

ART ASSOCIATE OF ARTS DEGREE

The Associate of Arts Degree in Art offers a focused approach towards artistic practice and critical thinking through a variety of studio arts and art history courses, including two- and three-dimensional design, ceramics, glass blowing, design in glass, digital art and design, drawing and painting, life drawing, photography and sculpture. Emphasis throughout the curriculum will be placed on individual creativity, aesthetic awareness, and an understanding of the visual arts in societies past and present.

Code	Title	Units
Required Courses:		
ART 100	Art History: The Stone Age to the Middle Ages	3
ART 120	Two-Dimensional Design	3
ART 124A	Beginning Drawing	3
ART 148	Fundamental Graphic Design Principles and Digital Practices	3
ART 161	Digital Photography	3
ART 126A	Beginning Painting	3
or ART 132A	Beginning Life Drawing	
One of the following Art History courses:		3
ART 102	Art History: Renaissance to Present	
or ART 102H	Art History: Renaissance to Present - Honors	
ART 105	History of Modern Art	
ART 107	Art History: Africa, Oceania and the Americas	
ART 108	Art of Mexico and Mesoamerica	
One of the following Design courses:		3
ART 121	Three-Dimensional Design (One of the following Design courses:)	
ART 175A	Beginning Sculpture	
ART 212A	Beginning Ceramics	
Total Units		24

To earn an SBVC Associate Degree students must complete one of the following general education patterns:

SBVC GE requirements (<https://www.valleycollege.edu/student-services/counseling/graduation-requirements/>)

CSU GE requirements (<https://www.valleycollege.edu/student-services/counseling/csuge/>)

IGETC requirements (<https://www.valleycollege.edu/student-services/counseling/igetc/>)

Program Learning Outcomes

At the completion of this program, students will be able to:

- Integrate drawing and design skills into their aesthetic sensibility.
- Describe the evolution of art history.
- Demonstrate skill in the use of basic tools, techniques, and processes to work from concept to finished product.
- Use basic materials and procedures in 2D and 3D media.