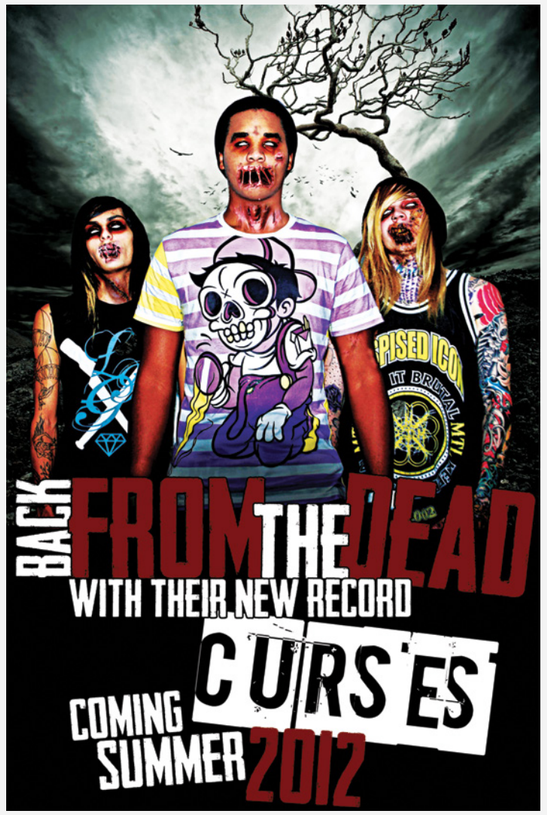


Albert Navarro
Grahpic Design IV

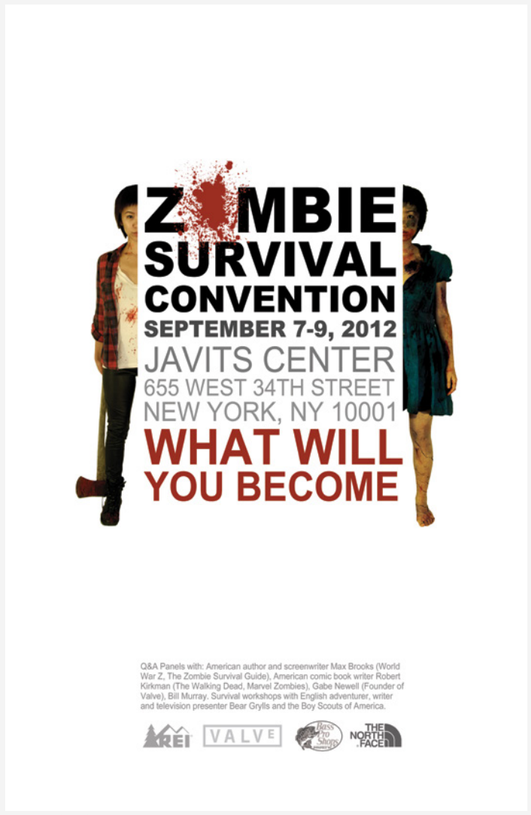
Bryan Watts
Grahpic Design IV

ART220 GRAPHIC DESIGN IV

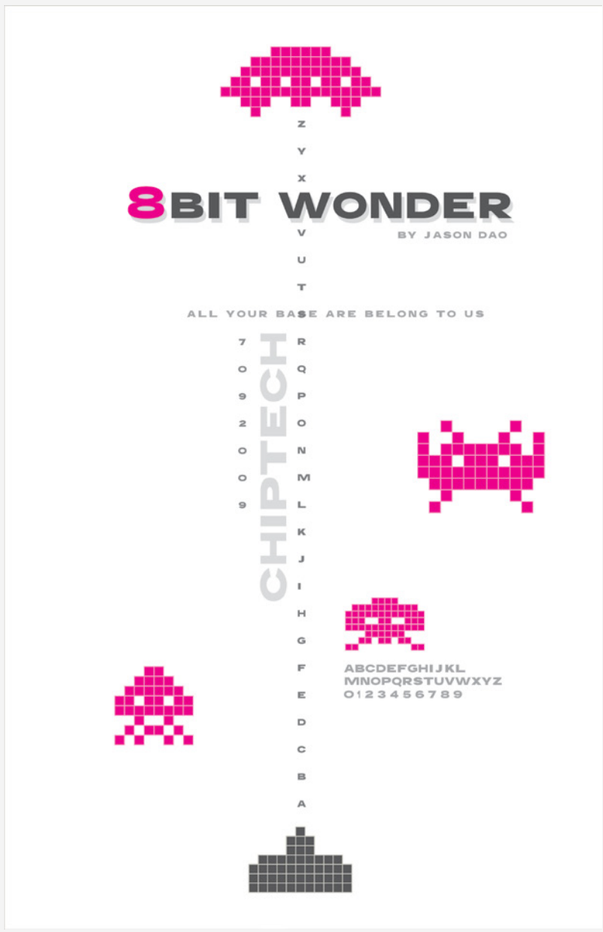
Advanced graphic design concepts and skills working with Adobe Photoshop and other graphic design applications.



Jake Anderson
Grahpic Design IV



Hannah Choo
Grahpic Design IV



Dao
Grahpic Design IV

ART220
GRAPHIC DESIGN IV

Advanced graphic design concepts and skills working with Adobe Photoshop and other graphic design applications.

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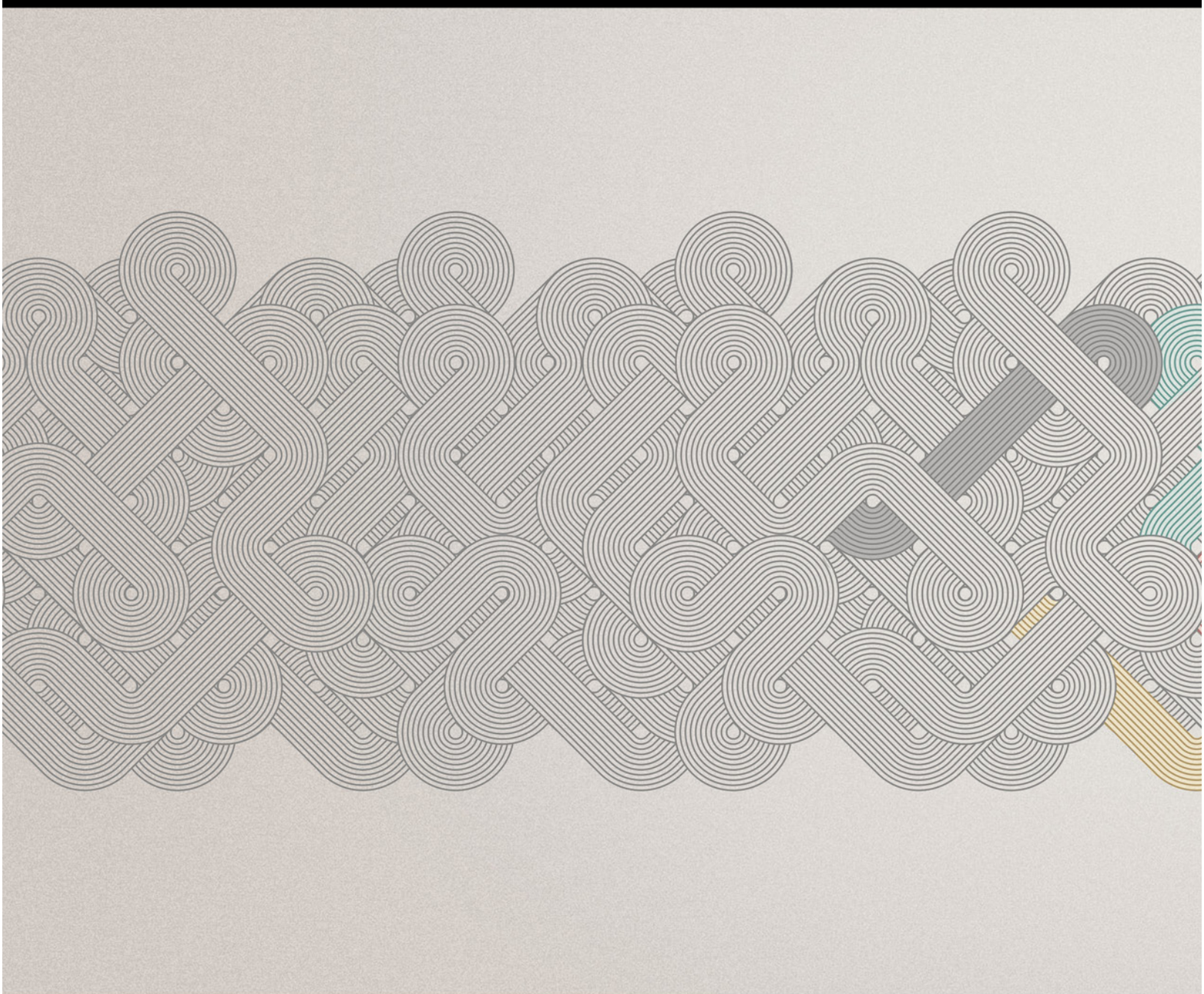

MT SAN ANTONIO GRAPHIC DESIGN & ILLUSTRATION

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