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Mission Statement of the College

Rocky Mountain College of Art & Design's mission has several aims, all consistent with its founding in 1963 as a community of "creatives": to instill a passion for creativity, innovation, excellence and lifelong learning in both the Fine and Applied Arts; to nurture the individual talents of each student as s/he completes a formal program of study; to integrate critical thinking, analysis and scholarship into the refinement and application of each student's skills and creativity; to contribute in socially responsible ways to the local, global and professional communities.

Rocky Mountain College of Art & Design (RMCAD) is committed to serving diverse populations and the diverse learning and creative styles of its students, as one of the nation's premier Art and Design colleges. RMCAD is dedicated to the support of student learning in all of its functions, by providing students with a practicing art, design and humanities faculty of the highest quality, supported by contemporary technologies and highly competent and dedicated professional staff in a safe, dynamic and inspirational learning environment.

Rocky Mountain College of Art & Design is located in between downtown Denver, Colorado and foothills of the Rocky Mountains. The College has recently purchased a 23-acre campus that is over 100 years old with plenty of large trees, open green spaces and wonderful flower gardens. The views from campus feature a great view of the downtown Denver skyline and the snowcapped peaks of the mountains.

Involving the community: Exhibits, Educational Programs, and service

Rocky Mountain College of Art & Design serves the community in a variety of ways in promoting art and design appreciation.

Rocky Mountain College of Art & Design features display spaces on campus, which provides the continuous display of diverse artwork for students, faculty, staff, and the public. Over 5,000 people visit RMCAD's gallery on an annual basis.

Gallery exhibitions present a mix of faculty, student, and alumni work as well as group and solo shows by guest artists of regional and national prominence. These exhibitions allow guest artists to present their newest and most experimental works in RMCAD galleries, which may not otherwise be available to the public through commercial venues. Also featured are national traveling exhibitions of artistic, historical, or cultural significance.

In the Gallery, "Artists Talks" and panel discussions provide a forum for new concepts and lively dialogue, as well as in-depth presentations by showcased artists. All of these programs are open to students, the regional art community and the general public. Presentations augment the exhibitions and give an in-depth look at the process and philosophy behind the work.

Community service activities are an important link between students and the public. Students provide art and design services to special community groups at no charge. Students also fulfill community service requirements by working with organizations including the Museum of Nature and Science, Denver Film Festival, Colorado Aids Project, Boys and Girls Club of Metro Denver, and Wildlife Rescue. Rocky Mountain College of Art & Design is a sponsor of the Colorado Art Education Association Conference, the Colorado Guidance Counselor's Conference, and the Jefferson County Secondary Art Exhibition.

Denver, Colorado

Denver is an exciting metropolis stretching from the foothills of the Rocky Mountains out onto the eastern plains of Colorado. With a metropolitan population of over two million people, it is a city of great opportunity. Denver is in the sunshine belt of the Southwest, boasting approximately 300 days of sunshine every year. The occasional snowfalls melt quickly, and the city's average mean temperature is 60 degrees. Denver has much to offer culturally, including fine institutions such as the Denver Art Museum, the Museum of Science and Nature, Museum of Contemporary Arts, and Gates Planetarium. The Denver Center for the Performing Arts Complex, numerous dance and theatre companies, the

Colorado Symphony Orchestra, Red Rocks Amphitheater, Fiddler's Green Amphitheater, and the Paramount Theater all enhance the cultural environment of Denver.

The state of Colorado is a wonderful place to see and experience. Skiing, both downhill and cross-country, snowboarding, hiking, mountain biking, camping, boating, rock climbing, and fishing are just a few of the many outdoor recreational opportunities available. It is a place filled with a magnificent, expansive panorama of mountains, valleys, rushing waters, wide-open spaces, and blue skies.

History of the college

Philip J. Steele founded Rocky Mountain College of Art & Design in 1963. The College grew out of Mr. Steele's love of teaching aspiring artists and developed with his career in art, which integrated creative work with professional study.

Phil's studies at the Art Students League in New York City, under such famous teachers as George Bridgman, Robert Brackman, and Frank Vincent Dumond, inspired a standard of excellence that he established at Rocky Mountain College of Art & Design. The Steele family has maintained the College continuously since it's founding, and it reflects the founder's vision in its tradition of excellence firmly rooted in the art, design, and academic communities.

philosophy of the college

The administration, faculty, and staff of Rocky Mountain College of Art & Design believe that each individual, regardless of sex, religion, age, national origin, race, color, or creed, deserves equal educational opportunity to develop his or her full potential. Although a majority of students are from the mountain states region, the college recruits nationally and internationally, because of the belief that diversity of the student body enriches the educational experience for all.

Quality art and design education results from caring, individual attention to students and intentionally small classes. Students receive instruction by highly skilled teaching professionals who work in the art and design fields; and who offers a unique combination of up-to-date, real-world experience and a commitment to academic excellence. Administration, faculty, and staff pledge themselves to develop and maintain the best educational opportunities possible for each and every student enrolled at the College.

Purpose of the college

Rocky Mountain College of Art & Design offers a Bachelor of Fine Arts (BFA) degree with various programs of study to meet individual and professional art/design needs. They are International Animation, Art Education, Graphic Design & Interactive Media, Illustration, Interior Design, Painting & Drawing, and Sculpture. In order to meet individual and professional educational goals within these programs of study, Rocky Mountain College of Art & Design focuses on the following principles:

Required Foundation Core studies are designed to provide a thorough understanding of the fundamentals of art and design through background, theory, and practice.

Required Liberal Studies courses enrich the academic components of study at RMCAD through integrated learning. They celebrate the traditional elements of education, which, in conjunction with the creative art and design curricula, investigate problem-solving, scientific inquiry, personal and social growth, communication skills, and civic responsibility. Within the institutional culture, ripe with creative exploration, the Liberal Studies courses adopt the core principles of imagination, invention, curiosity, and inquiry, and apply these precepts to subjects that have traditionally produced the broadly educated person.

The strength of all of our art and design programs is realized in the development of each student's perceptual, technical, and creative abilities to the highest level. This rigor enables him or her to realize success in a challenging and competitive marketplace, and helps ensure professional opportunities for each student after graduation. Emphasis is placed on skills that include consolidating ideas into visual form, rendering artwork, sharpening communication skills, developing creative concepts, and improving career skills.

While traditional educational approaches of lecture, demonstration, teaching by example, and presentation of studio technique are employed, RMCAD is extremely responsive to the contemporary climate of all of the art and design disciplines. Classroom methods incorporate the newest equipment, processes, and ideas to further challenge the student in an atmosphere that encourages experimentation with media not yet established as art materials. As a result, graduates are both versatile and qualified to produce complete, professional quality work for clients. The RMCAD graduate is well prepared for entry-level and freelance positions in his or her field of study. He or she also possesses the knowledge and skills that allow for a high degree of flexibility in employment opportunities as well as career advancement in their chosen field.

Message from the President

Philip J. Steele founded Rocky Mountain College of Art & Design in 1963. From years of working as an artist and teacher, he knew that in order to provide a quality education it was essential to have professional artists and designers teaching the courses. He saw the need to provide students with a foundation based on traditional art and design principles; and, at the same time offer an environment in which the individual could search for personal meaning, growth, and push the boundaries of creativity and innovation. The College continues to reflect this vision today.

Rocky Mountain College of Art & Design is deeply committed to your success, and the importance of developing your talents. Becoming an artist or designer takes a tremendous amount of dedication and hard work. For the highly motivated, serious student, the rewards that come from realizing one's educational and artistic goals are immeasurable. If you can bring with you this sense of passion and commitment, nothing will stop you from being successful.

Rocky Mountain College of Art & Design is dedicated to the passion, are you?

Steven M. Steele

President

Programs

Rocky Mountain College of Art & Design's degree programs are designed to meet the needs of a diverse adult student population. Previous training or experience is helpful but not necessary for a student to succeed at RMCAD. Success for a student in an art or design field requires focus, drive, and hard work, but a successful artist/ designer should also possess good communication skills, employ critical thinking ability, and demonstrate professionalism in his or her work.

The instructional programs and course listings that follow include Foundation Studies, which is a group of courses common to all of the programs; and Liberal Studies which includes the academic courses for each major. RMCAD programs are progressive and continually updated in response to evolving styles and rapidly changing technology.

Integration of Digital Media

Digital systems are emerging as invaluable tools in the art and design creative and production process. Familiarity with contemporary, industry-based hardware and software is crucial at Rocky Mountain College of Art & Design and a strong creative vision and solid design skills remain essential to today's artists. All students regardless of their program of study will be prepared to work with this new technology.

The curricula in all of our departments integrate digital media with the study of more traditional tools, materials, and processes. RMCAD students design videos, web pages, computer interfaces, interactive CDROMs, and virtual reality environments. Computer-generated art and design assignments encourage students to develop solutions through concept development, problem solving, experimentation, innovative thinking, and teamwork.

To this end, fully equipped computer labs serve as primary resources for the College. Design studios, advertising agencies, media, corporate art departments, and fine artists increasingly rely on computer-generated visuals, so RMCAD offers industry-based hardware including Macintosh and Windows NT computers. Advanced software programs provide the student with tools for experimentation in animation, color imaging, and a multitude of various special effects. Our systems are regularly upgraded to faster, more powerful hardware and software. Capabilities continue to expand as tools are developed and become available. The digital media faculty and support staff assists in facilitating the use of our electronic equipment throughout the student's education. Open lab hours under the guidance of

qualified lab technicians provide students with the opportunity to work in the computer labs outside of class with assistance as needed.

RMCAD understands how important the impact of future trends in computer hardware, software, and peripherals will be on the art and design professions. Technology will continue to offer new avenues for creative problem solving and artistic expression. RMCAD will continue to adjust its programs of study in order to meet the ever-changing needs of the industry.

Technical Areas of Specialization

In addition to regularly scheduled computer courses, some programs allow the student the opportunity to add a Technology Area of Specialization to their program of study. This option allows students to concentrate on digital media in order to become proficient in taking progressive approaches to art and design projects. Each Technology Area of Specialization has a series of digital courses designed specifically to meet the needs and interests of those students.

The Graphic Design & Interactive Media Degree with an Area of Specialization in Multimedia includes: Video and Sound, Advanced Interactive Design, and Flash.

The Painting & Drawing Degree with a Technical Area of Specialization in Electronic Art include: Computer Illustration: Adobe Illustrator, Computer Illustration: Adobe Photoshop, Video and Sound, Basic 3-D Digital Art elective, and Introduction to the Internet and Web Site Design.

The Sculpture Degree with a Technical Area of Specialization in Electronic Art includes: Computer Illustration: Adobe Illustrator, Computer Illustration: Adobe Photoshop, Video and Sound, and Introduction to the Internet and Web Site Design.

For full course descriptions, see the Technology Area of Specialization listed with each major.

Integration of all disciplines—Institute for Experimental Studies

In the spirit of the highly innovative Bauhaus and Black Mountain College, RMCAD's Institute for Experimental Studies (IES) provides an arena for creative overlap between the disciplines in its experimental courses, workshops, events, and lectures. This new interdepartmental research facility has been initiated to allow students to investigate experimental art/ design concepts in the context of the arts, sciences and the humanities. A particular emphasis is on establishing global interactivity, using the internet and a visiting lecturer program to facilitate communication/ creative production between visiting artists and progressive thinkers from throughout the world.

The Institute for Experimental Studies' cross-disciplinary, technologically current, and internationally active focus is designed to help students achieve success by enabling them to:

- Stay abreast of the latest art and design world developments.
- Broaden the understanding of art and design into other disciplines.
- Meet, communicate with, and show their work to top artists, designers, and professionals worldwide.
- Establish contacts with international art and design professionals.
- Work closely with faculty in developing an innovative style.
- Use and become proficient with emerging technologies.
- Explore non-traditional materials and techniques.

IES cooperates with RMCAD departments in the coordination of experimental courses where students develop individual projects, participate in collaborative projects and study cutting edge concepts. Events and lecture programs bring in today's leading thinkers, theorists and researchers in the arts, sciences and the humanities. Experimental workshops focusing on theory, conceptual development and current issues explore diverse approaches to creating art and design.

Foundation studies

Jeff Sheppard Chair: Foundation Studies

MH, with a focus in Art History, University of Colorado at Denver; BA, Art, Regis University; graduate Rocky Mountain College of Art & Design; additional studies at Western State College. For the past twenty years Mr. Sheppard has worked in the field of graphic design. The projects that he has worked on include publication design, books, annual reports, brochures, and logo/identity programs.

The mission of Foundation Studies is based on the simple philosophy that any student, who is willing, can learn the skills and principles necessary to be successful in the visual arts. Additionally, the focus of the Foundations Studies faculty is to develop the artist/designer as an individual. The curriculum is designed to be progressive in nature. Ideas are developed, integrated and assimilated by the student from one class to the next. The course work is designed to help the student develop an eye for creativity, self-expression and innovation. Studio projects and assignments challenge students to explore materials and techniques and encourage a wide range of results based on the same task.

The faculty is dedicated to preparing students for successful entry into all programs offered at RMCAD. Foundation Studies seeks to instill in students the development of technical, conceptual, problem-solving, verbal and intuitive skills necessary for future success in the visual arts. In the foundation year, students also develop the vocabulary to critique their own work as well as others in a professional manner. The program's outcomes integrate principles of visual composition, observation, history, theory, practice, and critical thinking into students' understanding of their role as professional artists and designers.

International Animation

Dan Seely Chair: International Animation

B.S. in Art, Rockford College; additional studies at University of Wisconsin. Mr. Seely partnered in 1990 to start Pixel Kitchen, Inc., to supply the Colorado area with 2D and 3D animation for film and video. Pixel Kitchen, Inc. continues to supply a wide variety of clients with computer-generated images. He was awarded a Fellowship at the University of Colorado's Journalism School.

There is only one truly interdisciplinary visual art that merges all the genres into one medium. It blends art, writing, storytelling, drawing, design, illustration, sculpture, acting, filmmaking, art direction and film directing into the wondrous art of "animation".

At the very core of the International Animation Department is our desire to expose you to the whole spectrum of what has been historically achieved in the last 100 years as well as to what is happening now and is anticipated to evolve in the future. Our goal is to balance the intellectual and the critical aspects of visual communication and art with professional production attitudes required in the real world.

Via stop motion, students explore the exciting potential of injecting life into miniature worlds of their design and creation. While studying qualities of depth, texture, motion within space, evoking mood via light and shadow within the expanse of a dimensional model, animators bestow life onto their microcosms and the characters living within it. Students venture into the world of clay, which merges the metamorphic skill of drawn animation with the qualities of stop motion.

Through a range of courses we focus on the evolution of concept, storytelling, storyboarding, character and environment design, development of personality, moods, acting, scriptwriting, choreography, art and animation directing, and production. Today's market seeks graduates who are professional. Hence, we insure that students learn to be conscientious about the ways they schedule, present and produce their assignments.

After working on a variety of individual projects: experimental, traditional, stop motion and computer generated, students are teamed on group projects teaching collaboration, division of production

responsibilities and ability to handle a wide range of professional, studio tasks.

Thus primed, a student is ready to enter the digital realm of computer animation. We strive to insure that this grand technology does not eclipse either concept or creativity, for computer animation must merge the creative, and mystical with the pragmatic and technical. Our faculty is proficient in both, the software and hardware as well as the art of computer animation. We aim is to enable students to reach out beyond that which is obvious, limited or restricted by the physical reality.

Ours is a multiple task. We offer a refuge for students avid to learn about their creativity, and teach low and high-tech tools enabling them to bring ideas to life. We balance artistic creativity with technology to evolve animation artists able to convey original and personal ideas, and professionally handle all stages of the production processes.

A graduate from the Department of International Animation who earns the Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses. Graduates are well prepared to become independent artists and producers, or animators who are sought after by production studios throughout the world.

International Animation Program/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
	TERM #1 FRESHMAN YEAR	
FD 107	Life Drawing 1	3
FD 109	Two-Dimensional Design	3
FD 111	Computer Basics	2
FD 114	Drawing 1	3
AH 101	Themes and Functions of Art	3
EN 121	Written and Oral Communication 1	3
		17
	TERM #2 FRESHMAN YEAR	
AN 131	History of International Animation	2
FD 108	Life Drawing 2	3
FD 113	Space and Color	3
FD 115	Drawing 2	3
AH 102	Issues in Modern and Contemporary Art	3
EN 122	Written and Oral Communication 2	3
		17
	TERM #3 SOPHOMORE YEAR	
AN 231	Creative Visualization	2
AN 232	Motion Studies 1	3
AN 233	Traditional Experimental Animation	3
FD 100	Freshman Thesis/ Portfolio Review	1
FD 202	Three-Dimensional Design	3
EN 131	Written and Oral Communication 3	3
MA	Mathematics	3
		18
	TERM #4 SOPHOMORE YEAR	
AN 200	Animation Sophomore/ Junior Portfolio Review	0
AN 234	Tools and Techniques of	

	Contemporary Animation	3	
AN 235	Animation 1	3	
AN 236	Drawing, Acting, and Directing for Animation	3	
AN 237	3D Hi-End Computer Animation Modeling	3	
HS	History	3	
SO	Social Science 200 Level	3	
		18	
	TERM #5 JUNIOR YEAR		
AN 331	Motion Studies 2	3	
AN 332	2D Computer Animation	2	
AN 335	Stop Motion Animation	3	
AN 336	3D Computer Animation Concepts & Techniques	3	
GE 223	Cultural Geography	3	
SO	Social Science 300 Level	3	
		17	
	TERM #6 JUNIOR YEAR		
AN 333	Animation Collective	2	
AN 334	Animation Thesis 1	2	
AN 337	3D Hi-End Computer Character Animation	3	3
AN 338	Scriptwriting for Animation	2	
PS	Physical Science	3	
	Studio Elective	3	
		15	
	TERM #7 SENIOR YEAR		
AN 400	Animation Senior Portfolio Review	0	
AN 434	Animation Thesis 2	2	
AN 435	Experimental Computer Animation	3	
AN 436	3D Computer Animation Lighting and Special FX	3	
HM	Humanities: 200 Level	3	
	Studio Elective	3	
		14	
	TERM #8 SENIOR YEAR		
AN 442	3D Computer Animation Thesis	2	
AN 443	Amalgamated Experimental Animation	2	
HM	Humanities: 300 Level	3	
CS 400	Capstone Experience	2	
	Studio Elective	3	
		12	
	Program Total	128	

Recommended Animation Studio Electives:

AN 431	Design Animation for Games	3
AN 432	Exploration Evolving Technologies	3

Art Education

David Mesplé Interim Chair: Art Education

Foundation Studies/Full-Time Faculty

MA, Fine Arts, California State University, Sacramento; BA, California State University, Sacramento. David has exhibited extensively in Colorado, California, Kentucky, Wyoming, and Maryland. Selected Exhibitions: Emmanuel Gallery, Arvada Center for the Arts and Humanities, the Foothills Art Center, and numerous university galleries. David has studied with such notable American artists as Joseph Raffael, Carlos Villa, Mel Ramos, Jack Fulton and Jim Nutt.

Throughout history, artists have shared their expertise, their knowledge, their skills, and motivated others to learn about, to think about, and to make art. Even the greats have taught, from the shaman of Lascaux, to da Vinci, to Hans Hoffman. The Art Education Program at RMCAD is dedicated to perpetuating that ideal and to enhancing (with effective and appropriate techniques and knowledge) the capabilities of those choosing to teach. It prepares students to successfully apply to the Colorado Department of Education for their K-12 teaching license in art.

Art is approached as a visual language in the RMCAD Art Education Program, whose vocabulary is line, shape, mass, texture, space, color, and value, and the grammar of which is controlled by rhythm, movement, balance, proportion, emphasis, variety, and unity. The mission of the department is to create articulate and judicious art educators who, in accordance with the college mission, make informed and active judgments, and contribute to the global community. We prepare teacher candidates who adeptly communicate ideas, experiences and events while emphasizing vision, creativity, innovation, leadership, conceptual thinking, and technical expertise, and produce graduates who model and motivate others to creatively think about and make art. In order to produce highly skilled art educators, the RMCAD program is designed in accordance with the Colorado Performance-based Standards for Teachers of the Colorado Department of Education (CDE). Such standards are a part of the curriculum of all art education courses and include literacy, content and performance standards, assessment, knowledge of art, pedagogy, democratic principles, educational governance, and careers in teaching. Coursework also reflects an adherence to the Statutory Performance Measures of the Colorado Commission on Higher Education and the Model Content Standards of the CDE and the National Art Education Association. The RMCAD four standards for learners and ten, supportive learner outcomes gives relevance to the curriculum and enhances the mission. In turn, art teacher candidates demonstrate that they are leaders, innovators, and thinkers poised to enrich the profession.

In fulfilling its mission, the RMCAD program guides its participants and graduates in accomplishing the learner outcomes at a proficient level, thus it can be expected of those graduates that they will inspire and instill their young learners to become communicators and critical thinkers, that they can reason and analyze, that they become researchers, problem solvers, group contributors, socially responsible, and people who defend their values. K-12 art students throughout the Denver metro area, the state of Colorado, and the Western region shall be the beneficiaries of a strong art education program. Such life long learners (teachers and

students alike) become literate not only with technology, but also, in the language of art, the history of ideas and events, and the cultures of the world.

Art Education Program/Sculpture Concentration/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
	TERM #1 FRESHMAN YEAR	
FD109	Two-Dimensional Design	3
FD114	Drawing 1	3
SC180	Beginning Handbuilding in Ceramics	3
AH101	Themes and Functions of Art	3
EN121	Written and Oral Communication 1	3
		15
	TERM #2 FRESHMAN YEAR	
FD111	Computer Basics	2
FD113	Space and Color	3
FD115	Drawing 2	3
FD202	Three-Dimensional Design Design	3
AH102	Issues in Modern and Contemporary Art	3
EN122	Written and Oral Communication 2	3
		17
	TERM #3 SOPHOMORE YEAR	
FD100	Freshman Thesis/Portfolio	1
FD107	Life Drawing 1	3
FA166	Introduction to Painting	3
SC283	Mold-Making and Casting	3
EN131	Written and Oral Communication 3	3
HM215	Literature Topics	3
		16
	TERM #4 SOPHOMORE YEAR	
PT200	PT Soph/Jr Portfolio Review	0
FD108	Life Drawing 2	3
SC281	Constructed Sculpture	3
HS204	Topics in American History	3
GE223	Cultural Geography	3
SC382	Carving	3
		15
	TERM #5 JUNIOR YEAR	
HM305	Topics in Philosophy	3
SO202	Psychology of Creativity	3
AE324	Reading in the Content Area	2
SC383	Figure Sculpture	3
SC481	Sculptural Investigations	3
FA271	History of Modern Art	3
		17
	TERM #6 JUNIOR YEAR	
AE225	Introduction to Art Education	4
PS210	Ecology	3
SO301	American Cultural Studies	3
GD341	Photography	3
SC484	Directed Sculpture	3
		16
	TERM #7 SENIOR YEAR	
PT400	PT Senior Portfolio Review	0
AE328	Statistics: Assessing Learning	

	and Teaching	3
AE423	Methods in Art Education K-12	4
AE424	Classroom Management	2
AE325	Fiber/Jewelry/Printmaking Studio	4
AE327	Instructional Technology	2
		15
	TERM # 8 SENIOR YEAR	
AE425	Student Teaching - Elementary	7
AE426	Student Teaching - Secondary	8
AE427	Capstone: Student Teaching Seminar	2
		17
	Program Total	128

Art Education Program/Painting Concentration/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
	TERM #1 FRESHMAN YEAR	
FD109	Two-Dimensional Design	3
FD114	Drawing 1	3
FA166	Introduction to Painting	3
AH101	Themes and Functions of Art	3
EN121	Written and Oral Communication 1	3
		15
	TERM #2 FRESHMAN YEAR	
FD111	Computer Basics	2
FD113	Space and Color	3
FD115	Drawing 2	3
FD107	Life Drawing 1	3
AH102	Issues in Modern and Contemporary Art	3
EN122	Written and Oral Communication 2	3
		17
	TERM #3 SOPHOMORE YEAR	
FD100	Freshman Thesis/Portfolio	1
FD202	Three-Dimensional Design	3
FD108	Life Drawing 2	3
PT361	Painting Materials and Techniques	3
EN131	Written and Oral Communication 3	3
HM215	Literature Topics	3
		16
	TERM #4 SOPHOMORE YEAR	
PT200	PT Soph/Jr Portfolio Review	0
FA262	Form and Content	3
PT264	Advanced Figure Studies	3
HS204	Topics in American History	3
GE223	Cultural Geography	3
SC180	Beginning Handbuilding in Ceramics	3
		15
Course #	Course Title	Credits Earned
	TERM #5 JUNIOR YEAR	
HM305	Topics in Philosophy	3
SO202	Psychology of Creativity	3
AE324	Reading in the Content Area	2
PT362	Directed Painting Studies: Figure	3
GD341	Photography	3
FA271	History of Modern Art	3

		17
	TERM #6 JUNIOR YEAR	
AE225	Introduction to Art Education	4
PS210	Ecology	3
SO301	American Cultural Studies	3
AE328	Statistics: Assessing Learning and Teaching	3
PT462	Directed Painting: Landscape	3
		16
	TERM #7 SENIOR YEAR	
PT400	PT Senior Portfolio Review	0
PT468	Advanced Painting: Senior Studio	3
AE423	Methods in Art Education K-12	4
AE424	Classroom Management	2
AE325	Fiber/Jewelry/Printmaking Studio	4
AE327	Instructional Technology	2
		15
	TERM # 8 SENIOR YEAR	
AE425	Student Teaching - Elementary	7
AE426	Student Teaching - Secondary	8
AE427	Capstone: Student Teaching Seminar	2
		17
	Program Total	128

Graphic Design & Interactive Media

Martin Mendelsberg Chair: Graphic Design & Interactive Media Department

MFA, University of Denver; BFA Minneapolis College of Art and Design; foreign study at Ateliers 63, The Netherlands. Mr. Mendelsberg has exhibited graphic design, typography, and environmental work in Australia, New Zealand, The Netherlands, and the United States. Permanent collections include, The Queen Elizabeth II Arts Council of New Zealand, The New Zealand National Art Gallery, Victoria University School of Architecture, and Yale University. His research includes ancient Hebrew scribal arts and his digital typefaces are marketed by Masterfont Ltd., Tel Aviv Israel.

The mission of the Department of Graphic Design & Interactive Media is to educate future professional graphic designers who will leave the program with an in-depth understanding of visual communications theory and practice. They learn how to observe, question, research, synthesize, and solve complex visual communication problems.

The program begins with more traditional graphic design concepts, but students quickly learn how to create experiences beyond products and services. Students work as individuals and in teams on multi-faceted projects that address wayfinding, environ-mental graphic design, information architecture, and interaction with fabrication contacts and resources. Students address issues such as: product or service lifecycles, user interfaces, and the creation of environments that connect on an emotional or value level to customers.

The department provides students with the highest standard of teaching professionals and practitioners in order to deliver relevant and current graphic design content.

The department strives to provide the highest standard of industry-based technology and processes. Students in the program demonstrate an in-depth knowledge of software programs and platforms. They understand how to work efficiently in a digital environment.

The department partners with non-profit and business communities. Students have the opportunity to interact with professionals and design targeted communication solutions.

The department serves as an example of the highest standards of graphic design education to the professional community and the general public via curriculum content, ethical practice, community interaction, and graduate achievements.

A graduate from the Department of Graphic Design & Interactive Media who earns the Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses. With a well-prepared portfolio, good communication skills, and commitment to the discipline, RMCAD graduates are well qualified for placement in the profession.

Graphic Design & Interactive Media with a Technology Area of Specialization in Multimedia

The graphic design industry is becoming more involved in the creation and development of electronic communications including web sites, multimedia and video. Students learn through a wide variety of applications and techniques to create media such as interactive CD's, games, promotional videos, portfolios, etc. As the demand for these products increases, the demand also increases for talented and trained graphic designers with exposure to and experience in electronic media conceptualization, design, creation, and production. Students may substitute their general studio electives with Digital Media courses developed to meet these needs.

Video and Sound DM 312 (3 credits) This course is focused on the creation, non-linear editing and output of movie and audio files. Students experiment with a variety of techniques to produce commercial and artistic pieces using both the computer and video camera sources. Students acquire knowledge in editing techniques, transitions, audio manipulation, and special effects.

Flash DM 416 (3 credits) An introduction to Flash and the design of rich user interfaces for the internet. This course addresses the advantages of using vector based graphics online that have the ability to deliver cross-platform, low bandwidth animations and presentations. Topics cover web design methodologies and the importance of user interfaces, optimization, and performance. The software package is Macromedia FlashMX.
Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

Advanced Interactive Design DM 422 (3 credits) This course enables the student to take applications like Director, Flash, and Dreamweaver to a level of intuitive visual development to create, import, animate, and control media in a sophisticated, useable interactive multimedia interface. Students learn the issues regarding Hybrid Interactive CD and web creations and debugging for multiple playback and browser environments. Students use Adobe ImageReady for creating gif animations and batch graphic manipulation, and Sound Forge for manipulating sound. The class acts as a team working on a large project and creates a project

Department of Graphic Design & Interactive Media Client List:

Alliance for Colorado Theatre
Art Director's Club of Denver
Arts Communications, Inc.
Autograph - Russian American International Magazine
Baby Biz Products, Inc.
BioCrystal, Inc., Boulder, CO
BizKidz of Brazil, Colorado Springs, CO
Butler Paper (Unisource)
Child at Heart Festival of Kites
CLE International
City of Greenwood Village
Colorado Energy Assistance Foundation
Colorado Heritage Area Partnership
Colorado Lawyers for the Arts
Colorado Music Educator
Colorado SIDS Program
Colorado Youth Arts Festival
Denver Young Artists Orchestra
Designs for Education, San Francisco, CA
Galleries of Contemporary Art
Graphic Information, Inc.
HYTEC - Los Alamos, NM
High Line Canal Preservation Association
Human Services, Inc.
Lutheran High School
Mayor's Office, City of Sheridan
School District No. 12, Adams County
Select Client Development Association
Space Environment Center, Boulder, CO
Spectrum TeleService, Inc.
Southwest Family Resource Center
Storage Tek - Worldwide, Louisville, CO
Sun City Libraries, Sun City, AZ
Temple Sinai
The American Heart Association
The American Red Cross
The Neuro-Developmental Center
University of Denver School of Communication
US West Communications
USA Mountain Endurance Team
ViewFinders International
Very Special Arts of Colorado

Wind Works, Peoria, AZ
 Zometool, Inc., Denver, CO

Graphic Design & Interactive Media Program/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
TERM #1 FRESHMAN YEAR		
FD 109	Two-Dimensional Design	3
FD 111	Computer Basics	2
FD 114	Drawing 1	3
GD 240	Conceptual Drawing	2
EN 121	Written and Oral Communication 1	3
AH 101	Themes and Functions of Art	3
		16
TERM #2 FRESHMAN YEAR		
FD 113	Space and Color	3
FD 115	Drawing 2	3
DM 112	Electronic Page Layout	3
EN 122	Written and Oral Communication 2	3
AH 102	Issues in Modern and Contemporary Art	3
		15
TERM #3 SOPHOMORE YEAR		
FD 100	Freshman Thesis/ Portfolio Review	1
FD 107	Life Drawing 1	3
FD 202	Three-Dimensional Design	3
DM 211	Computer Illustration: Adobe Illustrator	3
EN 131	Written and Oral Communication 3	3
MA	Mathematics	3
		16
TERM #4 SOPHOMORE YEAR		
GD 200	Graphic Design Sophomore/ Junior Portfolio Review	0
GD 244	Typographic Design	3
GD 245	History of Graphic Design	3
DM 212	Image Processing: Adobe Photoshop	3
GE 223	Cultural Geography	3
HS	History	3
		15
TERM #5 JUNIOR YEAR		
GD 341	Photography	3
GD 343	Graphic Design 1	3
GD 344	Experimental Typography	3
GD 347	3-D Packaging	3
SO	Social Science: 200 Level	3
PS	Physical Science	3
		18
Course #	Course Title	Credits Earned
TERM #6 JUNIOR YEAR		
GD 342	Advertising Design	3
GD 345	Advertising Copywriting	2
GD 346	Graphic Design 2	3
HM	Humanities: 200 Level	3
SO	Social Science: 300 Level	3

	Studio Elective	
(DM 312	Video & Sound if specializing in Multimedia)	3
		17
	TERM #7 SENIOR YEAR	
GD 400	Graphic Design Senior Portfolio Review	0
GD 442	Environmental Graphic Design	3
DM 311	Electronic Prepress	3
DM 412	Intro to Interactivity and Multimedia	3
HM	Humanities: 300 Level	3
	Studio Elective	
(DM 416	Flash if specializing In Multimedia)	3
		15
	TERM #8 SENIOR YEAR	
GD 443	Senior Graphic Design Seminar	2
GD 446	Internship Honors Course OR	3
GD 450	Topics in Graphic Design	
GD 447	Graphic Design Graduation Portfolio	3
DM 414	Intro to Internet & Web Site Design	3
CS 400	Capstone Experience	2
	Studio Elective	
(DM 422	Advanced Interactive Design if specializing in Multimedia)	3
		16
Program Total		128

Recommended Graphic Design & Interactive Media Studio Electives:

DM 312	Video and Sound	3
DM 416	Flash	3
DM 422	Advanced Interactive Design	3

Illustration

Laurence Kresek Chair: Illustration Department

MA, Syracuse University; BA, Illustration, Eckerd College. Formerly, Mr. Kresek was the first chair of Illustration at Ringling School of Art and Design and was instrumental in its growth and national reputation. He has been a professional freelance illustrator since 1970 with clients in New York and throughout the Southeast. Mr. Kresek was included in Who's Who Among America's Teachers, 1996, and has earned national recognition as an award winner, exhibitor, and judge for the Society of Illustrators.

The mission of the Illustration Department is to teach visual communication and creative problem solving through a series of comprehensive courses involving experimentation and practice with a variety of media. Illustrators communicate their ideas through media that include drawing, painting, and computers. The use of appropriate tools and techniques are demonstrated and applied in the classroom, where students also learn to interpret a broad range of ideas for contemporary advertising, book, editorial, and institutional areas. This department

directs the student toward achieving and exhibiting a unique style or specialization in their graduation portfolio.

Illustrators are professional artists who produce commercial artwork for clients in diverse areas of the media, and who take on projects that might range from enlivening the appeal of a product advertisement to entertaining a child with a tender story illustration. Contemporary illustration calls for creative images that effectively communicate to a mass audience deliberately and with style. It is from the illustrator's ability to communicate the client's visual needs that the profession draws its value.

The primary objective of the Department of Illustration is to develop conceptual, technical, and business skills necessary to ensure the success of each student's graduation portfolio. The Illustration Department also provides an educational program in the visual arts that addresses the significant issues within the profession.

The program teaches the principles of visual communication through studio courses emphasizing visual perception, aesthetic awareness, conceptual problem solving, and the mastery of skills in drawing and painting using both traditional and digital media to promote imaginative illustrations.

The department values the experience and insight offered by professional illustrators and seeks to employ individuals directly involved in the profession.

Illustration classes are designed to provide knowledge in all major categories of the illustration profession, including advertising, book, editorial, and institutional areas. A student in the illustration program learns to be a skilled visual problem-solver who approaches illustration effectively through creative ideas, exceptional drawing and painting skills, and the ability to work with computer technology.

A graduate from the Department of Illustration who earns the Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses. With a well-prepared portfolio and commitment to the profession, graduates are well qualified for entry-level positions in advertising agencies, commercial studios, in-house corporate art departments, multimedia organizations, and other creative art businesses. An Illustration graduate is also prepared for the option of maintaining his or her own freelance business. Opportunities for advancement are unlimited for the dedicated, ambitious, and well-qualified illustrator and graduate of Rocky Mountain College of Art & Design.

Illustration Program/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
	TERM #1 FRESHMAN YEAR	
FD 107	Life Drawing 1	3
FD 109	Two-Dimensional Design	3
FD 111	Computer Basics	2
FD 114	Drawing 1	3
AH 101	Themes and Functions of Art	3

EN 121	Written and Oral Communication 1	3	
		17	
	TERM #2 FRESHMAN YEAR		
FD 108	Life Drawing 2	3	
FD 113	Space and Color	3	
FD 115	Drawing 2	3	
FD 202	Three-Dimensional Design	3	
AH 102	Issues in Modern and Contemporary Art	3	
EN 122	Written and Oral Communication 2	3	
		18	
	TERM #3 SOPHOMORE YEAR		
FD 100	Freshman Thesis/ Portfolio Review	1	
IL 250	Problem Solving for Illustrators	3	
IL 252	Illustration Media	3	
IL 255	Life Drawing 3	3	
IL 256	Still Life and Landscape Painting 1	3	
EN 131	Written and Oral Communication 3	3	
		16	
	TERM #4 SOPHOMORE YEAR		
IL 200	Illustration Sophomore Portfolio Review	0	
IL 257	Basic Illustration Concepts	3	
IL 258	Still Life and Landscape Painting 2	3	
IL 259	Life Drawing 4	3	
DM 112	Electronic Page Layout	3	
HS	History	3	
MA	Mathematics	3	
		18	
Course #	Course Title		Credits Earned
	TERM #5 JUNIOR YEAR		
IL 354	Illustrating Literature	3	
IL 355	Figure Painting	3	
DM 211	Computer Illustration: Adobe Illustrator	3	3
GE 223	Cultural Geography	3	
SO	Social Science: 200 Level	3	
		15	
	TERM #6 JUNIOR YEAR		
IL 300	Illustration Junior Portfolio Review	0	
IL 359	Advertising and Editorial Illustration	3	3
DM 212	Image Processing: Adobe Photoshop	3	
PS	Physical Science	3	
SO	Social Science: 300 Level	3	
	Studio Elective	3	
		15	
	TERM #7 SENIOR YEAR		
IL 452	Computer Illustration 1	3	
IL 453	Directed Themes in Illustration	3	
DM 414	Introduction to Internet & Web Design	3	
HM	Humanities: 200 Level	3	
	Studio Elective	3	
		15	
	TERM #8 SENIOR YEAR		
IL 454	Illustration Graduation Portfolio	3	
IL 455	Computer Illustration 2	3	
HM	Humanities: 300 Level	3	
CS 400	Capstone Experience	2	
	Studio Elective	3	
		14	

Interior Design

Julie Stewart-Pollack Chair: Interior Design Department

MFA, Environmental Design, Vermont College; BA, Interior Design Institute of Denver. NCIDQ certified; Professional member of the American Society of Interior Designers (ASID) and the Interior Design Educators Council (IDEC). Ms. Stewart-Pollack is principal of Stewart-Pollack Design Associates specializing in sustainable design consultation to architects and designers. Her work has been featured in numerous publications including Colorado Homes and Lifestyles and Interiors & Sources magazines. Ms. Stewart-Pollack is a frequent lecturer at ASID national conferences and has two accredited CEU courses which she presents to architects and designers throughout the country. In addition, Ms. Stewart-Pollack authored *The Design of Housing for the Elderly* and is currently writing a textbook entitled *Designing for Privacy; the Universal Need*, for Fairchild Publishers.

The mission of the Interior Design Department is to educate and develop creative professional designers who are qualified by education, experience, and examination to enhance the function and quality of interior spaces. This design serves the purpose of improving the quality of life, increasing productivity, and protecting the health, safety, and welfare of the public. The mission is accomplished through a curriculum that includes foundation, liberal studies, and interior design courses. The curriculum provides the foundation for analysis, synthesis, and reconfiguration of design elements to improve the quality of physical environments. Students learn to view design as a process that includes space-planning, programming, structural analysis, and interior construction, and to develop the practical skills necessary to carry out their plans. Ethical realities and practical aesthetics are explored in a format that emphasizes interaction and cooperation in a team approach to design solutions.

Interior designers have design responsibility for all spaces within environments built for human occupancy. The beginning student learns to view design as a process, to develop an appreciation for design background, and to address a variety of concerns ranging from the physical, functional, and social to the psychological and aesthetic.

Through a rigorous and exciting Foundation for Interior Design Education Research (FIDER) accredited program, Interior Design courses provide instruction in graphic skills, computer aided design, technical and historical information, research methods, design theories, and design processes as applied to residential and non-residential design problems. Students become familiar with the array of skills required, which include the development of construction documents, understanding building codes, and manipulating a multitude of components. Concurrent with the student's progress in expressing design solutions in both visual and verbal form,

the Interior Design program engenders a concern for such issues as sustainability, safety standards and universal design.

The Interior Design Department provides many opportunities for individual career development, including professional project critiques, field trips, workshops, seminars, guest speakers, conferences, and market tours. Additionally, interior design faculty promotes the advantages of drawing on the resources of various related disciplines at RMCAD. The advanced student further supplements professional opportunities by pursuing two internships involving on-the-job experience with a showroom and an interior design firm.

Graduates are qualified for entry-level positions as interior design professionals. A graduate of the Interior Design Program who earns a Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses.

Interior Design Program/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
TERM #1 FRESHMAN YEAR		
FD 109	Two-Dimensional Design	3
FD 114	Drawing 1	3
ID 182	Drafting	3
ID 184	Textiles	2
AH 101	Themes and Functions of Art	3
EN 121	Written and Oral Communication 1	3
		17
TERM #2 FRESHMAN YEAR		
FD 113	Space and Color	3
ID 298	Green Design	2
ID 285	Basic Spaceplanning	3
ID 187	Surfacing Materials	2
AH 102	Issues in Modern and Contemporary Art	3
EN 122	Written and Oral Communication 2	3
		16
TERM #3 SOPHOMORE YEAR		
FD 100	Freshman Thesis/Portfolio Review	1
FD 111	Computer Basics	2
FD 202	Three-Dimensional Design	3
ID 283	Architectural Perspective & Rendering Techniques	3
ID 291	Building Structures and Systems	3
EN 131	Written and Oral Communication 3	3
		15
TERM #4 SOPHOMORE YEAR		
ID 200	ID Soph/ Jr Portfolio Review	0
ID 289	History of Architecture and Furniture	1 2
ID 286	Residential Design	3
ID 287	Residential Construction Documentation	3
DM 300	Introduction to CAD	3
MA	Mathematics	3
HS	History	3

Course #	Course Title	Credits Earned
	TERM #5 JUNIOR YEAR	17
ID 379	Intermediate CAD	3
ID 381	Office Design	3
ID 388	Commercial Construction Documentation	3
ID 390	History of Arch and Furniture 2	2
GE 223	Cultural Geography	3
SO	Social Science: 200 Level	3
		17
	TERM #6 JUNIOR YEAR	
ID 389	Interior Design Internship 1 OR	
ID 382	Research Internship	2
ID 397	Lighting Layout and Design	3
ID 386	Restaurant and Retail Design	3
SO	Social Science: 300 Level	3
PS	Physical Science	3
	Studio Elective	3
		17
	TERM #7 SENIOR YEAR	
ID 400	ID Senior Portfolio Review	0
ID 484	Design Research	2
ID 485	Furniture Design	2
ID 487	Special Use Design	3
HM	Humanities: 200 Level	3
HM	Humanities: 300 Level	3
	Studio Elective	3
		16
	TERM # 8 SENIOR YEAR	
ID 486	Senior Design Project	3
ID 488	Interior Design Internship 2	3
ID 489	Business of Interior Design	2
CS 400	Capstone Experience	2
	Studio Elective	3
		13
	Program Total	128
	Recommended Interior Design Studio Electives:	
ID 299	Faux Finishing	2
ID 383	Architectural Model Making	3
ID 480	Applied Green Design	3
ID 481	Historic Preservation	3

Painting & Drawing

Clark Richert Chair: Painting & Drawing Department

MFA, University of Colorado; BFA, University of Kansas. His group and solo gallery exhibitions span the last 25 years. In addition to public and

corporate commissions, his work can be found in the collections of the Nelson-Atkins Museum, Wichita Art Museum, Denver Art Museum, Amoco, Container Corporation of America, and many others. Currently, Rule Modern and Contemporary Gallery in Denver, Cornell DeWitt Gallery in New York, and Linda Fairchild Gallery in San Francisco represent Mr. Richert's work.

The Painting & Drawing Department seeks to educate and develop in future artists the individual creative, innovative, conceptual and technical abilities necessary to pursue professional careers in art. An in-depth sequence of courses provides a broad range of studio and educational experiences that foster artistic, professional, and personal growth. Courses stress the fundamental principles of art and design, expand visual and technical skills, and encourage the assimilation of ideas, materials, and varying approaches to the creative process. Students develop individual expressive sensibilities, sharpen problem-solving and communication skills, and learn to make sensitive choices in the handling of materials. Classroom instruction challenges students with new technologies and innovative processes and ideas that are part of the contemporary climate. Finally, the program shapes artists who will be able to use their art to address issues that affect the future of the world around them.

The Painting & Drawing Program provides comprehensive study in a wide range of materials, concepts, techniques, and processes. The program exposes the beginning student to a broader contemporary definition of painting and forms the basis for thinking about and producing artwork in the context of the current art world.

To consistently take advantage of the interdisciplinary nature of the college's philosophy, the beginning student studies the human form, drawing, and basic design concepts using a variety of painting and drawing materials. Visual skills are expanded and technical skills are more fully explored.

As the program develops, the student expands upon these basic studies as a point of departure and progresses to more advanced problems in conceptualization and composition. Advanced coursework provides an in-depth basis for artistic development, expression, and provides increasingly more advanced visual and conceptual stimuli. This ranges from traditional figurative work to nonobjective work, stylized abstractions, constructions, collages, large-scale projects, and expanded definitions of painting in contemporary terms

Personal and group critiques offer in-depth, informed analysis of the student's work in a supportive way. Form and content, structured experimentation, and theoretical and philosophical areas of study help provide the advanced student with a basis for developing a lifelong personal visual vocabulary.

The Painting & Drawing faculty is composed of practicing artists who exhibit a diversity of interests and objectives. Slide lectures, videos, visiting artists, gallery/museum visits, and field trips to artists' studios continually enhance the creative atmosphere of the studio. In addition, the program exposes students to Colorado's public art collection.

The graduate of the Painting & Drawing Program who earns a Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses. Graduates are well prepared with the skills to create and sell professional-quality works of art in a contemporary market.

Painting & Drawing with an Area of Specialization in Electronic Art

The Electronic Art Area of Specialization for Painting & Drawing has been developed for artists interested in tools and techniques to electronically manipulate, enhance, and record art. Students may prepare drawings and paintings for print or inclusion in a virtual gallery or portfolio. Students use popular digital programs to create two- and three-dimensional art, video, web pages and more. Experience is gained on both Macintosh and Windows NT platforms and includes the use of scanners and printers to capture images and output artwork. Students may substitute their general studio electives with Digital Media courses developed to meet these needs.

Computer Illustration: Adobe Illustrator DM 211 (3 credits) Continued growth in the creation and utilization of computer-generated imagery for the fields of illustration, advertising, and graphic design is a necessity today. This course is designed for students interested in exploring the potential of computer illustration as it applies to the profession. The course covers 2-D computer paint and text systems.

Image Processing: Adobe Photoshop DM 212 (3 credits) Adobe Photoshop is an industry-based image-processing program. The graphic designer or illustrator can use the program as a paint, prepress, color correction, and darkroom system. Numerous graphic effects are possible after black and white or color images have been imported into the computer with scanning equipment. Completed Photoshop files can be imported into publishing programs such as QuarkXPress.

Video and Sound DM 312 (3 credits) This course is focused on the creation, non-linear editing, and output of video and audio files. Students experiment with a variety of techniques to produce commercial and artistic pieces using both the computer and video camera sources. Students acquire knowledge in editing techniques, transitions, audio manipulation, and special effects.

Basic 3D Digital Art Elective El 263 (3 credits) This course introduces and explores the basic methodology of modeling in 3-dimensional digital space, utilizing techniques for controlling perspective, transformations, lighting, textures, morphing, and rendering. Using several 2D and 3D programs, students import, create, edit, and export in various file formats to develop digital works of art or to enhance methods of artistic visualization in non-digital media such as painting or sculpture.

Introduction to the Internet and Web Site Design DM 414 (3 credits) This course introduces the history, changes and direction of the internet and World Wide Web. Lectures include discussion on communications with a service provider, job costing, limitations, and constraints in design and compatibility. Students design, create, test, and debug their pages for

use with various browsers and platforms using HTML, Pagemill, and other programs and utilities.

Painting & Drawing Program/Bachelor of Fine Arts Degree

Course #	Course Title	Credits Earned
	TERM #1 FRESHMAN YEAR	
FD 109	Two-Dimensional Design	3
FD 114	Drawing 1	3
FA 166	Introduction to Painting	3
AH 101	Themes and Functions of Art	3
EN 121	Written and Oral Communication 1	3
		15
	TERM #2 FRESHMAN YEAR	
FD 107	Life Drawing 1	3
FD 111	Computer Basics	2
FD 113	Space and Color	3
FD 115	Drawing 2	3
AH 102	Issues in Modern and Contemporary Art	3
EN 122	Written and Oral Communication 2	3
		17
	TERM #3 SOPHOMORE YEAR	
FD 100	Freshman Thesis/ Portfolio Review	1
FD 108	Life Drawing 2	3
FD 202	Three-Dimensional Design	3
FA 271	History of Modern Art	3
PT 260	Painting: Figure and Landscape	3
EN 131	Written and Oral Communication 3	3
		16
	TERM #4 SOPHOMORE YEAR	
FA 262	Form and Content	3
FA 263	Pictorial Composition	2
PT 200	Painting & Drawing Sophomore/ Junior Portfolio Review	
	Sculpture Requirement:	3
	SC 283 Mold-Making and Casting or SC 383 Figure Sculpture	
PT 264	Advanced Figure Studies*	3
HS	History	3
MA	Mathematics	3
		17
	TERM #5 JUNIOR YEAR	
FA 371	Seminars in Contemporary Art	2
FA 372	Experimental Drawing	3
PT 361	Painting Materials and Techniques	3
GE 223	Cultural Geography	3
SO	Social Science: 200 Level	3
	Studio Elective*	3
		17
	TERM #6 JUNIOR YEAR	
PT 362	Directed Painting Studies: Figure	3
PT 373	Advanced Drawing	3
PS	Physical Science	3
SO	Social Science: 300 Level	3

	Studio Elective*	3
		15
	TERM #7 SENIOR YEAR	
FA 466	Experimental Studies	3
PT 400	Painting & Drawing Senior	
	Portfolio Review	
PT	Alternative Media Requirement or	
	Digital Media Elective*	3
PT 462	Directed Painting Studies: Landscape	3
HM	Humanities: 200 Level	3
HM	Humanities: 300 Level	3
		15
	TERM #8 SENIOR YEAR	
FA 463	Art Industry	2
PT 468	Advanced Painting: Senior Studio	9
CS 400	Capstone	2
	Studio Elective*	3
		16
	Program Total	128

*Students who choose to specialize in Electronic Art will replace specified program requirements with the following courses:

DM 211	Computer Illustration: Adobe Illustrator	3
DM 212	Computer Illustration: Adobe Photoshop	3
DM 312	Video & Sound	3
EL 263	Basic 3-D Digital Art Elective	3
DM 414	Intro to Internet and Web Site Design	3

Sculpture

Charles Parson Chair: Sculpture Department

MFA, Cranbrook Academy of Art; BFA, Kansas City Art Institute; four-year apprenticeship at A.E. Backus Studio. Mr. Parson has over 45 one-person exhibits, full length performance programs as well as many large-scale temporary installations and sculptures. Sites include the Denver Art Museum; Aspen Art Museum; Chicago Pier Walk; Leedy-Voulikos Art Center; Loveland Art Museum; Hudson Park in Brooklyn, NY; Purdue University; Peoria, Illinois; and the Museum of Outdoor Arts. His work has been nationally exhibited and reviewed, with shows in New York, Dallas, Los Angeles, and Kansas City, to name a few. The Artyard Gallery in Denver represents Mr. Parson.

The Sculpture Department educates and develops in future artists the creative, innovative, conceptual and technical abilities necessary to pursue professional careers in art. The program provides broad-based study of a wide range of materials, concepts, techniques, and processes, which form the basis for students to think about and to produce artwork in three dimensions. The in-depth sequence of courses provides a broad range of studio and educational experiences that foster both artistic and personal

growth. In addition to learning the fundamentals and principles of sculpture, the student develops individual expressive sensibilities, problem solving and communications skills, and the ability to make sensitive choices in the handling of materials. Classroom work challenges students with new equipment and innovative processes and ideas that are part of the contemporary world of art. The Sculpture Program shapes the skills and visions of artists who will be able to make informed, active judgments and utilize their art to affect the future of the world around them.

Sensitivity of expression, creative use of materials, and the use of scale in abstract, non-objective, and figurative works are soundly based on the student's understanding of sculptural form, which is developed through a curriculum that provides increasingly more advanced visual and conceptual stimuli. This includes carving, casting, constructed objects, as well as performance, environmental, large-scale, and installation works.

Personal and group critiques offer in-depth, informed analysis of the student's work in a supportive way. Slide lectures, videos, visiting artists, and gallery/museum visits, as well as field trips to artists' studios continually enhance the creative atmosphere of the studio. The Sculpture faculty is composed of practicing artists who exhibit a diversity of interests and objectives.

A Sculpture major may elect to intern with professional artists including painters, sculptors, printmakers, or artists working in experimental or nontraditional areas of contemporary art. The student intern may also elect to work with galleries, art centers, or museums.

A graduate of the Sculpture Program who earns the Bachelor of Fine Arts Degree will have completed 128 credits of art, design, and liberal studies courses. Graduates are well prepared with the requisite skills to create and develop a career in the arts. This department exposes and celebrates the traditions and innovations in the world of sculpture.

Sculpture with a Technology Area of Specialization in Electronic Art

The Electronic Art Area of Specialization for Sculpture has been developed for artists interested in tools and techniques to electronically manipulate, enhance, and record art. Students prepare drawings and sculpture for print or inclusion in a virtual gallery or portfolio. Students use popular digital programs to create two- and three-dimensional art, video, web pages and more. Experience is gained on both Macintosh and Windows NT platforms and includes the use of scanners and printers to capture images and output artwork. Students may substitute their general studio electives with Digital Media courses developed to meet these needs.

Computer Illustration: Adobe Illustrator DM 211 (3 credits) Continued growth in the creation and utilization of computer-generated imagery is a necessity today. This course is designed for students interested in exploring the potential of computer illustration as it applies to the profession. The course covers 2-D computer paint and text systems.

Image Processing: Adobe Photoshop DM 212 (3 credits) Adobe Photoshop is an industry-based image-processing program. The program may be used as a paint, prepress, color correction, and darkroom system. Numerous graphic effects are possible after black and white or color images have been imported into the computer with scanning equipment. Completed Photoshop files can be imported into publishing programs such as QuarkXPress.

Video and Sound DM 312 (3 credits) This course is focused on the creation, non-linear editing, and output of video and audio files. Students experiment with a variety of techniques to produce commercial and artistic pieces using both the computer and video camera sources. Students acquire knowledge in editing techniques, transitions, audio manipulation, and special effects.

Introduction to the Internet and Web Site Design DM 414 (3 credits) This course introduces the history, changes and direction of the internet and World Wide Web. Lectures include discussion on communications with a service provider, job costing, limitations, and constraints in design and compatibility. Students design, create, test, and debug their pages for use with various browsers and platforms using HTML, Pagemill, and other programs and utilities.

Sculpture Program/Bachelor of Fine Arts Degree Course #

Course Title	Credits Earned
TERM #1 FRESHMAN YEAR	
FD 109 Two-Dimensional Design	3
FD 114 Drawing 1	3
SC 180 Beginning Handbuilding in Ceramics	3
AH 101 Themes and Functions of Art	3
EN 121 Written and Oral Communication 1	3
	15
TERM #2 FRESHMAN YEAR	
FD 111 Computer Basics	2
FD 113 Space and Color	3
FD 115 Drawing 2	3
FD 202 Three-Dimensional Design	3
AH 102 Issues in Modern and Contemporary Art	3
EN 122 Written and Oral Communication 2	3
	17
TERM #3 SOPHOMORE YEAR	
FD 100 Freshman Thesis/ Portfolio Review	1
FD 107 Life Drawing 1	3
FA 166 Introduction to Painting	3
SC 283 Mold-Making and Casting	3
FA 271 History of Modern Art	3
EN 131 Written and Oral Communication 3	3
	16
TERM #4 SOPHOMORE YEAR	
FD 108 Life Drawing 2	3
FA 263 Pictorial Composition	2
FA 262 Form and Content	3
SC 200 Sculpture Sophomore/ Junior Portfolio Review	
SC 281 Constructed Sculpture	3

HS	History	3
MA	Mathematics	3
		17
Course #	Course Title	Credits Earned
	TERM #5 JUNIOR YEAR	
FA 371	Seminars in Contemporary Art	2
FA 372	Experimental Drawing	3
SC 382	Carving	3
SC 383	Figure Sculpture #1	3
GE 223	Cultural Geography	3
SO	Social Science: 200 Level	3
		17
	TERM #6 JUNIOR YEAR	
SC 481	Sculptural Investigations	3
SC 390	Advanced Ceramic Sculpture*	3
PS	Physical Science	3
SO	Social Science: 300 Level	3
	Studio Elective*	3
		15
	TERM #7 SENIOR YEAR	
FA 466	Experimental Studies	3
SC 400	Sculpture Senior Portfolio Review	
SC 484	Directed Sculpture Studies	3
HM	Humanities: 200 Level	3
HM	Humanities: 300 Level	3
	Studio Elective*	3
		15
	TERM #8 SENIOR YEAR	
FA 463	Art Industry	2
SC 485	Advanced Sculpture: Senior Studio	9
CS 400	Capstone	2
	Studio Elective*	3
		16
	Program Total	128

*Students who choose to specialize in Electronic Art will replace specified program requirements with the following courses:

DM 211	Computer Illustration: Adobe Illustrator	3
DM 212	Computer Illustration: Adobe Photoshop	3
DM 312	Video & Sound	3
DM 414	Intro to Internet and Web Site Design	3

Liberal Studies

Jennifer Stevenson, Ph. D. Chair: Liberal Studies

Ph.D., Curriculum and Instruction/Cognitive Psychology, University of Wisconsin-Madison; MS, University of Wisconsin-Madison; BA, College of Wooster. Dr. Stevenson has wide experience as an educator at all levels, elementary through college and adult, specializing in literacy research and education. She has a substantial background as an education leader, editor, and publisher in both the nonprofit and for profit sectors, including the International Reading Association and Highlights for

Children, Inc. She is well published in professional books and journals, and is past president of the Educational Press Association of America.

The Liberal Studies Department at RMCAD offers a dynamic and challenging curriculum that enriches intellectual creativity in an environment of discourse and inquiry. The department is committed to enhancing the personal, social and intellectual growth, individual integrity, civic responsibility, and creative vision of the students. The faculty utilizes diverse teaching and learning strategies to help students become skillful communicators, thinkers, problem solvers, and life-long learners.

The Liberal Studies' curriculum is designed to provide a solid liberal education with a multi-cultural perspective. In line with RMCAD's goal to enhance creativity and innovation, the curriculum is designed as an integrated program that provides students with the skills and knowledge they need to be successful.

The outcome-based curriculum is incrementally challenging, demanding more of students as they progress. The curriculum is composed of courses in Written and Oral Communication, Art History, Humanities, Social Science, Geography, History, Physical Science, Mathematics, and culminates in a Capstone Experience. Courses impart concepts, raise questions, and ensure a breadth and depth of knowledge, preparing students to live successful, responsible, and creative lives in an ever-changing world.

The credit hours in the Liberal Studies Core are distributed as follows (Art Education excepted):

Written and Oral Communication	9 credits
Art History	6 credits
Humanities	6 credits
Social/ Behavioral Science	6 credits
Geography	3 credits
History	3 credits
Physical Science	3 credits
Mathematics	3 credits
Capstone Experience	2 credits
	41 credits

Written and Oral Communication (9 credits)

All Communication courses are required of all students. Courses must be taken in order, starting with EN 121. International students must meet minimum English language proficiency.

EN 121 Written and Oral Communication 1	3 credits
EN 122 Written and Oral Communication 2	3 credits
EN 131 Written and Oral Communication 3	3 credits

Art History (6 credits)

Both Art History courses are required of all students.

AH 101 Themes and Functions of Art	3 credits
AH 102 Issues in Modern and Contemporary Art	3 credits

Humanities (6 credits)

There are a variety of disciplines within the Humanities area, allowing the student the opportunity to take courses that are of interest or application to individual need. Students are required to take one 200 level course and one 300 level course, and can choose from the course options listed below. Not all courses are offered every semester. Please check with the registrar's office for further information about the schedule for specific course offerings.

Humanities: 200 Level (3 credits)

Choose one course from the following:

HM 205 Theater	3 credits
HM 206 Film Studies	3 credits
HM 215 Literature: Topics	3 credits
HM 216 Literature: The Short Story	3 credits
HM 219 Literature: The Novel	3 credits
HM 220 Music	3 credits

Humanities 300 Level (3 credits)

Choose one course from the following:

HM 305 Topics in Philosophy	3 credits
HM 306 Philosophy of Beauty	3 credits
HM 307 Transformational Mythology	3 credits
HM 308 Creative Writing	3 credits
HM 340 Applied Humanities Project	3 credits

Social/Behavioral Science (6 credits)

Students may choose one 200 level course and one 300 level course. Students are required to take one 200 level course and one 300 level course, and can choose from the course options listed below. Please check with the registrar's office for further information about the schedule for specific course offerings.

Social/ Behavioral Science: 200 level (3 credits)

Choose one course from the following:

SO 201 Psychology of Perception	3 credits
SO 203 Society and Behavior	3 credits

Social/ Behavioral Science: 300 level (3 credits)

SO 301 American Cultural Studies	3 credits
SO 303 World Belief Systems	3 credits
SO 340 Leadership/Entrepreneurship	3 credits

In the Contemporary World

Geography (3 credits)

GE 223 Cultural Geography

History (3 credits)

Students may choose one course from the following:

HS 201 Peace and Conflict	3 credits
HS 202 Topics in World History	3 credits
HS 203 Topics in American History	3 credits

Physical Science (3 credits)

Students may choose one course from the following:

PS 110 Geology	3 credits
PS 111 Botany	3 credits
PS 210 Ecology	3 credits

Mathematics (3 credits)

Students may choose one course from the following:

MA 121 Mathematical Problem Solving 3 credits

MA 235 Financial Principals and Practice 3 credits

Capstone Experience (2 credits)

The Capstone Experience is a culminating course concentrating on transition, leadership, assessment, and service. This course is required of all students.

CS 400 Capstone Experience 2 credits

Course Descriptions

This section describes courses offered by RMCAD during the academic year. Courses are listed alphabetically by course prefix and are organized by numerical order within each prefix. Course prefixes are defined at the beginning of the course descriptions.

Some courses have prerequisites or corequisites. A prerequisite must be taken before entering a course. A corequisite must be taken prior to, or concurrently with, a course. In individual cases, prerequisites or corequisites may be waived upon written approval of the respective Department Chair.

Some courses require a laboratory fee. See the Student Accounts Manager for fees associated with individual courses.

Not all courses are offered each term. Please refer to the current Schedule of Classes for specific offerings. For a list of required courses in specific programs of study, refer to the appropriate program in the Programs section.

Additional course selections that may apply to program requirements are identified as follows:

Studio Electives

Studio Electives are a part of each of the RMCAD programs of study. Students select these courses in accordance with their ability, interest, and goals. The courses permit students to become acquainted with other areas of knowledge, to broaden their education, or to supplement their major areas of concentration or specialization. Approved Studio Electives have an applied emphasis and include studio or lab hours. Courses that are purely academic lecture do not qualify. Courses outside of a student's major that are a part of another RMCAD degree program and meet the criteria stated above are considered appropriate Studio Electives. (In these cases, the course number will appropriately reflect the assigned major/level.) Courses that are specifically intended as electives across all majors are assigned a prefix of "EL". Transfer credits may also be granted as Studio Elective credit upon review of official transcripts in accordance with RMCAD transcript evaluation policy.

Topics Courses

Topics is a category of course intended to give all departments maximum flexibility in offering focused and individual opportunities for upper division students in their program of study. Topics Courses are designed as exceptions to the standard course offerings. They are not intended as a frequent occurrence. An individual student may take a maximum of 6 credits total, as a part of their degree program, in approved Topics Courses. Any upper division student may request a Topics Course. Consent of the instructor and approval of the Department Chair are required before a student can register for a Topics Course. Specific learning objectives must accompany each Topics proposal. RMCAD Registration deadlines apply to all Topics Courses.

There are three types of Topics Course:

A. An alternative to a degree program requirement, other than an elective, of equal contact hours. This would be a rare exception to program requirements requiring the approval of the participating instructor and the department chair; rationale would be subject to review by the Curriculum Committee and approved by the Provost & Vice President for Academic Affairs.

B. A cross-referenced course (course # must be indicated in the proposal) where an upper division student who has already completed a given course for credit is allowed to have an individualized learning experience (advanced or specialized) with the approval of the participating instructor and the department chair in the same course, with specified learning objectives distinct from other students enrolled in the course. Elective credit only.

C. Independent Study. An option, with the approval of the participating instructor and the department chair, for upper division students in good academic standing to explore an area of personal interest related to their major field of study, outside of the regular curriculum. This option cannot substitute for degree requirements other than electives. Instructor collaborates with the student to craft an appropriate syllabus for the course.

In cases where students do internships as Topics,

they will be assigned a grade of P/F.

Course numbers for Topics Courses reflect the program of study under which the course is instructed:

AN450, AE450, GD450, IL450, ID450, PT450, SC450 (1-6 credits)

A section is assigned for each approved Topics Proposal submitted to the Office of the Registrar in a given term (i.e., AN450A, AN450B...) Topics

Proposal Forms indicative of the Topics course content for a specific term/section are on record in the respective student file(s).

Course Prefixes:

AE	Art Education
AH	Art History
AN	International Animation
CS	Capstone
DM	Digital Media
EL	Studio Elective
EN	English
FA	Fine Arts
FD	Foundation Studies
GD	Graphic Design & Interactive Media
GE	Geography
HM	Humanities
HS	History
ID	Interior Design
IL	Illustration
MA	Mathematics
PS	Physical Science
PT	Painting & Drawing
SC	Sculpture
SO	Social Science

AE 225 Introduction to Art Education (4 credits) The goal of this lecture/field experience class is the introduction of philosophical issues about art education, and the anticipation of the practical application of resolutions to such elements. It is a philosophical investigation of the historical, social, political, psychological, and educational concepts, pursued to practical ends. A translation of theory to practice structures the course. Additional concepts address legal responsibilities and educational advocacy. Students research introductory and basic elements of curriculum design, lesson/unit plans, and assessment strategies. They generate applicable and pedagogically sound solutions addressing whom to teach, what to teach, how and when to teach. Students will author content and performance standards and design assessment tools that confirm learning. The course will test the student's own beliefs about art and education against the thoughts that others have documented in addressing art and education issues. Prerequisites: Topics in Philosophy, Psychology of Creativity, Reading in the Content Area, or permission of the instructor

AE 324 Reading in the Content Area (2 credits) The course addresses three main goals: researching and accumulating resources to address literacy requirements, developing strategies to incorporate literacy development in the content of fine and applied arts courses, and researching potential texts and other published materials to support teaching philosophies and content delivery. Objectives include comparing and contrasting the common elements of written, spoken and visual language. Journaling serves as a main strategy. The Best Practices for Teaching Literacy and CSAP Test Strategies in the Visual Arts, published by Jefferson County Schools, is a primary resource. Prerequisites: Written and Oral Communication 1,2,& 3; Literature Topics; Topics in American History

AE 325 Fibers/Jewelry/Printmaking Studio K-12 (4 credits) Various fiber mediums are explored. Those with direct application to a public school art program are emphasized. Weaving includes the use of handmade, table, strap, and floor looms. Soft-sculpture augments the studio plan. Metalwork and jewelry making also has a direct K-12 application and includes basic fabricating, forging, lost-wax casting, stone setting, surface treatment, soldering, joining, fastening and forming. Students will be introduced to various printmaking techniques and mediums that, in turn, have direct application to techniques, materials, and equipment appropriate to the public school setting. Water-based materials are emphasized. Safe practices using a minimum of oil-based mediums and solvents will be explored, anticipating use at the high school level. Relief, limited Intaglio, and simple stencil techniques are explored, including: mono-print, linotype, plastic etching, paper and photo stencil, photo resist, and calligraphy. Prerequisites: All foundations courses & Introduction to Art Education, or permission from instructorAE

327 Instructional Technology (2 credits) The course provides hand-on experience in applications and technological systems that support instruction and enhance student learning. Content addresses planning, delivery of standards-based curricula, assessing student performance, evaluating course and program effectiveness, and documenting data. Technology supports the efforts of teacher candidates to practice essential skills for teaching, learning, and communicating. Proficiency is determined by the student demonstrating application skill levels in word processing, spreadsheet, database, presentation software, Internet, and basic web page design. The student will also investigate programs applicable to K-12 technology-based, art curricula such as Adobe Photoshop and Illustrator. Prerequisites: Introduction to Art Education or permission of the instructor

AE 328/MA 122 Statistics: Assessing Learning and Teaching (3 credits) The course introduces basic statistics principles and applies them to the purposes for and approaches to assessment, both traditional and alternative. Study includes quantitative and qualitative methods for assessing student performance in art and design, as well as, course and program effectiveness. Included are basic statistical principles. Various assessment strategies documented in the RMCAD assessment/evaluation model are analyzed. Proficiencies will be determined by measuring the student's ability to organize data, plan teaching effectiveness, devise and demonstrate assessment and evaluation instruments and methodologies. Prerequisites: Introduction to Art Education or permission of the instructor

AE 423 Methods of Art Education, K-12 (4 credits) The methods class puts theory and planning into practice. Students now apply the content of the applicable Liberal Studies courses and the introductory art ed class to specific lessons incorporating appropriate and effective methods, equipment, and materials answering clear goals and objectives authored by the student. This is a combination lecture and studio course with a field experience. Students apply the elements of curriculum design, lesson/unit plans, and assessment strategies. Content has direct application to the classroom. Students model and demonstrate the skills intrinsic to the lesson, participate in the process, and create the art product resulting from the lesson objectives. Students will share their experience with and are evaluated by classmates. Research and investigations of student

diversity, multicultural objectives, learning styles, and exceptionality are incorporated into practical applications. Prerequisites: Introduction to Art Education or permission of the instructor

AE 424 Classroom Management (2 credits) The goal of this course is to enable teacher candidates to design, organize, and facilitate positive learning environments. They will observe, document, devise, and discuss consistent teacher behaviors that produce high levels of student involvement in classroom activities and minimal amounts of student behaviors that interfere with work. Proficiencies are determined by the a candidate's ability to plan and design clear expectations about appropriate and inappropriate behavior, efficient use of time, room organization, traffic pattern, dissemination of materials, cleanup, and project storage. Study includes the teaching cycle, teacher threat cycle, positive characteristics of classroom managers, and prescriptions for effective management of the classroom and instruction. Legal rights, due process, and school governance augment the course objectives. Prerequisites: Introduction to Art Education

AE 425 Student Teaching: Elementary (7 credits)

AE 426 Student Teaching: Secondary (8 credits) This is an extended field experience and mentorship. The student teacher will spend a minimum of six weeks in an elementary school setting and a minimum of nine weeks in a secondary school. The student teacher has the opportunity to implement their teaching abilities in actual school classrooms. The student teacher is observed, guided, and coached by a cooperating teacher in the accredited public or private school and a supervising teacher from the college. The cooperating teacher has a minimum of three years experience in teaching art. Responsibility for taking over the teaching by the RMCAD student teacher is gradually increased, allowing growth in a safe, supervised environment. The student teacher will keep a reflective journal and learning portfolio as an assessment instrument and a future resource. Feedback is consistently given and documented. A summative evaluation of the student teacher's performance establishes proficiencies, which are translated into a Pass/Fail grade. The student teaching seminar is taken concurrently. Longer student teaching experiences can be implemented if agreed to by both the cooperating teacher and the student teacher; however, maximum credit hours awarded for elementary are seven and for secondary are eight. Prerequisites: All degree requirements except Student Teaching Secondary & Student Teaching Seminar, pass the PLACE Test, permission of the dept. chair

AE 427 Student Teaching Seminar (2 credits) A capstone, culminating course taken concurrently with student teaching. Student teachers share experiences, challenges, celebrations, concerns, and strategies from their student teaching assignments. The course content is based on real-life, ethnographic experiences and events that impact philosophy, theory, and practice. Other seminar objectives include career opportunities, interview strategies, résumé critique, and portfolio assessment. Proficiencies are determined by quantity of participation and quality of shared insights, observable application of discussions and solutions, and the demonstration of knowledge, skills, and strategies that make up the content of all art education and education course work. Prerequisites: taken concurrent w/student teaching

AH 101 Themes and Functions of Art (3 credits) In this interdisciplinary survey course, students explore the relationships between the artist, his/her art, and his/her social settings. The class compares and contrasts various styles and movements in art from a variety of time periods from prehistoric times to the early 19th century art. Students also engage in analyzing works through the study of critical theories of art history. Prerequisite: None

AH 102 Issues in Modern and Contemporary Art (3 credits) This is a survey course that introduces students to the artistic, conceptual, social, and psychological issues and movements of modern art. Beginning with Courbet in the 1850s and continuing into the 20th century, students become acquainted with the topics, personalities, movements, and criticisms found in painting, sculpture and architecture. Prerequisite: Themes and Functions of Art

AN 131 History of International Animation (2 credits) This course explains the evolution of the technology and art form of animation, its ways of expression, the power of its language, symbolism, and ideas, and the impact of its ideas and imagery. Students study the visual and design styles of both commercial and independent animation from North America, Europe, and Asia, and the influence of artists and technology. Prerequisites: None

AN 200 Animation Sophomore/ Junior Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours are required to participate in the Mid-Career Portfolio Review before reaching 90 credits. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

AN 231 Creative Visualization (2 credits) The emphasis of this course is on developing imaginative concepts, using the language and magic of animation, and exploring the possibilities offered by this art form. Students storyboard ideas, and design expressive characters and backgrounds. This is accomplished by exploring the importance of visual and film elements that include composition, space, camera angles, point of views and the dynamics of motion. Prerequisites: None

AN 232 Motion Studies 1 (3 credits) Students analyze movement as a means of expressing weight, gravity, dynamics and the choreography of human and animal motions as well as the influence of physical laws upon them. Studies include key framing, in-betweening, easing in & out of motions, and creating exposure sheets. Prerequisites: None

AN 233 Traditional Experimental Animation (3 credits) This course enriches both sides of the brain. Analytical studies of the history of both American and International experimental animation stimulates the left side. Hands-on experimentation with a variety of techniques include painting on film, scratch off a film, cut out, shadow, sand or gravel animations, painting under camera, and silhouette animation will activate the right side. Prerequisites: None

AN 234 Tools and Techniques of Contemporary Animation (3 credits) An introduction to both the traditional and digital tools that allow the student to bring ideas and dreams to animated life. Techniques include image capture, sound recording, reading and synchronizing, and lip synch. Digital tools include Adobe Premiere, Adobe Photoshop, Avid, After Effects, and Toons. Prerequisites: Creative Visualization, Motion Studies 1, Traditional Experimental Animation, History of International Animation (all of these may be taken concurrently)

AN 235 Animation 1 (3 credits) Students are introduced to the drawing of animation art, starting with the creative idea, the various techniques, and the production responsibilities related to this process. The course travels from idea to synopsis, and includes storyboard, character, and background design, via an animatic to an animated film. Prerequisites: Creative Visualization, Motion Studies 1, Traditional Experimental Animation, History of International Animation (History of International Animation may be taken concurrently)

AN 236 Drawing, Acting, and Directing for Animation (3 credits) Examines capturing human and animal motion in action. Students act out motions and emotions and then project and express those emotional qualities in characters of their own design. Prerequisites: Creative Visualization, Motion Studies 1, Traditional Experimental Animation, History of International Animation (History of International Animation may be taken concurrently)

AN 237 3-D High-End Computer Animation Modeling (3 credits) Introduces the methodology and technique of modeling for three-dimensional animation: space, form and surface. Students who have become familiar with traditional stop motion are exposed to the power of dimensional modeling technology, tools, methodology and production skills. Prerequisites: Creative Visualization, Motion Studies 1, and Traditional Experimental Animation (all of these may be taken concurrently)

AN 331 Motion Studies 2 (3 credits) Students refine their skills in communicating the emotional aspects their character's motions. This is accomplished by illustrating various physical states, emotional states, and projecting personality and mood. Prerequisites: Animation 1, and Drawing, Acting, and Directing for Animation

AN 332 2-D Computer Animation (2 credits) Provides students with the opportunity to incorporate all of the traditional animation skills learned via earlier coursework. The projects rely upon the student maintaining the traditional art of personal expression while entering a magically digital domain. Prerequisites: Tools and Techniques of Contemporary Animation, 3-D Hi End Computer Animation Modeling

AN 333 Animation Collective (2 credits) This animation studio is dedicated to the creation of group projects. The course is designed to expose students to the various roles associated with working in a studio like milieu. Students join forces in a common animated goal, and are enabled to reach out even further with the help of collaborators. Prerequisites: Motion Studies 2 and Stop Motion Animation

AN 334 Animation Thesis 1 (2 credits) This advanced project simulates artist-client interaction, entails student's weekly reviews, and requires presentations for the class and faculty. The thesis project requires students to direct their accumulated knowledge into a piece that is high quality, sound, and post-produced. Each student will produce a drawing, experimental, or stop motion animated film that expresses his or her imagination, creative and production skills, personal interests, and goals. Prerequisites: Motion Studies 2 and Stop Motion Animation

AN 335 Stop Motion Animation (3 credits) Stop motion, clay, puppet and shadow animation are explored in this course. Students create animation within model sets of their design and construction. Emphasis is on the exploration of texture and mood via light and shadow. Students inject personality, character and feeling into organic and dimensional models. Prerequisites: Animation 1, and Drawing, Acting, and Directing

AN 336 3-D Computer Animation Concepts and Techniques (3 credits) Students who have become skilled in traditional 3-D computer modeling methodologies and skills are introduced to intermediate and advanced levels. Concepts and techniques required for forthcoming productions are practiced using the hi-end power of 3-D computer animation. Prerequisites: Tools and Techniques of Contemporary Animation, 3-D Hi End Computer Animation Modeling

AN 337 3-D Hi-End Computer Character Animation (3 credits) Students are encouraged to assimilate their traditional abilities and character animation skills into computer animation. They are exposed to the full palette offered by the state-of-the-art power of computer animation art and 3-D computer character animation methodology. Prerequisites: 2-D Computer Animation, 3-D Computer Animation Concepts and Techniques

AN 338 Scriptwriting for Animation (2 credits) Designed to give students the experience of taking an original idea from initial concept stage and developing it into a cohesive script. Students not only meet professional criteria, but also project their visual imagination using the magical powers offered by, and so unique to, the art of animation. Prerequisites: Stop Motion Animation

AN 400 Animation Senior Portfolio Review (non-credit graduation requirement) All seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review, which is always the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Specific portfolio requirements vary by department.

AN 431 Design and Animation for Games (3 credits) This elective is an introduction to the ever-expanding arena of interactive game design. Students create digital animations that are utilized in game design and creation.

AN 432 Exploration of Evolving Technologies (3 credits) Students do scripting, character design, and storyboarding to produce a final short

film or a pilot for a longer format work. The pilot is then included as part of a professional proposal aimed at submission to outside clients.

AN 434 Animation Thesis 2 (2 credits) This second thesis provides students with another opportunity to create a traditionally animated film that further expands their styles, skills and techniques. Students utilize new insight gained via the computer animation encounter. Open to co-production, this thesis experience enables students to reach for their highest goals, resulting in a still more ambitious and challenging animation. Prerequisites: Animation Collective, Animation Thesis 1

AN 435 Experimental Computer Animation (3 credits) Advanced students explore their creative ideas by stepping outside the boundaries of digital animation technology and art. This experimental course allows the exploration of any or all of the forms of computer animation as a means of expression. Prerequisites: 3-D Hi End Computer Character Animation

AN 436 3-D Hi-End Computer Animation Lighting and Special FX (3 credits) Learn advanced 3-D lighting skills, aesthetics, special effects, and atmospheric effects. Students are then able to embark on the creation of imaginative work that combines the magic of traditional animation and character animation, taking computer animation art into the next dimension. Prerequisites: 3-D Hi-End Computer Character Animation

AN 442 3-D Computer Animation Thesis (2 credits) Dedicated to providing advanced students with the opportunity to synthesize their entire learning experience into a finest quality, fully produced, personal digital animation project. The completed project expresses the individual's creative imagination, animation skill, personal interests, and professional goals via the art of three-dimensional computer animation. Prerequisites: Experimental Computer Animation, Animation Thesis 2 (Animation Thesis 2 may be taken concurrently)

AN 443 Amalgamated Experimental Animation (2 credits) Advanced students in their last term of study capture their total learning experience in a highest quality fully produced digital animation project. Experimental in nature, this course requires students to express their creative skills and goals, and offers the opportunity of amalgamating all learned techniques. This final project merges the traditional, now digitally captured, with two- and three-dimensional computer animations. Prerequisites: Experimental Computer Animation, Animation Thesis 2 (Animation Thesis 2 may be taken concurrently)

CS 400 Capstone Experience (2 credits) In this culminating course students critically evaluate and reflect on their educational experience. Students apply learning and transitional theories and utilize critical thinking to connect undergraduate Liberal Studies curriculum to their field of art. They complete a Liberal Studies portfolio, which includes documentation of their employability, epistemology, life goals, and service-learning. Prerequisites: Three required portfolio reviews (Freshman, Sophomore/Junior, and Senior) and you must be a Senior in your final term before graduation

DM 112 Electronic Page Layout (3 credits) Students learn how to electronically assemble graphic images and typography through the use of desktop computer systems. Students use the computers to create layout and finished page design using QuarkXPress. Prerequisite: Computer Basics

DM 211 Computer Illustration: Adobe Illustrator (3 credits) Continued growth in the creation and utilization of computer-generated imagery for the fields of illustration, advertising, and graphic design is a necessity today. This course is designed for students interested in exploring the potential of computer illustration as it applies to the profession. The course covers 2-D computer paint and text systems. Prerequisite: Computer Basics

DM 212 Image Processing: Adobe Photoshop (3 credits) Adobe Photoshop is an industry-based image-manipulation processing program. The designer, illustrator, or fine artist can use the program as a paint, prepress, color correction, and darkroom system. Numerous image effects are possible after black and white or color images have been scanned and/or electronically created. Prerequisite: Computer Basics

DM 300 Introduction to Computer Aided Design (CAD) (3 credits) Introductory 2D and 3D computer aided drafting/design for Interior Design. Areas of study include: hardware, software, introduction to industry standards and procedures, file management and file naming. The CAD software areas of study include: graphical users interface, drawing, editing and modify commands, layer organization and strategies, dimensioning and plotting. Students will draw model files that will include a simple floor plan, elevation and detail and different scales. Students will assemble a sheet file that will include an xreferenced standard title block, model files, scaled viewports, annotation and dimensioning. A simple 3D model will be created and rendered. Finally, posting drawing to the web will be studied. Prerequisites: Drafting, Computer Basics and Basic Spaceplanning

DM 311 Electronic Prepress (3 credits) Students learn how artwork and concepts are prepared for the printing process using traditional and electronic techniques and technology. Instruction includes the preparation of black and white as well as full color art for reproduction. Projects include an ad, a self-promotional postcard, and a catalog spread. Color correction, scanning, color separation, masking, OPI, press imposition, printing processes, and bindery are taught. Prerequisites: Electronic Page Layout, Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

DM 312 Video and Sound (3 credits) This course is focused on the creation, non-linear editing and output of movie and audio files. Students experiment with a variety of techniques to produce commercial and artistic pieces using both the computer and video camera sources. Students acquire knowledge in editing techniques, transitions, audio manipulation, and special effects. Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

DM 412 Introduction to Interactivity & Multimedia (3 credits) An introduction to multimedia concepts and presentations. Using Macromedia Director, students develop storyboards and flowcharts for interactive

presentations designed for CD and Internet platforms. Students work individually to develop a series of projects that cover various aspects of the multimedia design process. Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

DM 414 Introduction to the Internet & Web Site Design (3 credits) This course introduces the history, changes, and direction of the Internet and World Wide Web. Lectures include discussion on communications with a service provider, job costing, limitations and constraints in design and compatibility. Students design, create, test, and debug their pages for use with various browsers and platforms using HTML, Pagemill, and other programs and utilities. Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

DM 416 Flash (3 credits) An introduction to Flash and the design of rich user interfaces for the internet. This course addresses the advantages of using vector based graphics online that have the ability to deliver cross-platform, low bandwidth animations and presentations. Topics cover web design methodologies and the importance of user interfaces, optimization, and performance. The software package is Macromedia FlashMX. Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

DM 422 Advanced Interactive Design (3 credits) This course enables the student to take applications like Director, Flash, and Dreamweaver to a level of intuitive visual development to create, import, animate, and control media in a sophisticated, useable interactive multimedia interface. Students learn the issues regarding Hybrid Interactive CD and web creations and debugging for multiple playback and browser environments. Students use Adobe ImageReady for creating gif animations and batch graphic manipulation, and SoundForge for manipulating sound. The class acts as a team working on a large project and creates a project estimate based on a client's needs for a finished product. Prerequisites: Introduction to Interactivity and Multimedia

EL 110 Perspective Drawing (1 credit) Designed for individuals interested in learning perspective drawing, this ongoing course gives a simple and concise overview of the principles of perspective drawing. In it, participants will learn about the methods used to create the illusion of depth on a two dimensional surface. Geared toward beginners and those with more experience who need structured practice, this class will add depth to students' drawing abilities. Open to students of all skill levels. For-credit courses may require additional or more advanced assignments. Prerequisites: None

EL 263 Basic 3-D Digital Art Elective (3 credits) This course introduces and explores the basic methodology of modeling in 3-dimensional digital space, utilizing techniques for controlling perspective, transformations, lighting, textures, morphing, and rendering. Using several 2D and 3D programs, students import, create, edit, and export in various file formats to develop digital works of art or to enhance methods of artistic visualization in non-digital media such as painting or sculpture.

EL 272 Backcountry Sketchbook & Journal Workshop (3 credits) Drawing inspiration from Colorado's high country, students hike into beautiful

mountain scenery and sketch in pencil, watercolor, and other media suitable to the course. Sketches will be illuminated by a running journal, all within a sketchbook that the student will be taught to hand bind and regard as a work of art unto itself. Prerequisites: Drawing experience recommended

EL 276 Experimental Figure Studies (3 credits) Students are encouraged to explore and develop innovative approaches to formal and conceptual content while expanding their range of materials and techniques for expressing the figure. Emphasis is on increasing an awareness of contemporary modes and on continuing to build a thorough understanding of traditional approaches to figurative drawing. Prerequisite: Life Drawing 2

EL 281 Ceramic Sculpture using Wheel Techniques (3 Credits) This elective course introduces the student to the immense and varied possibilities of using wheel-throwing techniques to realize ceramic sculpture forms. Primary emphasis is learning how to throw on the wheel, and how to use the wheel as a tool to make components for constructed sculpture works. Prerequisites: 3-Dimensional Design and Beginning Handbuilding in Ceramics

EL 284 Animal Anatomy and Drawing (3 credits) Students from beginning to advanced will learn wildlife sketching and drawing techniques based on comparative anatomical studies of the principle families of animals. Various resources available to the artist are explored in order to create accurate environments for animal art. Sessions take place at the Denver Zoo and the Denver Museum of Science and Nature. Prerequisite: None

EL 285 Children's Book Illustration (3 credits) This course familiarizes students with the illustrator's role in the development and creation of a children's book. Assignments include breaking up manuscripts, designing characters, creating a storyboard, a wrap around jacket, a 3-D page dummy, and several finished pieces. Other areas covered in class are story flow, consistency, age appropriateness, professional practices, working with text, design, color and composition. Prerequisite: Drawing 2

EL 310 Impressions of Ireland: Painting and Drawing in Ireland (3 credits) Concentrating on landscape, architecture and the people of Ireland, students will complete a series of small size life sketches, value drawings and one or two small "Plein Air" paintings each week of this course. A particular focus will be on the local 'green' landscapes, botany, rocks, cliffs and seascapes as well as ancient and new architecture. Painting students can draw and paint in the media of their choice and participate in field trips with the photography students to take photographs for reference material. Scheduled discussions, lectures, demonstrations and critiques as well as individual assistance will be provided by the instructor both on location and in the Burren College of Art painting studio.

EL 320 Studio Elective transfer credit (1-9 credits) "Studio Electives" are a part of each of the RMCAD programs of study. Students select these courses in accordance with their ability, interest, and goals. The courses permit students to become acquainted with other areas of knowledge, to broaden their education, or to supplement their major areas of concentration or specialization. Approved "studio electives" have an applied emphasis and include studio or lab hours. Courses that are purely

academic lecture do not qualify. Courses outside of a student's major that are a part of another RMCAD degree program and meet the criteria stated above are considered appropriate studio electives. (In these cases, the course number will appropriately reflect the assigned major/level.) Courses that are specifically intended as electives across all majors are assigned a prefix of "EL". Transfer credits may also be granted as Studio Elective credit upon review of official transcripts in accordance with RMCAD transcript evaluation policy.

EL 361 Installation (3 credits) Installation comprises not just a group of discrete art objects to be viewed as individual works, but an entire ensemble or environment. This course traces the origins of installation art and covers some of the contemporary artists presently working in this genre. Field trips are taken to view site-specific work around Denver. Students work on their own or on collaborative projects. Prerequisite: 3-D Design

EL 405 Human Anatomy for the Artist (1 credit) This ongoing twelve-week course will take the art student through an introduction to the human skeleton including proportions, landmarks, and muscles. Participants will learn to draw the figure using block construction, and to transform blocks into realistic figure drawings. Individuals will be able to draw, name and attach the muscles from memory and to draw the skeleton in different positions. Participants will have the opportunity to draw from live models. For-credit courses may require additional or more advanced assignments. For-credit prerequisites: Permission from instructor.

EL 410 Creating Realism in Your Art (1 credit) This ongoing twelve-week course is a studio course for students of all abilities to learn and/or practice drawing and painting realistically in a chosen medium. Subject matter will include still life set ups, landscapes, and figures. The instructor will present demonstrations, exercises, videos, books, articles, and critiques as resource material. The class will look at realism in history and expose students to the work of contemporary realist painters as the students complete their own pieces in class. There will be the use of live nude and/or costumed models in the last four weeks of the course. For-credit courses may require additional or more advanced assignments. For-credit prerequisites: Permission from instructor.

EL 412 Impressions of Ireland: Photography in Ireland (3 credits) Structured around the architecture, landscape, seascape and portraits of the Irish people, students will concentrate on honing their photography skills while photographing the Irish countryside. In this course, participants must have a working knowledge of exposure and darkroom skills. Students will be expected to improve their black and white printmaking skills, and will also shoot in color transparency. Class lectures will flow from the history of photography learned in GD 341 and will be complemented by field trips throughout Ireland. Independent darkroom work is expected. Prerequisites: Photography (GD 341), or equivalent experience in darkroom and academic studies.

EL 440 Museums and Galleries of New York City, NY (1 credit) Museums, galleries, and much more! Lead by RMCAD Art History professor, Heidi Cordova Strang and Chair of Art Education, Lon Seymour, students will have the opportunity to visit the major art museums of New York City, including

the Metropolitan Museum of Art and the Guggenheim Museum. Students will also tour many leading galleries in such areas as Soho, Tribeca, Chelsea and Midtown. In this 4-day trip to the Big Apple, participants will have an opportunity to see a Broadway musical and enjoy free time for sightseeing, visits to other museums including MOMA, the Whitney and the Frick Museum, and explore the many restaurants and shops of NYC. Students wishing to receive credit for this course should note it on their application and will be required to complete additional or more advanced assignments.

EL 441 Madrid and Barcelona: The Art, History and Culture of Spain (2 credits) In this exciting 12-day travel program, students will experience and explore the art, history and culture of Madrid and Barcelona. Lead by a local Explorica tour director, and RMCAD Art History professor, Heidi Cordova Strang and RMCAD Illustration professor, Hugh Alexander, participants will take walking tours of the cities and visit museums including the Museo Nacional del Prado, the Royal Palace, the Thyssen-Bornemisza Museum, the Picasso Museum and the Salvador Dali Theater Museum. Students will also have the opportunity to draw and paint the people, landscape and architecture of Spain's most famous cities. In addition, participants will enjoy free time to explore the shops, restaurants and optional locations such as Toledo and the Nacional d'art de Catalunya. For a complete itinerary, visit RMCAD's Explorica tour center at www.explorica.com, ID code: Putnam-2596. Students wishing to receive credit for this course should note it on their application and will be required to complete additional or more advanced assignments.

EN 121 Written and Oral Communication 1 (3 credits) This course is an introduction to college-level reading, writing and speaking in a guided workshop setting. Students read fiction and non-fiction, and then use related themes and concepts as a basis for critical thinking, research, written work, and oral presentations. In written work, emphasis is placed on the development, organization and clarification of ideas, with attention to grammar and mechanics, using both narrative and expository forms. In the development of oral skills, emphasis is on organization of thought, clarity of presentation and development of confidence.
Prerequisite: None

EN 122 Written and Oral Communication 2 (3 credits) Through the use of cultural time lines, students improve their written and oral communication skills. Students apply critical thinking skills as they write and speak about literature, language, art, music, religion, civics, and philosophy in the context of cultural thought. Students improve their understanding and usage of written communication, gain grammatical and stylistic proficiency, and sharpen their extemporaneous and planned oral presentation skills. Prerequisite: Written and Oral Communication 1

EN 131 Written and Oral Communication 3 (3 credits) Students improve their ability to frame questions, research possibilities, and critically review answers through written and oral presentations. Students write and present six short papers on various historical and cultural topics. The course focuses on developing essential library and internet research techniques, improving organization, composing longer format papers, and on increasing confidence in producing written work and delivering oral presentations.

Students use analysis, synthesis, and evaluate reasoning. Prerequisite: Written and Oral Communication 2

FA 166 Introduction to Painting (3 credits) Students are exposed to the tools, materials, and processes of painting including building the stretcher frame, stretching and preparing the canvas, applying paint with various brushes and tools, and exploring basic painting techniques ranging from the traditional to the contemporary. Prerequisites: None

FA 262 Form and Content (3 credits) A course that thoroughly analyzes the total organic structure of a work of art and its meaning. The class also studies light and space in relation to both two and three dimensions. Psychology, theory, history, design, and aesthetics are investigated as tools to develop a visual vocabulary. Prerequisites: Drawing 2, Introduction to Painting

FA 263 Pictorial Composition (2 credits) Students draw on past experience to synthesize their artistic abilities. Pictorial composition includes the unity of form and content, the handling of media and materials, and the degree of realism or abstraction in final presentations. Prerequisites: Two-Dimensional Design

FA 271 History of Modern Art (3 credits) Opening with the innovations of and furor over Manet's Luncheon on the Grass, 1863, students are introduced to the modernist period. Movements such as Realism, Impressionism, Post-Impressionism, and Expressionism are covered in the first half of the class via lectures, video, slides, and discussion. The second half of the course addresses work produced in the 20th century up to Abstract Expressionism, 1950, New York City. Prerequisites: Issues in Modern and Contemporary Art

FA 371 Seminars in Contemporary Art (2 credits) Beginning with a survey of art produced in the second half of the 20th century, students investigate contemporary movements and concepts including happenings, installation, performance, new figuration, and postmodern aesthetics. The course includes a series of panel discussions led by college faculty, critics, and visiting artists. Students are required to embark on a major research project covering contemporary artists and issues. Prerequisites: History of Modern Art

FA 372 Experimental Drawing (3 credits) The focus is on an individually oriented pursuit of drawing. The sense of artistic discovery is enhanced by the development of a series of drawings in which sources in contemporary art history, along with an awareness of selected materials and media, are combined with a more conceptual, creative process. Extreme departures in scale, surface tool, and medium are investigated. Prerequisites: Drawing 2

FA 463 Art Industry (2 credits) This course prepares fine art majors with essential knowledge and practical strategies necessary to effectively seek out gallery representation, commissions, government grants, art competitions, etc. The class visits galleries, artists' studios, and art-related firms. Students are exposed to working professionals such as critics, art administrators, and both legal and financial representatives.

Students prepare a resume and slide portfolio. Prerequisites: Must be a senior

FA 466 Experimental Studies (3 credits) Students explore definitions and applications of contemporary sensibilities. The merging of existing art forms into innovative and experimental approaches, including the utilization of new technologies, also blends into considerations of site and audience in this multidimensional course. Prerequisites: Drawing 2

FD 100 Freshman Thesis/ Portfolio Review (1 credit) After completing 25-30 credit hours, all students moving from freshman status to sophomore status are required to participate in the Freshman Portfolio Review/ Thesis, including transfer students who transfer in with less than 30 hours. The portfolio review is always done on the last day of each term and is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work. During the first five weeks of the term following the Freshman Portfolio Review, students will attend the in Freshman Thesis course. This is an interdisciplinary thesis that synthesizes students' personal experience and growth as an artist after finishing one year of art school. This course is designed to help the student integrate the liberal studies and studio coursework into an understandable body of knowledge, laying the foundation for future growth in a creative life.

FD 107 Life Drawing 1 (3 credits) This course guides students toward theoretical and practical methods of constructing the human figure. Students learn to conceive and build the human form in terms of large masses and planes moving in space. Topics include basic human anatomy, proportions, measurements, balance and rhythm, foreshortening, light, and shade. Prerequisite: None

FD 108 Life Drawing 2 (3 credits) Building on the student's knowledge of constructive anatomy, this course concentrates on techniques and issues regarding the drawing of the human figure. Areas of study include drawing from memory, the draped figure, exaggeration and abstraction of the figure, and interpretive and expressive approaches to figure drawing. Prerequisite: Life Drawing 1

FD 109 Two-Dimensional Design (3 credits) This is the first in a three-part series of courses designed to investigate the theories and practices of design in the visual arts. This class is a problem-solving course addressing the tangible principles and elements of design. Prerequisite: None

FD 111 Computer Basics (2 credits) This course prepares students to participate in the technological aspects of the visual arts. Computer Basics teaches units in both Macintosh and Windows NT platforms to provide hands-on training in the function and knowledge of software programs. Prerequisite: None

FD 113 Space and Color (3 credits) Space and Color is the second in a three-part series of courses designed to investigate the theories and practices of design in the visual arts. This is a course that familiarizes the student with the basic relationship between color, design, and space.

Studies are grounded in Itten's theory of color. Topics covered include color's value, intensity, and hue. Assignments address color-building practices including cutting paper, mixing hues, creating a collage, and other methods of investigating the properties of color. Prerequisite: Two-Dimensional Design (may be taken concurrently with written permission of the Foundations Department Chair).

FD 114 Drawing I (3 credits) Students study the theories and practices of rendering natural and man-made objects. Emphasis is placed on objective inquiry and the study of form as simple structure from which details slowly evolve. Beginning with basic rules of one-, two- and three-point perspective, students concentrate on the details of drawing such as texture, form, tone, line, and modeling. Prerequisite: None

FD 115 Drawing 2 (3 credits) This course builds on the study of perspective and skills acquired in Drawing I. Students extend their fundamental skills to solve a series of compositional problems. Areas of investigation include memory drawing, narrative still life, interlocking imagery, nature studies, and contemporary issues in drawing. Prerequisite: Drawing 1

FD 202 Three-Dimensional Design (3 credits) This is the final course in a three-part series of courses designed to investigate the theories and practices of design. This is a problem-solving course addressing the tangible principles and elements of three-dimensional design. Using a variety of materials and processes, students explore basic elements such as volume, mass, weight, gravity, color/light, and basic structure. Prerequisite: Two-Dimensional Design and Space & Color

GD 200 Graphic Design & Interactive Media Sophomore/ Junior Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours are required to participate in the Mid-Career Portfolio Review before reaching 90 credits. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work. Points earned via the Mid-Career Portfolio Review are applied during the senior year to the Capstone Experience.

GD 240 Conceptual Drawing (2 credits) Designed to enhance traditional drawing and presentation skills for graphic designers. Content includes visual thinking, architectural lettering, constructive drawing, and reproduction techniques. Design processes and methodology are emphasized throughout the course. Students are introduced to the concept drawings and process work of contemporary graphic designers and illustrators. Prerequisites: None

GD 244 Typographic Design (3 credits) An in-depth examination of the elements and principles of typography. Study areas include typeface classifications and sizes, letter spacing, line spacing, column structures, and grid systems. Students begin manipulating typeforms using traditional materials and then proceed to computer-generated projects using QuarkXpress. Prerequisite: Two-Dimensional Design and Electronic Page Layout

GD 245 History of Graphic Design (3 credits) A seminar and research course covering developments in visual communications from the prehistoric period to the present. The course begins with the origins of the spoken and written word, symbols and signs, and the development of printing and typography. Topics include the Bauhaus and the origins of design education, the impact of world wars on visual communication, and changing technologies including computers and multimedia design. Key 20th century designers and typographers are studied in depth. The course consists of slide and video presentations, seminars, and research and studio projects. Prerequisite: Written and Oral Communication 3

GD 341 Photography (3 credits) The history of photography serves as the structure of this course in which students learn the basics of black and white photography. Various genres and photographers serve as examples of both photographic content and photographic technique. Students learn how to load, expose, shoot, develop film and make photographic prints. Students will understand how the various techniques and tonal qualities of the print affect their interpretation of subject matter. Prerequisites: None

GD 342 Advertising Design (3 credits) Utilizes both traditional and digital media as an introduction to the basic principles and elements of advertising. The course emphasizes conceptual thinking and examines essential research and marketing strategies. Students have the opportunity to work on actual non-profit and small business projects. Prerequisite: Graphic Design 1

GD 343 Graphic Design 1 (3 credits) Utilizes both traditional and digital media and concentrates on graphic simplification and economy. Research and analysis is emphasized. Projects include logo design and corporate identification. Students work on non-profit and small business projects from the Denver area. Prerequisites: Typographic Design

GD 344 Experimental Typography (3 credits) An advanced course that addresses the relationships between form and content in typographic design. The work of 20th century typographers such as Jan Tschichold, Piet Zwart, Herbert Bayer, Zuzana Licko, and Rudy Vanerlans are studied. Elements such as scale, value, texture, space, and form are covered via two- and three-dimensional studio projects. Students use traditional and experimental processes. Prerequisites: Typographic Design

GD 345 Advertising Copywriting (2 credits) An introduction to effective copywriting for print advertising, direct marketing, television and radio. This course examines the structure of advertising messages, how they are adapted to specific audiences, and the social settings in which they occur. The primary goals of this course are to teach students how to analyze, understand, and apply the principles and real-world practices of advertising copywriting; and to help students learn how to identify and create exciting, original and effective advertising copy for a variety of products (consumer, business-to-business, etc.). Prerequisites: Written and Oral Communication 3 and Electronic Page Layout

GD 346 Graphic Design 2 (3 credits) Utilizes both traditional and digital media in an advanced course that explores more complex design problems such as poster design, direct market design, package design, and

brochures. Students work on non-profit and small business projects from the Denver area. Prerequisites: Graphic Design 1, Adobe Illustrator and Adobe Photoshop

GD 347 3-D Packaging (3 credits) Utilizes both traditional and digital media as an introduction to the skills necessary for designing packaging graphics and preparing accurate mock-ups as practiced within the graphic design industry. Content includes basic concept rendering, developing die-cut patterns, modelmaking and mock-up techniques, and both visual and verbal presentation skills. The course includes visits to package design and fabrication facilities in the Denver area. Prerequisites: 3-D Design, Adobe Illustrator, and Electronic Page Layout

GD 400 Graphic Design & Interactive Media Senior Portfolio Review (non-credit graduation requirement) All seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review, which is always on the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world.

GD 442 Environmental Graphic Design (3 credits) Utilizes both traditional and digital media and is an advanced course that investigates large-scale three-dimensional design problems. Students study wayfinding, sign systems, corporate graphics via models and two-dimensional presentations. Prerequisites: Graphic Design 2

GD 443 Senior Graphic Design Seminar (2 credits) An advanced course that investigates seminal issues and ideas in graphic design. Topics include the role of the designer in contemporary culture, Modernist and Postmodernist design, new technology, and professional practice. Students produce written and visual projects that are tied directly into the Graphic Design Graduation Portfolio course. Visiting critics and designers contribute to a thought-provoking seminar environment. Must be a graduating senior and have passed all required Portfolio Reviews

GD 446 Internship Honors Course (3 credits) An honors program that enables qualified seniors to work within established graphic design studios, advertising agencies, and new media facilities. Seniors apply for admission into the program with a portfolio presentation to a panel consisting of the Department Chair, Director of Career and Alumni Services, and one faculty member. Seniors must have a cumulative 3.0 grade point average and have completed all required forms and documentation. Upon acceptance, the college guides a candidate into the best possible student/ professional connection. The planned program of activities is controlled by RMCAD, not by the officials of a job establishment. Class attendance is on a weekly basis and is regularly scheduled to provide for interaction between Internship sponsor, instructor, and student. Appropriate assignments are required for completion of the course. Students who do not meet the above criteria will take GD 450 Topics in Graphic Design. Orientation is required!

GD 447 Graphic Design Graduation Portfolio (3 credits) The designer's portfolio of work is the employer's primary tool for assessing the skills and talents of a prospective employee. The portfolio is the art student's

most important asset in successfully gaining employment upon graduation. Portfolio class explores these issues as well as what constitutes a professional-looking portfolio, who should see it, and how to arrange appointments. Instructors assist the students in selecting artwork for refinement and inclusion in the portfolio and in assembling the portfolio for maximum effect. Prerequisites: Must have passed all previous courses and portfolio reviews

GD 448 Architectural Model Making (3 credits) A course that enhances three-dimensional visualization skills for the commercial and residential environment. Principles and elements include scale, proportion, plane, volume, light and space. Various types of scale models and construction techniques are demonstrated. Students learn how to assemble accurate three-dimensional representations based on existing plans and elevations. Prerequisites: Three-Dimensional Design

GD 450 Topics in Graphic Design (3 credits) An alternative to the Internship Honors Course, which offers students the opportunity to take specific studio or humanities courses that will enhance their conceptual thinking, communication skills, and technical expertise. After consultation with the Department Chair and faculty, students are guided into a course of study designed to strengthen their marketability for graphic design practice. Prerequisites: You must be a senior in your last term

GE 223 Cultural Geography (3 credits) An examination of various human populations around the world with emphasis on cultural aspects. Students discuss and explore changes brought about through interaction of cultures. Students investigate the diversity of human-environment relations, the modification of the environment and the impact created by those changes, the influence of environment on culture, and the dynamics of population and ecological concerns. Prerequisite: Written and Oral Communication 2

HM 205 Theater (3 credits) This course involves field trips to theatrical performances. Students go behind the scenes to closely examine sets and costume designs. Students read a number of plays, discuss the dramas, and analyze how they work. The class evaluates ways to conceptualize and communicate the material: the story, the setting, the conflict, character, and dramatic presentation. Prerequisite: Written and Oral Communication 2

HM 206 Film Studies (3 credits) Students identify and analyze the following structural elements of film: dialogue, script, shooting, editing, music, sound, and lighting. Students describe how these elements work together to support each other. Students describe the way in which film reflects values of time and culture, as well as how film influences, directs, and describes human perceptions and culture. Topics include winners and losers, morality, possibilities, values, and philosophy. Prerequisite: Written and Oral Communication 2

HM 215 Literature: Topics (3 credits) An in-depth study of selected fiction and non-fiction works of literature, and how they relate to cultural, social, political and historical issues. Students explore both the scholarly and cultural elements that distinguish works within the literary tradition. The selected reading material parallels and helps

explain similar trends in other creative forms, including the visual. Topics will vary by term. Prerequisite: Written and Oral Communication 2

HM 216 Literature: The Short Story (3 credits) An in-depth study of the short story and its evolution as a literary form within its historical, social, and political confines. Students explore both the scholarly and cultural elements that distinguish works within the European literary tradition. The selected reading material parallels and helps explain similar trends in other creative forms, including the visual. Students are encouraged to integrate concepts covered in this course with their studies in art and design. Student success is evaluated through interactive class projects, small group discussions, the writing of papers, and oral presentations. Prerequisite: Written and Oral Communication 2

HM 219 Literature: The Novel (3 credits) An in-depth study of the novel, focusing on four major authors, their work, and criticism applicable to the genre. Students explore both the scholarly and cultural elements that distinguish works within the European literary tradition. The selected reading material parallels and helps explain similar trends in other creative forms, including the visual. Students are encouraged to integrate concepts covered in this course with their studies in art and design. Prerequisite: Written and Oral Communication 2

HM 220 Music (3 credits) An interactive class that helps students participate in and analyze the universal language of music. Students will experience rhythm, discover the origins of modern music, create visual representations of musical periods and pieces, and discuss what determines the longevity and importance of musical styles. Prerequisite: Written and Oral Communication 2 (may be taken concurrently)

HM 305 Topics in Philosophy (3 credits) This course discusses and analyzes some great philosophers, their ideas, philosophical issues, and their historical context. Students analyze the differences between and similarities among many philosophies, and examine how each led to and affect one another as well as society and culture. Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

HM 306 Philosophy of Beauty (3 credits) The philosophy of beauty, its creative sources, its form, and its effects are discussed in depth in this course. Students develop a good working knowledge of basic philosophical concepts and apply them to artistic forms, including visual art, literature, and music. Students produce both oral and written critiques of presented work. Prerequisite: Written and Oral Communication 2

HM 307 Transformational Mythology (3 credits) A survey of Eastern and Western mythology, including Greek, Roman, Celtic, and Native American. Psychological meanings, hidden connections, social contexts, and the world views they reflect will be emphasized. Joseph Campbell's ideas on the hero's journey and the sacred myths of the world will form the basis for class discussion. Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

HM 308 Creative Writing (3 credits) This course teaches techniques for creative writing. Students explore imaginative uses of language through

writing short stories, drama, poetry, and/or literary nonfiction.
Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

HM 340 Applied Humanities Project (3 credits) Students apply leadership, team building, and project management concepts in the design, development and execution of a community service project. Students are responsible for brainstorming the project, project management, time-lines and team assessment. Prerequisites: Written and Oral Communication 3

HS 201 Peace and Conflict (3 credits) Surveys the history of the 20th Century from World War I to the present day to provide an in-depth understanding of the major personalities and movements that have shaped and influenced contemporary society. Political trends, social movements, and important historical events are examined. Prerequisite: Written and Oral Communication 2

HS 202 Topics in Western History (3 credits) A study of major historical events in Western history and their impact on the world. History is discussed in the context of the scientific advances, philosophical views and issues, religious developments, political events, social trends, and cultural influences of the times. Prerequisite: Written and Oral Communication 2

HS 204 Topics in American History (3 credits) A study of major historical events in American history and their impact on the world. History is discussed in the context of the scientific advances, philosophical views and issues, religious developments, political events, social trends, and cultural influences of the times. Prerequisite: Written and Oral Communication 2

ID 182 Drafting (3 credits) An introductory course covering the principles and elements of drafting as applied to interior design, architecture, and environmental graphic design. Students work on a wide range of projects using a variety of projection systems. Projects include layout and lettering, dimensioning, and the development of floor plans and elevations. The instructor demonstrates relevant tools and techniques used in the industry. Prerequisites: None

ID 184 Textiles (2 credits) This course covers the textile industry for interior design. The fiber, yarn, construction, finishing, coloring, and printing of textiles is discussed in detail. The course examines the use of natural, synthetic, and recycled textiles to meet interior specifications. Students learn how to identify and select appropriate textiles for specific residential and commercial applications. Prerequisites: None

ID 187 Surfacing Materials (2 credits) Students learn the properties of and applications for all materials for floors, walls, ceilings, windows, and other interior surfaces. Information pertinent to specification, measurement, estimation, and installation is covered. Prerequisites: Textiles

ID 200 Interior Design Sophomore/ Junior Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours

(junior year) are required to participate in the Mid-Career Portfolio Review before reaching 90 credits (senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

ID 283 Architectural Perspective & Rendering Techniques (3 credits) Architectural Perspective & Rendering Techniques offers an overview of the artistic and presentational assets of perspective rendering in the profession of Interior Design. Information will be presented in a logical sequence that enables students to understand both the conceptual and actual process of manually constructing one, two, and three-point perspective drawings. Basic, intermediate and advanced rendering techniques will be introduced to the students to enhance linear perspectives for quality presentation renderings, including color palette, detailing, shading and light sources, surface indications, entourage and landscape. Prerequisite: Drafting

ID 285 Basic Space Planning (3 credits) Students investigate the three principal areas of information required for design problem solving. The first area involves the physical and psychological factors that designers must consider to meet the needs of people in their environment, including ergonomics, behavioral patterns, and interpersonal interaction. Second, the students explore methods of gathering and organizing data for solving a design problem. The last area of information involves creating appropriate space adjacencies and furniture layouts for residential projects. Prerequisites: Drafting

ID 286 Residential Design (3 credits) The functional and aesthetic aspects of design are applied to residential design problems. Plans, elevations, sections, and three-dimensional drawings communicate the solutions developed by students. Students present a final project that includes furniture, finishes, fabrics, and the execution of finished presentation boards. Prerequisites: Drafting and Basic Space Planning

ID 287 Residential Construction Documentation (3 credits) Students build upon the skills acquired in the Drafting course to interpret the graphics, terms, and accepted practices used to create working drawings. Students learn the basic skills necessary to create a set of working drawings for a residence of their own design, including site plan, floor plans, sections, elevations, details, and schedules. Prerequisites: Drafting, Basic Spaceplanning, and Residential Design (Residential Design may be taken concurrently)

ID 289 History of Architecture and Furniture 1 (2 credits) Students study the historical background of design with emphasis on architectural styles, design motifs, ornamentation, and period furniture. Some of the major periods covered are Prehistoric, Egyptian, Greco-Roman, Gothic, Italian Renaissance, and both French and English periods through the 18th century. Prerequisites: None

ID 291 Building Structures and Systems (3 credits) Via lectures and assignments, students learn about structures, materials, and systems used in both residential and commercial buildings. This course also covers acoustics, interior and exterior finishes, as well as mechanical and

electrical systems. Prerequisites: Drafting, Basic Space Planning, and Residential Design (Residential Design may be taken concurrently)

ID 298 Green Design (2 credits) Presents an introduction to the philosophical and practical principles of green design. Students gain knowledge of environmental issues, sustainability, and professional design standards for ecological projects, services, materials, and productions. International, national, and local green design projects are highlighted. Local resources for Green Design research, materials, products, and services are introduced through guest speakers. Prerequisites: None

ID 299 Faux Finishing (2 credits) Students learn the process of making man-made finishes that look natural. Materials including marble, granite, fabric, virtually any kind of wood grain, and sky are just some of the possibilities. The instructor discusses their application as they relate to the field of interior design. Students explore faux finishes through hands-on projects. Prerequisites: None

ID 379 Intermediate CAD (3 credits) A continuation of Computer Aided Design, DM300, with an in depth study of industry CAD Standards and Procedures (continuation of student created manual). Emphasis on two-dimensional drafting and design which include advanced draw, edit, display, settings, plot and utility functions (express tools and Autolisp routines). Creation of block and reference symbol library, title block, plotter settings and color equal lineweight (.ctb) settings. Create drawing templates that will include, relative scales for all drawings that may be created, limits, text styles, dimension styles, line type scale and specific layers per model file. Industry specific notes, schedules and legends are created. Isometric and three-dimensional drawing procedures are explored. Prerequisite: Computer Aided Design

ID 380 Architectural Model Making (3 credits) An introductory course enhancing three-dimensional visualization skills for the commercial and residential environment. Principles and elements include scale, proportion, plane, volume, light and space. Various types of scale models and construction techniques will be demonstrated. Students will learn how to assemble accurate three-dimensional representations based on existing plans and elevations. Prerequisites: 3-D Design

ID 381 Office Design (3 credits) Students gain the technical and practical knowledge and skills necessary to design both residential and open offices. The course includes information about space planning, systems planning, ergonomics, building systems (electrical, lighting, and acoustics), finishes, furnishings, fire and safety codes, and ADA requirements. Programming and presentation techniques are emphasized. Students work both individually and with peers. Prerequisites: Drafting, Residential Design

ID 382 Research Internship (2 credits) An advanced program that enables students to work with interior design faculty or professional interior designers to assist in identifying and gathering information relevant to research in the development of interior design theory and/or the knowledge base of the interior design profession. The college, in cooperation, controls the planned program of activities with the sponsor. Attendance is on a weekly basis and is regularly scheduled to provide for interaction

between internship sponsor, instructor, and student. Students have the opportunity to develop skills in methods of scholarly and/or product/design process research, development of design theory, and preparation of data for professional publication. Prerequisite: Must be a junior or senior

ID 386 Restaurant and Retail Design (3 credits) Introduces the student to the space planning techniques, image development, merchandising, and physical and psychological considerations involved in designing restaurants and retail spaces. Students investigate the color, material, furniture, and equipment selections necessary to design a restaurant or retail space, with emphasis on quick problem-solving and presentation methods. Prerequisites: Drafting, Residential Design

ID 388 Commercial Construction Documentation (3 credits) Students acquire the basic knowledge of construction methods as well as an understanding of the codes, laws, and references necessary to prepare a valid set of construction documents for a commercial interior space. Students also acquire the knowledge and skills required for the design and construction of custom cabinetry. This course teaches students to develop specifications and cost estimations for a commercial project. Prerequisites: Drafting, Basic Spaceplanning, Residential Construction Documentation, Residential Design

ID 389 Interior Design Internship Program 1 (2 credits) An advanced program enabling students to work with established professional interior design wholesale showrooms. Under the direction of the Department Chair and the Director of Career and Alumni Services, students are carefully evaluated in order to facilitate the best possible student/showroom connection. RMCAD maintains contacts with the showrooms in order to maintain this valuable program. The college in cooperation controls the planned program of activities with showroom personnel. Attendance is on a weekly basis and is regularly scheduled to provide for interaction between internship sponsor, instructor, and student. Students are exposed to methods of design for showroom displays, showroom products, and the relationships between reps, showrooms, dealers, clients, and designers. Prerequisite: Must be a junior or senior. Orientation is required!

ID 390 History of Architecture and Furniture 2 (2 credits) A continuation of period design from History of Architecture and Furniture 1 with emphasis on architectural styles, design motifs, ornamentation, and furniture styles. This course covers the development of American and European design, from the American Colonial period through current trends. Prerequisite: History of Architecture and Furniture 1

ID 397 Lighting Layout and Design (3 credits) Provides students with information necessary to select lighting fixtures and light sources. Students learn methods for calculation of appropriate lighting levels for a variety of interior spaces, and create lighting and electrical plans as well as lighting specifications. Students also compile a lighting notebook. Prerequisites: Residential Design and Office Design (Office Design may be taken concurrently)

ID 400 Senior Portfolio Review (non-credit graduation requirement) All seniors who are ready to graduate are required to participate in their

departmental Senior Portfolio Review, which is always the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Specific portfolio requirements vary by department.

ID 480 Applied Green Design (3 Credits) Examines the real-world applications of green design principles, products, and processes in the built environment, In-depth analysis of sustainable building procedures, specifications of sustainable products, and a variety of interior applications are explored. Students visit local sustainable building sites, and meet with local sustainable interior designers, architects, and building experts. Prerequisite: Green Design

ID 481 Historic Preservation (3 credits) A large and increasing part of professional interior design practice involves the adaptation of existing buildings. This course introduces the student to the theoretical and practical aspects of historic preservation as well as the current issues affecting the design of historic buildings. Students gain an understanding of the design criteria, products, sources of information, and codes and standards applicable to historic preservation through lecture, discussion, and site visits. Prerequisites: History of Architecture & Furniture 1 and 2 are recommended but not required

ID 482 Advanced CAD (3 credits) A continuation of Intermediate CAD with advanced studies of Standards and Procedures which will conclude with the creation of the Body and Appendix (reference material for standards and procedures studied) for their manual. In addition, the student will study the creation of 3D drawings and the use of various software to create models and renderings in CAD. Prerequisite: Introduction to Computer-Aided Design, Intermediate CAD

ID 484 Design Research (2 credits) Students develop an understanding of research methodologies and information-gathering techniques through application of their senior design subject. Emphasis is placed on surveys, literature search, observation, case studies, and critiques. A detailed project proposal book is prepared. Prerequisites: Residential Design, Restaurant and Retail Design, Office Design, and Special Use Design. (Special Use Design may be taken concurrently)

ID 485 Furniture Design (2 credits) Designed to stimulate the creativity of the interior design major. Students design functional and aesthetically pleasing pieces of furniture for interiors or exteriors of buildings. Prerequisites: Residential Construction Documentation, Commercial Construction Documentation

ID 486 Senior Design Project (3 credits) Students independently develop and present a major design project in this course. Emphasis is on research into a previously unexplored area that is of special interest to the student. The project must meet the program's guidelines. Each student presents the finished project to a jury of professional designers. Prerequisites: Special Use Design and Design Research, must be a senior in your last term

ID 487 Special Use Design (3 credits) Building complexes utilizing mixed function and use are the subject of the course. The student applies previously learned information to specific design problems associated with large building complexes. Project topics include retirement centers, health care facilities, and hotels. Emphasis is on the preservation and rehabilitation of buildings. Prerequisites: Residential Design, Restaurant & Retail Design and Office Design

ID 488 Interior Design Internship Program 2 (3 credits) An advanced program enabling students to work with established professional interior design firms. Under the direction of the Department Chair and the Director of Career and Alumni Services, students are carefully evaluated in order to facilitate the best possible student/designer connection. RMCAD maintains contacts with the designer in order to maintain this valuable program. The college, in cooperation, controls the planned program of activities with showroom personnel. Attendance is on a weekly basis and is regularly scheduled to provide for interaction between externship sponsor, instructor, and student. Students are exposed to a variety of on-the-job experiences from space planning, drafting, showroom shopping, presentation boards, installation supervision, and client and manufacturer contacts. Prerequisite: Interior Design Internship 1. Orientation is required!

ID 489 Business of Interior Design (2 credits) Introduces the student to the steps involved in forming an interior design business. The contracts and forms used on client projects are covered in depth. Both American Society of Interior Designers and American Institute of Architects professional forms are used in this course. Prerequisites: Basic Spaceplanning, Residential Design

IL 200 Illustration Sophomore Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours (at the end of their sophomore year) are required to participate in this mid-career portfolio review. This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

IL 250 Problem Solving for Illustrators (3 credits) Illustrators are visual problem solvers, working in the mass media, who create images that satisfy a client's need to communicate to particular audiences. This course defines the basic problem-solving process and teaches students analytical methods to inspire creative solutions to the problems encountered in illustration. Studio projects consist of exercises in both visual and verbal problem solving methods related to each process stage. Prerequisite: Drawing 2 and Space & Color

IL 252 Illustration Media (3 credits) Allows students to explore a variety of media that are particularly effective for illustrators working with deadlines. Students experiment with innovative techniques using both water-based and oil media to discover new ways to express their ideas visually. Prerequisites: Drawing 2 and Space & Color

IL 255 Life Drawing 3 (3 credits) A figure drawing course that exercises and develops both observational and constructive drawing skills. Students continue their study of gesture, the effect of light and shade on form, planes, constructive anatomy techniques, and achieving effective

proportion through daily drawings of the draped and undraped figure. Character development, pose, composition, and illustrative storytelling themes add interest to the studies. Students use charcoal, conte crayon, inks, and pastels on various drawing surfaces. Prerequisites: Life Drawing 2

IL 256 Still Life and Landscape Painting 1 (3 credits) An introduction to basic oil painting materials and methods, using the still life and landscape as basic inspiration for developing the students' perceptual abilities. The course teaches representational painting methods through studio and location work, and employs traditional principles of composition and color theory. Picture construction methods covered include both direct and indirect painting, brushwork, painting on location, and color scheme work. Prerequisites: Drawing 2 and Space and Color

IL 257 Basic Illustration Concepts (3 credits) This course is the foundation illustration course. Students learn to apply their problem-solving skills to make narrative illustrations in various media, such as pencil, pen and ink, scratchboard, charcoal and watercolor. Students are challenged to develop finished illustrations through a series of preliminary drawings which analyze and direct the meaning of the work. Projects challenge the student's ability to create pictures that communicate to a mass audience with impact and style. Prerequisite: Problem Solving for Illustrators

IL 258 Still Life and Landscape Painting 2 (3 credits) This class is the second half of the introduction to basic oil painting materials and methods, using the still life and landscape as basic inspiration for developing the students' perceptual abilities. This course teaches students representational painting methods through studio and location work and employs traditional principles of composition and color theory. Picture construction methods covered include both direct and indirect painting, brushwork, painting on location, and color scheme work. Prerequisites: Still Life and Landscape Painting 1

IL 259 Life Drawing 4 (3 credits) A figure drawing course that utilizes pastels, watercolors, charcoal, graphite and conte crayon to exercise and develop the drawing skills of the student. Students study advanced concepts of storytelling, costumed drapery, pose, character development, composition, and continue their study of the anatomy with particular emphasis on the head and hands. Students also examine the effect of light on form. Prerequisite: Life Drawing 3

IL 300 Illustration Junior Portfolio Review (non-credit graduation requirement) All juniors are required to participate in their departmental Junior Portfolio Review, which occurs at the completion of the junior year. This review enables the department to redirect students toward certain remedial tasks and helps them to focus on their professional objectives.

IL 354 Illustrating Literature (3 credits) Designed to teach students how to translate themes from literature into illustrations with emphasis on pictorial composition and color theory. Using classic short stories, news articles, poetry, and children's literature as the basis of these interpretive assignments, students apply basic picture-making procedures

to take a project from concept to finished art. Prerequisites: Basic Illustration Concepts

IL 355 Figure Painting (3 credits) Students paint from the live model to further develop artistic skills in this studio course. They explore the potential of the human figure as a vehicle for creative visual expression. The integration of drawing, painting, composition, color and content are important. Prerequisite: Life Drawing 4

IL 359 Advertising and Editorial Illustration (3 credits) The primary objective of this third-year illustration course is to enhance the students' general understanding of illustration through projects that relate to the specific needs of advertising and editorial illustration fields. Projects and lectures present a general view of these areas as they apply. Students continue to apply the analytical methods of thumbnail sketches, reference gathering, preliminary drawings, color studies, and finally the production of the finished illustration. Prerequisites: Basic Illustration Concepts

IL 452 Computer Illustration 1 (3 credits) An electronic-based, technology-driven illustration course. Projects in editorial, advertising, and book illustration are created solely on the computer, applying the software programs from previous computer classes to communicate to specific audiences. Prerequisites: Computer Illustration: Adobe Illustrator, and Image Processing: Adobe Photoshop

IL 453 Directed Themes in Illustration (3 credits) Offers students the chance to specialize in a single area of illustration for the entire term. Students choose illustration projects in editorial, advertising, book, or institutional areas, in order to explore artwork in a related series of instructor-directed themes. Prerequisite: Advertising/ Editorial Illustration and Illustrating Literature

IL 454 Illustration Graduation Portfolio (3 credits) Allows senior students to develop their individual illustration concepts within the boundaries of editorial, advertising, or book illustration areas. Timetables and assignment themes are self-directed in consultation with the instructor. At the end of the course, a portfolio of professional-level work is completed for display in the Senior Graduation Show. Prerequisite: Must be a senior in your last term

IL 455 Computer Illustration 2 (3 credits) This is the second term of the senior-level, electronic-based illustration course. Students are encouraged to continue creating and exploring new avenues for illustration, using the skills learned in all of their previous computer classes. This class offers advanced instructional guidance in fine-tuning the senior students' computing portfolio, through a series of projects concentrating on individual style development. Prerequisite: Computer Illustration 1

MA 121 Mathematical Problem Solving (3 credits) A challenging, college-level math course that takes a unique, synthesizing perspective of applying mathematical concepts to inquiry, problem solving and analysis. Students examine the connections between math, music, social science,

physical science, and the arts. The course addresses the global economy, practical business concepts, and personal financial strategies. Students analyze and interpret quantitative data and information, such as polls and statistics, therein enriching their roles as active civic participants.
Prerequisite: None

MA 122/AE 328 Statistics: Assessing Learning and Teaching (3 credits) The course introduces basic statistics principles and applies them to the purposes for and approaches to assessment, both traditional and alternative. Study includes quantitative and qualitative methods for assessing student performance in art and design, as well as course and program effectiveness. Included are basic statistical principles. Various assessment strategies documented in the RMCAD assessment/evaluation model are analyzed. Proficiencies will be determined by measuring the student's ability to organize data, plan teaching effectiveness, devise and demonstrate assessment and evaluation instruments and methodologies.
Prerequisites: Introduction to Art Education or permission of the instructor

MA 235 Financial Principles and Practices (3 credits) Exposes students to the principles and practices of financial management in the contemporary world. Topics include basic financial concepts and tools, business plans, financial statement analysis, and working capital management investment strategies. Students set an earning goal and design a business plan and investment strategy to reach that goal. Prerequisite: Written and Oral Communication 3

PS 110 Geology (3 credits) Promotes the understanding and appreciation of the Earth's environment and the interrelationship of the systems that comprise it. Students gain knowledge of climate, vegetation, soil, and land forms. They are encouraged to utilize this information in their approach to dealing with the ecological impact they as individuals have on our environment now and will have in the future. Prerequisite: Written and Oral Communication 2

PS 111 Botany (3 credits) A study of nonvascular and vascular plants that includes the evolutionary development, classification, physiology, and reproduction. The course utilizes microscopes and group discussion, and requires students to analyze and document microscopic and macroscopic plant elements. Prerequisite: Written and Oral Communication 2

PS 210 Ecology (3 credits) Students study the inter-dependence between organisms and their environments. Topics covered include the composition and function of terrestrial and aquatic ecosystems, population biology, pollution, and the effects of man on ecosystems. The course includes laboratory and field experiences. Prerequisite: Written and Oral Communication 2

PT 200 Painting & Drawing Sophomore/ Junior Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours (junior year) are required to participate in the Mid-Career Portfolio Review before reaching 90 credits (senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

PT 260 Painting: Figure & Landscape (3 credits) Students continue to develop painting skills in this course. This studio experience is an opportunity for students to develop their oil painting skills. The potential of both human figure and landscape as a vehicle for artistic expression is explored. The integration of drawing, painting, color, composition, and scale are important concerns. Prerequisites: Introduction to Painting and Life Drawing 1

PT 264 Advanced Figure Studies (3 credits) Students review and redefine gesture drawings, drawing from memory, and proportion. The course encourages creating composition in interesting formats and placing the figure in an environment. Incorporating meaningful content into the figurative work is emphasized. Prerequisites: Life Drawing 2

PT 361 Painting Materials and Techniques (3 credits) Both traditional and contemporary painting materials and techniques are explored. Materials may include acrylics, oil pastels, chalk pastels, and oil glazing. Mixed media applications and multiple approaches are encouraged. Prerequisites: Introduction to Painting

PT 362 Directed Painting Studies: Figure (3 credits) The theme of portraiture is utilized as a point of departure. Issues of craft, content, and the dialogue between the artist and the viewer are emphasized. A broadening of format, image, and theme allows students to independently analyze and develop their own painting media and forms. Prerequisites: Painting: Figure & Landscape, Painting Materials & Techniques

PT 373 Advanced Drawing (3 credits) Students further develop skills in drawing, draftsmanship, composition, conceptualization, and creativity. Emphasis is placed on individual style and expression. Students work toward the development of a powerful, unique sensibility and a personal visual vocabulary, as well as the application of drawing to enhance one's major. Traditional and experimental media and techniques are used. Prerequisites: Drawing 2

PT 400 Painting & Drawing Senior Portfolio Review (non-credit graduation requirement) All seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world.

PT 462 Directed Painting Studies: Landscape (3 credits) Painting majors use the subject of landscape as a point of departure. Students select the painting tools, media, and techniques of their choice. Emphasis is placed on developing individual concerns and a personal visual vocabulary. Prerequisites: Painting: Figure & Landscape, Painting Materials & Techniques

PT 468 Advanced Painting: Senior Studio (1-9 credits) Students paint independently with the instructor assisting as needed. Personal interpretations of the meaning of art are encouraged. Topics include: painting materials and handling, design elements, color, and compositional

devices. Prerequisites: Directed Painting Studies: Landscape, Directed Painting Studies: Figure

SC 180 Beginning Handbuilding in Ceramics (3 credits) Students explore basic handbuilding techniques that lend themselves particularly well to the creation of both sculpture and vessels, using the medium of clay. Emphasis is placed on individual style and how clay can be used as a vehicle for expression. Students produce works made from low fire clay using a combination of coil, slab, and texturing techniques. The sculptures and vessels are then fired, and a variety of surface treatments are applied. An introduction to the history of clay in sculpture is presented. Prerequisites: None

SC 200 Sculpture Sophomore/ Junior Portfolio Review (non-credit graduation requirement) Students who have completed over 60 credit hours (junior year) are required to participate in the Mid-Career Portfolio Review before reaching 90 credits (senior year). This review is designed to identify students' strengths and weaknesses so that they may address both in their upcoming major course work.

SC 281 Constructed Sculpture (3 credits) Emphasis is placed on the sculptural elements of space and engineered approaches. Students use mixed media in this class, emphasizing metal and its diverse technical and visual applications. A variety of constructive methods are covered in the course with the introduction of the history of 20th century constructed concerns. Prerequisites: 3-D Design

SC 283 Mold-Making and Casting (3 credits) Students are introduced to the concepts, history, and techniques of building a form and casting it in various types of molds from simple two-piece designs to complex molds. Casting materials explored include wax, plaster, clay, concrete, and metal. A hands-on foundry pour is part of the class-wide experience. Prerequisite: 3-D Design

SC 382 Carving (3 credits) The history and role of carving in yesterday and today's world of sculpture is presented to sculpture majors. Traditional tools of today are experienced in this hands-on class, from hand chisels to pneumatic tools. Projects in plaster, wood, and stone provide a view of the timeless traditions juxtaposed with more contemporary temporal projects such as ice and food carving. Large-scale as well as pedestal size sculptures are pursued. Prerequisite: 3-D Design

SC 383 Figure Sculpture (3 credits) A three-dimensional course that familiarizes students with the manipulation of both traditional and contemporary materials and tools used in the creation of figure sculpture. Relationships between two-dimensional and three-dimensional form, figure anatomy and construction, and the historical evolution of figure sculpture are major areas of emphasis. Quick studies of the figure combined with full-figure modeling introduce the sculptural applications of the figure. Prerequisites: Life Drawing 1 and 3-D Design

SC 390 Advanced Ceramic Sculpture (3 credits) An advanced sculpture class that investigates sculptural form through the vehicle of clay. Diverse, personally developed projects allow the sculptor to further study the

technical properties of types of clay, glazing, and firing approaches, while developing an individual expressive vocabulary. Historical and contemporary sources are utilized for content. Prerequisite: Beginning Handbuilding in Ceramics and 3-D Design

SC 400 Sculpture Senior Portfolio Review (non-credit graduation requirement) All seniors who are ready to graduate are required to participate in their departmental Senior Portfolio Review, which is always the last day of the term preceding the final term of study. This pre-graduation portfolio review is an initial step in preparing students for both their graduation exhibition and their movement from the academic environment into the professional world. Participation in the Senior Portfolio Review is mandatory.

SC 481 Sculptural Investigations (3 credits) Designed to further expand the students' awareness of materials and techniques available for sculptural expression. Contemporary uses of new traditions are introduced. Inflatables, kinetics, temporary materials, sound, and light form a bridge with the time-honored materials and techniques of the past. Students explore the constantly expanding world of materials, techniques, and concepts in sculpture. Prerequisites: 3-D Design

SC 484 Directed Sculpture Studies (3 credits) A concerted emphasis on form, content, and expression is presented to the advanced sculpture major. Combined with intensive hands-on projects, this emphasis gives the student an arena for more direction, growth, and definition in the continuing development of a personal visual vocabulary. Extended studies include in-depth readings, reports, and visits to art sites. Individual influences and sources are researched and investigated. Prerequisites: Constructed Sculpture and Sculptural Investigations

SC 485 Advanced Sculpture: Senior Studio (1-9 credits) The course allows the student to sculpt independently with the instructor assisting as needed. Personal interpretations of the meaning of art are encouraged. Emphasis is placed on incorporating design elements, material handling, technique, concept development and expression, and in the meaning of the work presented. In-depth individual and group critique analysis is expected. A final slide presentation in written and oral form is presented to the sculpture department, which professionally presents the artist's body of work and its context over the span of advanced level studies. Prerequisites: Constructed Sculpture, Sculptural Investigations, and Directed Sculpture Studies

SO 201 Psychology of Perception (3 credits) An intensive investigation of the five human senses. The principles of sensation, integration, and the interpretation of personal experience are the central focus of this course. Students gain insight into how we perceive given situations and why we react as we do. Among topics discussed are semantics, color, the need for touch, and the effects of environment on the human senses. Prerequisite: Written and Oral Communication 2

SO 202 Psychology of Creativity (3 credits) An in-depth study of the aspects of the human personality that support or block creative impulses. The course includes discussion of well-known creative people in all disciplines including science, literature, music, and art. Students

examine how both positive and negative aspects of personality influenced these creative people's work. Students will explore the influence of culture and social standards on creativity and will further understand their own personal creative process and style. Prerequisite: Written and Oral Communication 2

SO 203 Society and Behavior (3 credits) This course is an examination of lifestyles, personality, learning, and attitudes in cultures using consumerism and marketing as a central theme. Students analyze the decision-making process in culture, including how easily decisions are influenced by outside forces. Communication as a process is explored, as well as leadership and group thinking. Prerequisite: Written and Oral Communication 2

SO 301 American Cultural Studies (3 credits) Students examine how race and culture affect U.S. society. Specific areas of study are the effects of immigration on American culture and the contributions of Native American, African, Hispanic, and Asian cultures. Topics include work, leisure, and essential belief systems and how they affect the individual as well as group culture. Field trips and interviews are used to contribute to learning. Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

SO 302 Environmental Psychology (3 credits) This course is an in-depth study of the interactions and relationships between people and their environment. Emphasis is placed on cognition, stress, personal space, crowding, work and leisure environments, the natural world, environmental problems, and behavioral solutions. Field trips, interviews, and student research is used to provide supportive information for this course. Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

SO 303 World Belief Systems (3 credits) An exploration into the nature and function of belief structures or "world views." The dynamic, living relationship between a religious organization or worldview and its immediate cultural environment provides a "living laboratory" for the study of beliefs and believers. Students will gain some initial exposure to Hinduism, Buddhism, Taoism, Confucianism, Judaism, Christianity, and Islam. The course focuses on the understanding of basic tenets of, as well as the similarities and differences between, belief systems and on developing tolerance for others' views. Prerequisite: Written and Oral Communication 3 (may be taken concurrently)

SO 340 Leadership/ Entrepreneurship in the Contemporary World (3 credits) Introduces students to the concepts and theories of leadership and entrepreneurship. This survey course looks at the sociological and cultural underpinnings of leadership activities, leadership skills for entrepreneur, as well as creativity and idea generation/ evaluation. Topics include leadership values, managing change, competitive advantage, and leadership responsibilities. Prerequisite: Written and Oral Communication 3

Campus Services

College Facilities

The College is located on a 100-year old historic campus in a well-established neighborhood in Lakewood, Colorado. This convenient location is a 10-minute drive to downtown Denver, as well as to the foothills of the Rocky Mountains. The 23-acre site has 18 historic buildings and structures that have dramatically expanded the College's studios, labs, learning facilities, and student services.

Our large easel studios have high ceilings and lots of natural light. Drafting table studios are spacious and offer spectacular views of the Rocky Mountains. Each department of the College has a studio that serves as their Department Center. These specially equipped studios serve as hubs of activity for each department, and are adjacent to each department's faculty office.

RMCAD has six Macintosh and Windows NT computer labs that are connected to print centers, and are designed for multi-use by all departments. Of these, specific labs are designated for 3-D computer animation, video and sound, multimedia, computer-aided drafting, and advanced special effects. Additional computers are available for student use in both the Resource Center and the Student Center. All computers on campus are connected to the Internet.

Special learning facilities shared by all students include the woodshop, ceramics studio, black & white photography lab, professional sound studio, 283-seat theater, galleries, 35-seat state-of-the-art audiovisual theater, large meeting rooms, and an expanded Library/Resource Center. Students can relax or study in the Student Center, take a break between classes on the grassy lawns under 100-year old trees, shop in the college bookstore, or grab an espresso and a bite to eat in the coffee shop.

Academic Advising

Academic advising is provided by assigned faculty members and includes individualized class scheduling, registration, and answering questions about course content. Advisors are able to address all questions concerning a chosen major, and provide field-related and technical information. All degree-seeking students are required to meet with their advisor during registration each term. The Registrar acts as the liaison between a student and an instructor, if the need arises, and reviews the acceptance of transfer credits from accredited schools.

Career and Alumni Services

The Career and Alumni Services office assists students and graduates with career planning and job search strategies. The office promotes student and graduate alliances with art related businesses and associations, and provides a network of employment contacts as a resource to career seeking individuals. The office maintains information that includes employers, fine arts resources, and resume materials.

An important function of the Career and Alumni Services office is to provide job assistance to students in need of part-time work. The College's job board is updated weekly and displays a variety of part-time and freelance opportunities. Students may begin their career search early by attending workshops, industry group functions, exhibitions, portfolio reviews, and by investigating art related careers through research in the Resource Center.

Before graduation students may participate in internships, individual career counseling, networking, interviews, Career Week, and a required Graduation Exhibition.

College Bookstore

The College bookstore carries most books and supplies necessary for classes. The bookstore manager is glad to assist students with any questions regarding art supplies. Anything that is not carried in the store, such as drafting tables, large marker sets, etc., may be special ordered. A deposit of 50% is required for all special orders. The store will accept cash, personal checks from enrolled students in good standing, and MasterCard or Visa for payment of supplies. Prepaid charge accounts are available through the Student Accounts Office.

Counseling

A professional counselor is available on-campus to see students for a variety of concerns. The College's licensed counselor can assist with personal issues, substance abuse, addiction, stress management, self-esteem, and other issues. This confidential service is provided to students free of charge.

Gallery

Rocky Mountain College of Art & Design features several exhibition spaces on campus, which provide continuous exhibitions of diverse artwork for students, faculty, staff, and the public. Gallery exhibitions present a mix of faculty, student, and alumni work as well as group and solo shows by guest artists of regional and national prominence. These exhibitions allow guest artists to present their newest and most experimental works in RMCAD galleries, which may not otherwise be available to the public through commercial venues. Also featured are national traveling exhibitions of artistic, historical, or cultural significance.

The galleries enhance the classroom learning experience through exhibitions focusing on all fields of study at the college, including fine art, interior design, graphic design, illustration, animation, and installation. In the galleries, Artist's Talks and panel discussions provide a forum for new concepts and lively dialogue, as well as in-depth presentations by showcased artists. All of these programs are open to students, the regional art community and the general public. Presentations augment the exhibitions and give an in-depth look at the process and philosophy behind the work.

Housing

Rocky Mountain College of Art & Design requires that all newly admitted students who are single, under 21 years of age, and who do not live with their parents in the Denver metropolitan area live in Student Housing for the first two consecutive semesters of their enrollment. We are pleased to announce that College housing has moved to an apartment complex in a quiet residential area just 10 blocks from our beautiful new campus and provides a safe, clean and fun environment for our students. The College occupies two buildings within this larger complex exclusively for our students. The on-site, live-in professional and student staff members are close at hand to provide information, support, and activities that include recreational, social, academic and cultural programs which complement classroom learning.

There are a variety of apartment styles and living options from which to choose: 1, 2 and 3 bedroom units and the option for a room of your own. Heat, electricity, water, and trash service are included in the contract rate. All units are furnished, have an electric stove, dishwasher, disposal, refrigerator, a private balcony or patio, and are cable ready. The landscaped complex includes laundry facilities, two swimming pools, BBQ grills, volleyball and basketball courts, plenty of parking, and 24-hour on-site maintenance.

College Housing provides residents with the opportunity to experience community, personal growth, special friendships and a wide range of activities planned with students needs and interests in mind. Students who live in campus housing are more likely to make more meaningful connections with faculty and other students, stay in college, and graduate on time. The College is committed to each student's development and success as a student, artist and citizen. College Housing strives to provide programs and resources designed to enhance each student's college experience.

Some of the amenities and benefits of Bauhaus Apartments include a controlled access building, on-site student and professional staff, laundry facilities, and a shuttle bus between RMCAD and Bauhaus several times a day. All apartments are furnished with a bed, desk/drafting table, and chest of drawers for each student, as well as living room furniture. Roommate referrals may be obtained through the Housing Office.

Library/ Resource Center

The Library/Resource Center (L/RC) supports the teaching and learning activities of the entire community of the Rocky Mountain College of Art & Design. The mission of the L/RC is to strive to provide the best possible print and non-print materials, audio-visual equipment, training, instruction, and support services to allow our students to become future leaders in their chosen fields of art and design.

The (L/RC) currently has a very specialized collection of over 7,500 monograph titles; subscriptions to more than 130 art and general education related magazines and journals plus back issues of five years worth of most titles; 2 daily local newspapers; over 30,000 slides of artists' works consisting of painting, architecture, interior design, photography and sculpture; a large visual image/picture file arranged by subject; over 300 curriculum supporting videotapes and dvd's; 110 multimedia CD-ROM's and music compact discs.

The electronic circulation and catalog system is Windows based and available campus-wide. The (L/RC) subscribe to the electronic full text databases of Britannica On-Line, EBSCO Full Text Magazines, SIRS Researcher, and the Grove Dictionary of Art. Ten Windows based personal computers along with two printers allow library patrons access to the card catalog, electronic databases, the Internet and word processing.

Student Activities

RMCAD provides a number of interesting and entertaining activities during the year. A variety of special workshops are offered to RMCAD students each term. They include visiting artists, designers, videos, films, and lectures presented by featured artists and designers exhibiting in the galleries. These workshops are usually held during lunch break or after school, and are always free of charge.

The Student Activities Office and The A.R.T. (Artists Representation Team) sponsor social, recreational, and educational events on and off campus each term. These include movies, sports events, plays, festivals, lectures, concerts, and gallery tours. Each term, the Coffee House/ Open Mike Night attracts students, staff, and faculty. Outdoor activities including hiking, biking, whitewater rafting, skiing, and snowboarding, take place throughout the year.

Student Health Insurance

To ensure that all students have a basic sickness and accident insurance, the College has a mandatory health insurance requirement. All full time students are automatically enrolled in the College sponsored plan and charged the appropriate fees. If you carry your own insurance, or are covered under a parent or guardian's plan, you must submit a waiver form each year with proof of insurance coverage information. This requirement is meant to cover students in the event of catastrophic illness or injury requiring hospitalization.

Students with Disabilities

In compliance with the Americans with Disabilities Act, (ADA) the College affirms its commitment to seek to achieve reasonable accommodations for students who have documented disabilities. Prior to admission acceptance, the College will provide general accommodation information upon request. An individual's needs may be discussed with the Dean of Students office and appropriate documentation will be required.

Transportation

It is not an absolute necessity to have a car in Lakewood. The College is immediately accessible to Denver's public transit system, known as RTD (Regional Transportation District). Rocky Mountain College of Art & Design is approximately 30 minutes from Denver International Airport (DIA). Downtown Denver, where cultural centers such as the Denver Art Museum, the Denver Center for Performing Arts, the Colorado Heritage Center, and many galleries are located, is 15 minutes from the College by car and easily accessible by bus and light rail.

Visiting Artist/Designer Program

The Visiting Artist/Designer Program fosters creativity and innovation in the classroom by bringing the leading national and international artists and designers of our day to campus. This program provides students access to successful artists from a variety of disciplines, regions, and ethnic backgrounds and creates a forum for diverse and challenging artistic visions. Each term one or two artists or designers of national prominence spend from a few days to one week on campus. Activities range from slide lectures to small sessions focusing on significant topics. Additional opportunities may include hands-on workshops, informal round table discussions, and critiques. The Visiting Artist/Designer Program is integrated into the classroom whenever possible to enhance the curriculum. The Visiting Artist/Designer Program has included environmental installation artists Christo and Jeanne-Claude, figure sculptor John DeAndrea, architect James Wines, illustrators Murray Tinkelman, John Gurche and Gary Kelley, sculptor and foundry expert Julius Schmidt, ceramicist Richard Notkin, international graphic designers Yossi Lemel and Xiao Yong, and New York Gallery owner Ivan Karp.

Admissions

Rocky Mountain College of Art & Design exercises a comprehensive admissions policy. The primary standard for admission is a demonstrated ability to succeed in the visual arts. A variety of evaluation criteria are necessary for a sound admission decision. The College seeks to select students who have a desire to explore new possibilities, work hard to realize their personal best, and who are eager to produce original, innovative works. In addition, RMCAD looks for candidates who possess strengths in academic disciplines. The following information outlines the steps in RMCAD's admissions process.

Degree Students - How to Apply

1. Complete an Application for Admission

Submit a completed application for admission and a \$50 application fee. Type or print neatly when completing the application and be sure that the information provided is as thorough and accurate as possible.

2. Send Your Transcripts

Official high school transcripts or GED test scores should be sent directly to the Admissions Department. Transfer students must submit official transcripts from each college attended. A degree candidate must either be a graduate of an accredited high school and possess a cumulative grade point average of 2.0 or higher, or possess a high school equivalency diploma with satisfactory GED scores.

3. Send Your ACT or SAT Test Scores

Candidates for the Bachelor of Fine Arts degree must complete the ACT or SAT test and submit test scores directly to the Admissions Department.

Applicants 21 years of age or older and those individuals who have previously attended another college are not required to satisfy the ACT or SAT test requirement for admission to the College.

4. Present Your Portfolio

A portfolio of recent work should be submitted to the College for consideration of admission. Portfolios should consist of approximately 10 to 20 pieces of recent work. Include a description of each piece including media, size, date completed and any additional information you feel is pertinent. Please include a return envelope with postage. All portfolios mailed to the College must be in slide, photograph or a digital format. Hand-delivered portfolios may be submitted in slide, photograph, digital or original form. All portfolios of original work must be retrieved from the College after evaluation. If you do not have a portfolio, please contact the Admissions Department to discuss alternatives to the portfolio requirement for admission.

5. Write an Essay

Students seeking admission to RMCAD are required to submit an admissions essay as part of their application process. The essay should include your reasons for wanting to attend RMCAD, the motivation for your interest in art or design, your art and design background, and your career goals. Your essay should be at least one page long, typed, then mailed, faxed, or e-mailed to the Admissions Department.

6. Letter of Recommendation

Applicants should have one letter of recommendation sent to the Admissions Department from a teacher, employer, or other professional who is familiar with the applicant's artistic ability.

7. Interview with a RMCAD Admissions Counselor

An interview with an admissions counselor, either in person or by telephone, is required. Through the personal interview, applicants will gain a better understanding of the visual arts education at Rocky Mountain College of Art & Design.

The College reviews each applicant individually upon completion of the admissions process and reserves the right to weigh each requirement separately. An applicant may be asked to provide additional information in lieu of a particular requirement if, for example, an applicant does not have a portfolio but displays a true interest in art. In this case an applicant may be asked to submit not one but two letters of recommendation. An applicant should contact the Admissions Department to discuss special situations or the waiving of a requirement. All applicants for admission will be notified of their admission status within receipt of all required materials.

Provisional Degree Studies

A very limited number of applicants who do not satisfy the required high school grade point average (GPA) or portfolio requirement but do show talent may be admitted with specific provisions to their continued enrollment. These provisions may consist of required academic or portfolio development remediation, required special advising, reduced academic load, course restrictions, student activities restrictions, an ESL evaluation, or other adjustment to college coursework. Provisionally admitted degree-seeking students must submit a letter explaining why they should be admitted, and earn a 2.0 GPA or above during the first term of study.

Transfer Students

Rocky Mountain College of Art & Design will consider accepting credits that meet RMCAD's requirements from colleges accredited by any of the regional accrediting associations, Foundation for Interior Design Education Research (FIDER), or by the National Association of Schools of Art & Design (NASAD). Credits earned at non-accredited institutions are generally not accepted.

The applicant must arrange to have copies of official transcripts sent to the RMCAD Admissions Department from all post secondary institutions they have attended. Official transcripts for courses completed at colleges outside of the United States must be submitted to the College and to an approved evaluation agency before transfer credit will be evaluated by RMCAD. A student who does not list all colleges attended on their application may have their admission rescinded. Credit may not be awarded at a later date from colleges not listed on the application. Please contact the Admissions Department for additional information.

A minimum overall College grade point average (GPA) of 2.0 on a four-point scale is required. If an applicants' overall College GPA is below the minimum requirement, or if they are on probation from another institution, they may be admitted at the discretion of the Admissions Counselor with provisional status for their first term.

Applicable credits earned within the last eight years from other accredited institutions with a grade of "C" or better, may be accepted as transfer credit. Once this eight-year period has lapsed, credit is contingent upon a clearly demonstrated ability, as determined by the Department Chair, to complete a given program of study. A maximum of 64 credits can be transferred in from other institutions. The College requires that a student earn 64 credits at RMCAD, 32 of which must be upper division, for a Bachelor of Fine Arts Degree.

The evaluation of advanced placement or transfer of credit is made by the Office of the Registrar prior to enrollment. In cases where a student applies less than one month prior to the start of classes for their initial term of entry, an unofficial transcript will be accepted for admissions decision purposes but an official copy of the transcript is required before the student can register for their second term. Credit is transferred on a course-by-course basis. Grades for transferred credit are not calculated into the RMCAD cumulative grade point average.

International Students

International students need to follow the procedure of completing a RMCAD application for Admission. Applicants must have an official high school transcript or GED test score sent directly to the Admissions Department; provide ACT or SAT Test Scores; submit a portfolio of approximately 10 to 20 pieces of recent work; and a letter of recommendation from a teacher, employer, or other professional who is familiar with the applicant's artistic ability.

Official transcripts for courses completed at colleges outside of the United States must be submitted to the College and to an approved evaluation agency before transfer credit will be evaluated by RMCAD. A student who does not list all colleges attended on their application may have their admission rescinded. Credit may not be awarded at a later date from colleges not listed on the application. Contact the Admissions Department for additional information.

An International student applying to RMCAD must also arrange to have copies of their official high school and College transcripts translated, evaluated, and then sent to the RMCAD Admissions Office. For information about transcript evaluation agencies, contact the Admissions Department.

The applicant will interview with the RMCAD International Student Admissions counselor. A personal interview on campus is recommended, but an interview by telephone or email will suffice.

Since English is the language of instruction at RMCAD, all students are required to be proficient in English. Non-US resident students must submit official copies of the Test of English as a Foreign Language (TOEFL) with a minimum score of 173 on the computerized test or a score of 500 on the written test or IELTS test with a score of 6. Successful completion of an English as a Second Language (ESL) course or ESL evaluation may be required as a condition of admission at the discretion of the International Student Admissions Counselor. Each situation is handled on a case-by-case basis. Applicants should contact the College for further information. The language requirement may be met based upon interviews with the faculty and staff, if the student's native language is English, or if the applicant has graduated from an American school.

International students applying for admission to the College must submit a financial statement verifying sufficient funds to cover the cost of the program and living expenses for one year. Contact the Admissions Department to find out the current amount required.

Once the College has accepted an applicant, he or she is sent an I-20 form which is needed to obtain a student visa. The I-20 form can only be issued to regular full-time students admitted into full course of study. International students transferring to RMCAD from another school in the United States should contact the Admissions Department immediately to determine his or her eligibility to transfer. It is suggested that foreign students apply at least six months prior to their intended start date.

Part-Time Degree and Non-Degree Seeking Students

A part-time applicant who declares a major in pursuit of a degree must complete all admissions requirements in order to gain acceptance as a matriculated student. Part-time students seeking a degree have priority over non-matriculating part-time students. A student is considered less than full-time if he/she registers for fewer than 12 credits.

A student who wishes to audit or take courses for credit but not necessarily for a degree may enroll as a non-matriculated student. Non-matriculated students do not qualify for financial aid and must provide evidence of high school graduation or its equivalent. Non-degree seeking students who later decide to pursue a degree are required to have a minimum cumulative GPA of 2.0, make formal application as degree-seeking student, fulfill any additional admission requirements, and be accepted before their credit may be applied toward a degree.

Non-degree seeking students are expected to have experience commensurate with course demands and requirements. Instructor approval is required in cases where non-degree seeking students have not satisfied prerequisite requirements.

All academic and administrative policies apply to matriculating part-time students.

High School Dual Enrollment (Honors Program)

High School seniors may apply for admission to take Rocky Mountain College of Art & Design credit courses while concurrently enrolled in high school. The student must exhibit a level of artistic skill and talent clearly in excess of their high school peers. Their level of skill and talent must be at least equivalent to that of a high school graduate.

Honors Program high school students are limited to a maximum of 6 credit hours of coursework. Applicants must interview and show their portfolio in person, and arrange to have submitted a letter of recommendation from an art teacher familiar with their work. The student must also submit proof of parental/ guardian permission to attend RMCAD while they are concurrently enrolled in high school, and proof that their high school gives permission to attend RMCAD while they are concurrently enrolled. If they are home schooled parental permission waives this requirement.

Honors Program students can be automatically admitted as degree seeking New Freshmen upon meeting the balance of the admission requirements. Students will be admitted according to the program requirements of the catalog that is in place the first term of study following application/admittance. Courses completed at RMCAD during periods of dual enrollment and prior to admittance may not apply to the catalog that is in effect once admitted.

Portfolio Programs

With the technological advances in Digital Media and the move toward more career-focused magnet high schools, the challenge arises for graduating seniors to identify colleges that will grant credit for their efforts put forth in these progressive curriculums.

RMCAD's philosophy is to evaluate portfolios and assess college credit for students who have completed high school courses that parallel those typically offered to college freshmen. RMCAD is meeting the needs of students who complete advanced courses by establishing portfolio agreements with high schools that provide programs similar to courses at the college. The appropriate Department Chair reviews portfolios before credit is granted. Please check with a RMCAD Admissions Counselor for a list of high schools that have portfolio agreements.

Start Date Deferral and Reinstatement Policy

An admitted student who decides to change their term of entry to a future term must notify us in writing that they wish to have their term of entry deferred, the reason, and must specify the new expected term of entry. The student must pay the \$150 non-refundable tuition deposit to hold their place until the new term of entry. There is a two-year or two-deferment limit. Re-application is required after two deferrals within a maximum of two years beyond the initial term of entry.

A student may initially apply for any future term of entry up to two years from the date of their application. In these cases their admission will be reactivated for the term they specify if there has not been a major change in their admission status (e.g. the student has attended another college) in the interim. Applicants who wish to move their start date up are not required to follow these guidelines and may move their start date up at any point in time without penalty.

The College Catalog serves as the student's academic contract. For incoming degree-seeking students, the applicable catalog is determined by a student's first term of study. A re-evaluation of transfer credits may be required for students who defer to a new catalog year, and credits previously granted may be rescinded (returning RMCAD students excepted).

Students who have not attended RMCAD for three consecutive terms or longer, and wish to return, must reapply and meet all Admissions requirements, and pay a \$150 non-refundable tuition deposit in order to have their file reactivated. Upon re-admittance, students will be bound by the catalog that is in place the first term that they return. Also upon re-admittance, transcripts will be evaluated for any colleges attended during the student's absence from RMCAD. Any other credits previously granted at RMCAD will not be rescinded, but will be applied as is appropriate under the new catalog. Students should be aware that previously earned credit may not always apply to the new degree requirements.

Cancellation Policy

Prior to matriculation, applicants may cancel their enrollment in person or in writing before the beginning of classes. Applicants not requesting

cancellation before their scheduled starting date will be considered students. Refund of tuition and fees will be made within 30 days from the beginning date of the term or from the date of receipt of written notice that the student will not attend, whichever is earlier.

Applicants requesting cancellation prior to the start of classes are entitled to a refund of all monies paid to RMCAD less the application fee, housing deposit and the non-refundable tuition deposit.

Late Enrollment

Late enrollment is accepted through the end of the first week of classes on a space available basis.

Veterans Information

Veterans must make formal application to RMCAD. Applicants must report all previous education and training in order to be evaluated for transfer credit. The veteran is responsible for contacting the Financial Aid Department or the Veterans Administration in order to initiate all necessary arrangements. Training allowances from the Veterans Administration will not be granted for repeating previously completed courses.

Number of Credit Hours Per Term	V.A. Status
12-18	Full-time
9-11	3/4 time
6-8	1/2 time
2-5	Less than 1/2 time (no benefits)

Students enrolled for a Summer term may contact the Financial Aid Office for VA status credit hours.

Financial Aid

A variety of financial aid programs are available to students attending RMCAD. These programs are designed to assist students in meeting their educational expenses. Some financial aid funds are limited; so students are encouraged to apply early. Programs currently being offered:

Title IV Funds

The term, Title IV funds, refers to Federal student aid. Federal student aid is available for eligible students enrolled in an eligible program at an eligible school. This aid can be used to cover school expenses, including tuition and fees, room and board, books and supplies, and transportation. The types of Federal Aid available at RMCAD are Pell and FSEOG grants, Stafford & PLUS loans, and work-study. Title IV Programs Available at RMCAD:

Grants

Federal Pell Grant

A Pell grant, unlike a loan, does not have to be repaid. Pell grants are only awarded to undergraduate students who have not earned a bachelor's degree. Eligibility is determined using the information you provide on the Free Application for Federal Student Aid.

Federal Supplemental Educational Opportunity Grant (FSEOG)

This is a federally funded grant program administered by the College. The FSEOG is for undergraduates with exceptional financial need. Students must qualify for the Pell grant to be eligible for an FSEOG. A FSEOG does not have to be paid back. Funds are limited so students are encouraged to apply early for financial aid.

Loans

RMCAD participates in the Federal Family Education Loan Program (FFELP). The FFEL Program uses private lenders to process student loans. All Stafford and PLUS loan applications should be obtained from and returned to the Financial Aid Office (FAO). The FAO will submit the loan papers to the Guarantor (usually the Colorado Student Loan Program) and the funds are then sent to RMCAD electronically or via check. Both student Stafford Loans and parent PLUS loans are available through this program.

Subsidized Stafford Loans

Eligibility for this type of loan is based on financial need. If you qualify, the federal government pays interest on the loan ("subsidizes" the loan) as long as you are enrolled at least half-time and during your 6 month grace period. Stafford Loans must be repaid; generally payments begin six months after you leave school or enroll for less than six credits. The interest rate cap is 8.25%.

Unsubsidized Stafford Loan

Eligibility is not based on need. If you borrow an unsubsidized loan, you'll be charged interest from the time the loan is disbursed until it is paid in full. You can choose to pay the interest or allow it to accumulate. If you allow the interest to accumulate, it will be capitalized—that is, the interest will be added to the principal amount of your loan and will increase the amount you have to repay. Stafford Loans must be repaid; generally payments begin six months after you leave school or enroll for less than six credits. The interest rate cap is 8.25%.

PLUS Loan

(Parent Loan for Undergraduate Students)

If you are a dependent student, your parent(s) may be able to borrow a PLUS loan to assist in educational expenses. Unlike the Stafford Loans, a PLUS loan goes into repayment approximately 60 days after the entire loan amount is disbursed. The PLUS interest rate cap is 9%.

Federal Work-study

Federal Work-study provides part-time jobs for students with financial need. This program allows students to earn money to help pay for their educational expenses. Positions are limited and students are encouraged to apply early for a position. Applications can be obtained from the Career and Alumni Services Office. If you obtain a work-study position, you will work for the College, a public school, or for a community service organization. The amount that a student may earn during a term is based on financial need and the availability of funds.

State Aid

In order to receive financial aid from the State of Colorado, a student must be a resident of the State and must have completed a State residency form. RMCAD participates in the state aid programs listed below. These are state funded programs administered by the College. Funds are limited, available only to residents, and applicants must show substantial need.

Colorado Student Grants (CSG)

Eligibility is based on financial need. These grants do not have to be repaid.

Colorado Work-study

Eligibility is generally based on financial need. This program allows students to earn money to help pay for their educational expenses. Positions are limited and students are encouraged to apply early for a position. Applications can be obtained from the Career and Alumni Services Office. If you obtain a work-study position, you will work for the College, a public school, or for a community service organization. The amount of money that you can earn during a term is generally based on your financial need and availability of funds.

Required Completion Rate for Students on Financial Aid

In order to remain eligible for Federal & State financial aid, a student must make satisfactory progress towards completion of her/his degree. The Registrar and the Financial Aid Offices will monitor students who receive financial aid to determine if they are making satisfactory academic progress (SAP) toward their degree completion.

SAP is measured in two ways:

1. The first measure of SAP is cumulative grade point average (GPA). The rules for necessary grade point average are published in the Academic Policies section of this catalog.

2. The second measure is based on the 150% rule. Full-time students have 1.5 times the normal duration of the program to complete their degree. All students must complete 67% of attempted credit hours. Grades of W, F & I do not count as successful completion of a course. Repeating a course for credit may affect your GPA and will increase the number of attempted credit hours. Attempted credit hours, for the purpose of this policy refer to all courses that the student is enrolled in after the census date.

Each student's SAP is assessed at the end of each term. Any student, who has failed to achieve the minimum GPA and/or progress according to the 150% rule, is placed on financial aid probation. If at the end of the next term the student has not met the required completion rate and/or GPA requirement, the student is placed on financial aid suspension. Students who failed to meet the minimum GPA requirement will also be placed on academic probation.

Probation

Students who have failed to achieve either standard are placed on probation for one term. During this probationary period, students on probation must at least complete the number of courses specified by the FAO and meet the minimum GPA goal set by the Registrar for that term. A second probationary period may be necessary to help the student reach the minimum GPA standards and 150% rule. Students on probation continue to receive financial aid.

Suspension

If at the end of the probationary term the student has not met the required completion rate and/or GPA requirement set for the probation period, the student is placed on financial aid suspension. The suspension period is for the duration of two consecutive terms.

Appeal

Students may appeal suspensions. All appeals must be made in writing and must go through the Financial Aid appeals committee for re-evaluation and will only be considered in extremely unusual situations. All appeals must be submitted no later than the first week of the term of suspension. Students who appeal by this deadline will be permitted to attend class while the appeal is under review. Responses to appeals will be provided in writing by the end of the drop/add period. In cases where appeals are denied, the student will be administratively dropped from all classes. No charges will be assessed and no grades assigned. The original term of suspension will then apply. The outcome will depend on the circumstances, documentation and your current attempt to make satisfactory progress. Examples of proper documentation include but are not limited to statements from physicians, clergy, or counseling psychologist.

Other Funding Sources

Veterans Educational & Vocational Benefits

These programs are available for qualified veterans of the U.S. Armed Forces. The FAO can provide you with an application for educational benefits and will help students submit them to the Veterans Administration to determine eligibility. Students interested in Veteran Vocational Rehabilitation programs should obtain additional information from the following web-site (<http://www.vba.va.gov./bln/vre/index.htm>). The FAO recommends that all veterans of the U.S. Armed Forces contact the Veterans Administration to determine their eligibility for VA administered programs.

Alternative Student Loans

Students can also apply for alternative student loans with private lenders. Eligibility for these loans, often referred to as signature loans, are based on the borrower's and co-signer's credit ratings. Loan limits are determined by the amount of other aid the student has/will receive and the total cost of attendance described above. These alternative loan applications are available in the FAO.

Scholarships for Current Students

A number of scholarships are awarded annually to RMCAD students who have proven themselves through outstanding work and effort during the academic year. Rocky Mountain College of Art & Design awards the following Memorial Scholarships three times per year:

The David W. Bozeman Memorial Scholarship
The Charlene Cosgrove Memorial Scholarship
The Paul W. Hall Memorial Scholarship
The Roy Maddox Memorial Scholarship
The Chuck Mattox Memorial Scholarship
The C.W. McNamara Memorial Scholarship
The William L. Steele Memorial Scholarship
The Darrell L. Williams Memorial Scholarship

The college also awards five Merit Scholarships three times per year.

Scholarships for New Students

Portfolio and GPA Scholarships are available for students entering the college. Please contact the Admissions Office for details.

Return of Title IV Funds Policy

If a student begins classes, receives financial aid, and then withdraws from school or stops attending all classes, that student's financial aid will be adjusted as required by the Federal Regulations. The federal regulations assume that students earn their federal aid awards directly in proportion to the number of days in the term that they attend until they withdraw. If a student completely withdraws from school during a term, the school must calculate the amount of earned aid with a specific formula. This is the amount of aid that you are eligible for. This amount may be less than the amount the student was awarded for the term. If the student

or the college receives more aid than the student earned then the unearned funds must be returned to the Department of Education. If the College or the student receives less aid than earned then the student may be able to receive those additional funds (for more information see Post-withdrawal disbursements in the section below).

Return of Unearned Federal Aid

The Federal Regulations state that a student must earn their aid based on the period of time that student remains enrolled. The FAO calculates the percentage of aid earned by using the following formula. If the student remains enrolled beyond the 60% point, that student will have earned all (100%) of their aid for that term/session.

Enrolled days in term/session = % of aid earned

Total days in the term/session

Repayment of Unearned Aid

You will have to pay back any aid that you did not earn according to this calculation.

Funds returned by RMCAD are returned in the following order:

Unsubsidized Stafford loan

Subsidized Stafford loan

Federal PLUS Loan (Parent)

Pell Grant**

Federal SEOG

**no more than 50% of the amount received by the student must be repaid

This policy applies to students with financial aid who officially withdraw. It may also apply to those who stop attending classes without formally withdrawing (for more information see Last date of attendance and the return of Federal aid in the section below). Please feel to contact the FAO for additional information and examples.

Last date of Attendance (LDA) and the Return of Federal Aid

At the end of each term, the financial aid office receives a list of all students who received all Fs for that term. Students who receive all Fs have often stopped attending classes but failed to withdraw from the College. Federal regulations require an official date of withdrawal so that the financial aid office can calculate the Return to Title IV aid that is due to the federal government. If there is no withdrawal date and a student received all F's, the student must document either that they

failed the classes, or the last date of attendance. Financial aid then applies the withdrawal policy based on that last date of attendance to determine if money is owed to the federal government for federal aid that the student did not earn. If the student fails to document their LDA then the Registrar's office will attempt to determine this date and a the calculation to determine the amount of Financial aid earned will be based on this date. If a LDA cannot be determined then the mid-point of the semester (50%) will be utilized.

Balance Due

Withdrawing from the college prior to the 61% point, or ceasing to attend all classes without official withdrawal, will most likely result in a balance due to the school. It is the student's responsibility to repay those funds. The student will have 30 days from the date of the bill to pay the bill in full or to make arrangements with the student accounts manager for a payment plan. If you fail to pay the full amount or to make the arranged payments as scheduled, the balance will be turned over to a collection agency. The student may also be required to repay funds to the U.S. Department of Education. It is the student's responsibility to repay those funds.

Post-withdrawal Disbursements

If it is determined that a student is eligible for Federal Aid funds that have not been disbursed, grant funds that the student is eligible for will be disbursed first. Federal aid that the student is eligible for will be credited to the student's account for outstanding charges. If the student has no outstanding charges or if there is a balance due the student after disbursement, RMCAD will notify the student of his/her eligibility for grants/loan(s). The student must respond within 14 days from the date of the letter as to whether they want all, part or none of the /grants/loan(s). No response will be accepted as a declining of the loan(s).

Tuition & Fees

Information pertaining to current tuition and fees can be found on the Tuition & Fees Addendum inserted into this catalog.

Refund Policy

Withdrawal From All Courses during Fall & Spring terms:

In the event of withdrawal by the student or termination by the college during the term of study, RMCAD will retain tuition and fees assessed by the college as follows:

1. For a student terminating study after entering the college and starting the course of study within the first week, all tuition and lab fee monies paid for that term are fully refundable.

2. After the first week of classes and through the second week, the tuition charge will be 10% of the contract price of the course/program. There is no refund of lab fees after the first week.

3. For withdrawals from school after the second week and through the third week, the tuition charge will be 25% of the contract price of the program.

4. For withdrawals from school after the third week and through the fourth week, the tuition charge will be 50% of the contract price of the program.

5. For withdrawals from school after the fourth week, the tuition charge will be 100% of the contract price of the program.

Dropping Individual Classes during the Fall & Spring terms:

In the event a student drops an individual course(s) but not all courses during the term of study, the following refund policy will apply:

1. For classes dropped during week one, 100% of tuition and fees will be refunded.

2. For classes dropped during week two, 90% of tuition only will be refunded. Fees are non-refundable after week one.

3. No refunds are made on individually dropped classes after week two of the term.

Grading and Evaluating Student Progress

A student is graded on the basis of prompt and satisfactory completion of assignments, attitude, attendance, and individual progress. Students are expected to have materials and supplies necessary for the successful completion of assignments. Grade reports reflect standard letter grades. RMCAD uses a 4.0 scale to calculate grade point averages (GPA).

Key	Letter Grade	GPA Value	
Exceptional Achievement	A-	A+ 4.0	
		A 4.0	
		4.0	
		B+ 3.0	
		B 3.0	
Above Average	B-	B- 3.0	
		Average C+	2.0
		C 2.0	
Marginal	D+	C- 2.0	
		D+ 1.0	
		D 1.0	
Failure	F	D- 1.0	
		F 0.0	
		Withdraw W 0.0	
Incomplete	I	0.0	
Audit	AU	0.0	

Pass	P	0.0	
Portfolio credit/ Transfer Credit		TR 0.0	
Grade not received from instructor (not computed into G.P.A)			N
	0.0		

The policies on late assignments and grading criteria vary by department, and are clearly stated on the course syllabi distributed during the first week of classes. The work for all incomplete courses must be turned in within ten (10) weeks of the end of each term as is specified in each student's petition for an Incomplete. An Incomplete converts to a failing grade after the agreed upon time frame has expired. Every course undertaken is included in computing the grade point average, except those in which a P (pass), W (withdraw), or AU (audit) is posted.

Withdrawals from individual courses are accepted any time, but only those made within the first seven weeks of the term are considered non-punitive and are not computed into the GPA. Withdrawals after this deadline receive a grade as assigned by the instructor based on work completed during the term. Students are allowed to repeat courses; however, both grades for the course are computed into the GPA and considered in the total time frame calculations for satisfactory academic progress.

All students receive their midterm and final term grades in the mail. Final grades are distributed within four weeks of the end of the term. The financial aid office is notified of unsatisfactory academic progress.

All records of grades are kept on a permanent transcript by the College. Official copies are \$4 each; student copies are \$3 each. Student copies for currently enrolled students are free.

Satisfactory Academic Progress

All full-time and part-time students are expected to meet minimum standards of progress determined on the basis of cumulative GPA. A student must achieve a minimum cumulative GPA of 2.0 by the end of their first term and for the duration of the program.

Academic Probation

Student progress is monitored at the end of each term. Students who do not attain the cumulative GPA noted above will be placed on academic and financial aid probation for the following term. Students are notified of being placed on academic and financial aid probation in writing. Refer to Satisfactory Academic Performance in the Financial Aid section of this handbook for details on Financial Aid probation and suspension. Students who are on Academic Probation MAY NOT apply for an "Incomplete" grade in any course during the probationary period.

Academic Suspension

The minimum required GPA must be achieved by the end of the probationary term or the student will be suspended from the College.

Academic Suspension Appeals

Students may appeal academic suspensions. Any student who plans to appeal a suspension must notify the Registrar of their intent to appeal prior to the start of the term of suspension. All appeals must be made in writing and must be submitted to the VP for Academic Affairs no later than the end of week one of the term of suspension.

Students who appeal by this deadline will be permitted to attend class while the appeal is under review. Responses to appeals will be provided in writing by the end of the drop/add period. In cases where appeals are denied, the student will be administratively dropped from all classes. No charges will be assessed and no grades assigned. The original terms of suspension as stated in the original notice will apply.

Re-admittance Following Suspension

Upon re-admittance to RMCAD after academic suspension, students will remain on academic probation for a duration that is at the discretion of the Registrar and VP for Academic Affairs but not less than one term. Students who do not meet the standards designated during this second probationary term will be suspended for not less than two consecutive terms. Future probation/suspension will be handled on an individual basis as is deemed appropriate by the Registrar and VP for Academic Affairs.

Definitions

In lecture courses, one semester credit hour represents 15 contact hours per term and two hours of work outside class. During the fall and spring semesters, 3-credit lecture courses typically meet formally for three hours a week during the first 15 weeks of a term (45 hours).

In studio courses, one semester credit hour represents three hours of studio and/or laboratory time and space, with sufficient faculty contact to ensure the development of knowledge and skills required by each course (30 hours). During the fall and spring semesters, 3-credit studio courses typically meet formally for six hours a week during the first 15 weeks of the term (90 hours).

For internships, one semester credit hour represents 45 hours of internship or work-related experience.

The credit to contact hour ratio remains constant across all terms of study, regardless of the length of the session (refer to the academic calendar for semester and session dates).

Academic Integrity

Rocky Mountain College of Art & Design supports the principle that all individuals associated with the academic art/design community have a responsibility for establishing, maintaining, and bolstering an understanding and appreciation for academic integrity at the College.

Academic dishonesty is any intentionally fraudulent act whereby an individual claims credit for another person's work without authorization or fabricates information or employs unauthorized materials to complete an academic assignment. Academic dishonesty further includes, but is not limited to, document forgery, intentional damage to the work of others, or assisting others in such acts.

Plagiarism, cheating, and stealing are all acts of academic dishonesty. At Rocky Mountain College of Art & Design, students who observe or become aware of apparent academic dishonesty should report the matter to faculty or administration. Please refer to the Cheating and Plagiarism section of the Student Handbook.

Accountability

Rocky Mountain College of Art & Design courses are designed to assess student knowledge, capacities and skills developed in academic programs and art/design studio work. The College will ensure that the methods and instruments used for assessment are appropriate to assess students' knowledge, capacities, and skills and to meet the stated objectives of undergraduate and art and design professional education.

The College will continuously examine and adjust the content and delivery of its curriculum to correspond with its expectations of the knowledge, capacities, and skills of its students. Rocky Mountain College of Art & Design engages in ongoing self-evaluation and modification, consistent with the nature of the art and design fields.

Each department has a program advisory committee comprised of faculty, administration, graduates, and working professionals who meet to review, evaluate, and update the curricula. Each faculty member is directly involved in his or her curricular development through departmental meetings. Students have direct access to faculty, department chairs, and administration in order to ensure that student needs are known and addressed at Rocky Mountain College of Art & Design.

Attendance

Faculty take attendance for each class they instruct. A lack of attendance may affect your course grade. Refer to your course syllabus for specific attendance/ grading policies.

Change of Course

Students who wish to add courses may do so only up to the end of the first week of the term. Dropped courses are permitted at any time, but only those courses dropped within the first seven weeks of the term will be excluded from the term grade point average. Classes must be dropped through the Registrar's office. No refunds are made on individually dropped classes after week two of the term.

Change of Program

Some first-year course offerings are the same for all of RMCAD's programs. While a change of major is possible, completing the new major may take longer than the original program chosen by the student, since there are many courses that are not common to each major. Courses completed that are not common to the new major cannot be credited toward that degree. However, some courses may be used to fulfill the elective requirements. Students must notify the Office of the Registrar in writing to change their program of study. A change in major may result in a change of catalog. A student who changes his/her major will be bound by the program requirements as specified in the catalog that is in place at the time the request is received. Change of Major forms are available in the Office of the Registrar.

Portfolio Reviews

Portfolio reviews are held during the last week of every term as part of our continuing assessment of student outcomes at Rocky Mountain College of Art & Design. Each program of study includes non-credit portfolio reviews as a required part of the curriculum (refer to program requirements for details). A student wishing to enrich the opportunity for formal feedback and self-improvement may exercise the option of participating in additional evaluations.

Requirements for Graduation

In order for a student to graduate from any degree program offered by Rocky Mountain College of Art & Design he/she must:

1. Complete all required courses in a given program of study.
2. Have at least a 2.0 cumulative grade point average.
3. Have earned a minimum of 128 term credits for a Bachelor of Fine Arts Degree. At least 64 credits must have been earned at RMCAD, and a minimum of 32 credits must be taken as upper division course work.
4. Have completed a minimum of three portfolio reviews.
5. Have an acceptable body of work for either a portfolio review (design programs) or a gallery exhibition (fine art programs).

Probation/Dismissal Policy

Rocky Mountain College of Art & Design reserves the right to place on probation or dismiss any student whose conduct or attitude, as determined by the College, is detrimental to the learning progress of any other student, the classroom environment, the presentation of a teacher, or the well-being of RMCAD students or school employees. RMCAD also reserves the right to place on probation or dismiss any student who brings unfavorable criticism or disrepute upon his/her fellow students or the College. Students who are delinquent in their payments or who have poor academic progress, excessive absences, or who do not follow the rules and regulations posted in the school or in the student handbook are subject to

probation or dismissal. The Vice-President for Academic Affairs determines re-enrollment.

Readmission

A student who has been suspended for unsatisfactory GPA and who wishes to appeal should refer to the Probation and Suspension section of this catalog for additional information. A student who has been suspended for unacceptable conduct will not be readmitted without a successful appeal. If a student feels that there are mitigating circumstances, he/she may formally appeal a suspension. The appeal should be submitted to the party who issued the suspension/ dismissal notice. The student may then be readmitted on a probationary status if the appeal is approved.

Transferability of Credits

Decisions concerning the acceptance of credits by any institution other than the granting institution are made at the sole discretion of the receiving institution. No representation is made whatsoever concerning the transferability of any credits to any institution.

Students considering continuing their education at, or transferring to, other institutions must not assume that credits earned at this College will be automatically accepted by any receiving institution. An institution's accreditation does not guarantee that credits earned at that institution will be accepted for transfer by any other institution. Students must contact the Registrar or art department of the receiving institution to determine what credits, if any, that institution will accept.

Campus Safety

A security report containing certain statistics, policies, and a description of programs that promote campus safety is distributed to RMCAD students and employees annually. Prospective students wishing to obtain our most recent report may simply request a copy of this report.

Drug and Alcohol Abuse Prevention

Rocky Mountain College of Art & Design has adopted and implemented a program to prevent the use of illicit drugs and the abuse of alcohol by students and employees. Standards of conduct clearly prohibit the unlawful possession, use, or distribution of illicit drugs and alcohol by students or employees on school property or as part of any school activities. Doing so will result in immediate suspension from school. Violators are also subject to prosecution under local, state, or federal law.

Personal Property

Although the very best possible care is taken to protect belongings, the College is not responsible for the loss, theft, damage, or misplacement of student artwork, supplies, or personal property.

Publication

Artwork and projects created by students as part of a course of study are done for educational purposes and represent both the student's ideas and the influence of the College's faculty. The College reserves the right to display, retain, and reproduce any student work for exhibition, publication, or any other purpose without the student's consent. The College also photographs campus activities throughout the year for publication and public relations purposes. Students who do not wish to have their photographs published must notify the Office of the Registrar in writing at registration.

Student Complaint/Grievance Procedure

The College's student complaint/grievance procedure can be found in the current edition of the RMCAD Student Handbook. The handbook is updated and issued to all students annually. A student who has been suspended for unsatisfactory GPA and who wishes to appeal should refer to the Probation and Suspension section of this catalog for additional information. A student who has been suspended for unacceptable conduct will not be readmitted without a successful appeal. If a student feels that there are mitigating circumstances, he/she may formally appeal a suspension. The appeal should be submitted to the party who issued the suspension/dismissal notice. The student may then be readmitted on a probationary status if the appeal is approved.

Program Advisory Committees

Rocky Mountain College of Art & Design's Program Advisory Committees are formal groups of representatives from business and industry that have been appointed by the Department Chairs. The Committees provide guidance and direction for the development of each department, thus ensuring that student and community interests are being served. The Committees create an opportunity for a continuing forum of communication between faculty, staff, business, and industry. The Program Advisory Committees contribute to the improvement of the quality of education by providing technical assistance to instructors, service to faculty and students, and service to the College and to the community.

Professional Affiliations

All RMCAD students, faculty, and alumni are encouraged to join and actively participate in local professional organizations. Student, faculty, and alumni memberships include:

American Institute of Graphic Arts (AIGA)

RMCAD has AIGA Colorado Student Chapter

American Society of Interior Designers (ASID)

Art Directors Club of Denver (ADCD)

Colorado Alliance of Illustrators (CAI)

Colorado Artists Registry

Denver Advertising Federation (DAF)

Graphic Artists Guild

International Animated Film Association (ASIFA)

Society of Environmental Graphic Designers (SEGD)

Society of Illustrators

Accreditation

Please see the Vice President of Academic Affairs for additional information and to review copies of accreditation letters.

- The Colorado Commission on Higher Education approves Rocky Mountain College of Art & Design as a private college.

- Rocky Mountain College of Art & Design is accredited by the Higher Learning Commission and a member of the North Central Association. www.ncahigherlearning.commission.org or (312) 263-0456.

- The Interior Design program is accredited by FIDER, the Foundation for Interior Design Education Research.

- Rocky Mountain College of Art & Design is approved by the Veterans Administration's Vocational Rehabilitation Department.

- Rocky Mountain College of Art & Design is authorized under federal law to enroll international students.

- Rocky Mountain College of Art & Design is approved for the training of Veterans.

- The Rocky Mountain School of Art, Inc., doing business as Rocky Mountain College of Art & Design, is a Colorado corporation.

- Rocky Mountain College of Art & Design is seeking additional accreditation by the National Association of Schools of Art and Design.

International Council of Design Schools (ICDS)

Rocky Mountain College of Art & Design is a member of the International Council of Design Schools (ICDS), an association of independent colleges chosen for their excellence in traditional and computerized education. ICDS members specialize in the fields of advertising arts, architectural arts, communicative arts, fine arts, graphic arts, and merchandising arts. ICDS sponsors a creative interchange of ideas among the students and faculty of leading professional colleges in the Americas, Europe, and Far East.

Continuing Education

With an emphasis on vision, creativity, innovation and technical expertise, RMCAD's Continuing Education (CE) is an outreach program created specifically for the Denver and mountain region community. CE programs includes short-term not-for-credit and for-credit courses offered in the evenings and on weekends. RMCAD's Continuing Education program also includes exciting travel abroad courses, and the Art Academy for Teens and Children.

The Adult Programs are primarily held in the evenings during the week and on weekends. Course topics include: painting; drawing; photography; ceramics; interior design; illustration; and computer graphics. Most studio and computer classes are limited to 15 students. The current average class size allows for individual attention and helps to create a feeling of camaraderie and shared purpose.

All high school students are welcome to take adult Continuing Education courses with written permission from a parent or guardian. Please see Continuing Education catalog and registration form for more details or contact the Continuing Education office.

Students can enroll in CE classes for-credit or not-for-credit, depending on the course and their needs. Students enrolled in not-for-credit courses will receive a certificate of completion at the conclusion of each course. Students enrolled in for-credit CE courses will receive transcripts upon request. All non-credit course contact hours can apply as Continuing Education Units (CEU's) for Colorado teachers interested in recertification.

The Continuing Education's Travel Abroad programs are open to adult students, 18 years of age or older, who are enthusiastic and serious about learning in another culture, and are willing to be challenged both in and out of the class room. To register for a travel abroad program, students must register through RMCAD's Continuing Education office.

To register, students must submit a completed registration form, and fee deposit. Please note that fee deposits will vary depending on the program. Students with incomplete registration forms will not be admitted into the program. Students wishing to take a summer travel abroad program for credit must have a minimum cumulative GPA of 2.0, and submit a high school transcript. For those who have taken 15 credit hours or more at a college level, they must submit official college transcripts and do not require

high school documentation, in addition to the completed registration form and fee deposit. In some CE Travel Abroad courses, students may be required to have completed some prerequisite work prior to taking the course. * In some cases, a portfolio may be required to meet prerequisite requirements if transcripts are not available. For complete information packet and application for this program, please contact RMCAD's Continuing Education office.

Continuing Education also offers an Art Academy for Teens and Children (ages 6-18) that includes year round Saturday classes, summer weeklong intensive workshops and future summer art camps. The Art The instructors are practicing fine artists and certified art educators committed to providing a program of excellence in a nurturing, supportive and enriching environment.

Registrations for CE are processed in the order received. Registration deadlines are included with each program description. Payment of tuition in full is required at the time of registration, unless otherwise specified in course description. Please see Continuing Education catalog and registration form for more details or contact the Continuing Education office.

Academic Calendar 2003 - 2004

Summer Trimester, 2003

Orientation for New Students	May 8
Summer Trimester begins	May 9
Memorial Day, holiday	May 26
Independence Day, holiday	July 4
Registration for Fall Semester begins	July 2
Summer Trimester ends	Aug. 15
Spring Break (2 weeks)	Aug. 16 - Sept. 1

The RMCAD Academic Calendar will change to Semesters starting Fall 2003

The RMCAD Board of Directors has authorized the College to switch from a trimester academic calendar to a semester academic calendar, effective Fall semester 2003. The change will facilitate the College's being able to meet NASAD standards for accreditation and will position RMCAD on a calendar that is similar to most peer Art & Design colleges in the USA. The new calendar will consist of two regular semesters (fall and spring) of 15 weeks of classes plus an exam week, and several shorter, concentrated summer sessions. Students will still be able to pursue their degrees year-round. Degree requirements will not change because of this change to the academic calendar, and students will still have access to Financial Aid grant and loan funds for all terms including summer terms.

Fall Semester 2003

Orientation for New Students	Aug. 31 - Sept. 1
Welcome Week for New Students	Sept. 2 - 5
Fall Semester begins	Sept. 2
Registration for Spring Semester begins	Oct 22
Thanksgiving break	Nov. 27 - 28
Fall Semester ends	Dec. 19
Winter Break (3 weeks)	Dec. 20 - Jan. 11

Spring Semester 2004

Spring Semester begins	Jan. 12
Washington-Lincoln Day, holiday	Feb. 16
Registration for Summer	
Sessions begins	Mar. 3
Spring Semester ends	Apr. 30
Spring Break (3 weeks)	May 1 -
May 23	

The summer sessions will consist of two consecutive five-week sessions and one

ten-week session running concurrently. Students may choose to take one or the other 5-week session and still take half of the summer off for vacation, work, or a travel abroad course. A student may choose to take the 10-week session and still have 3-week break before and a 4-week break after the summer term. A student will be able to take a maximum of 12 credits during the summer, and will still have access to Financial Aid grant and loan funds.

Summer Sessions 2004

10-week Regular Summer Session begins	May 24
10-week Regular Summer Session ends	July 30
5-week Short Summer Session #1 begins	May 24
5-week Short Summer Session #1 ends	June 25
Independence Day Holiday	July 3
5-week Short Summer Session #2 begins	June 28
5-week Short Summer Session #2 ends	July 30
Summer Break (4 weeks)	July 31 - August 29

Faculty

Caring, individual attention and dedication to excellence on the part of our faculty is of paramount importance in providing the highest quality education possible. A major emphasis of the College is that all of our studio faculty are working professional artists, designers or specialists who are advanced in their fields. RMCAD is proud of its highly skilled faculty who teach as a way to share their expertise with the talent of the future. The result is that professionals who are on the cutting edge of their fields, and who are familiar with the latest technology, styles, and trends, teach our students.

Off-campus exhibitions allow the public to view faculty artwork in a community setting. Individually, members of the faculty participate professionally as artists and designers in the commercial, alternative, and museum sectors of the art community. They serve as board members and panelists and donate their time, expertise, and artwork to support the activities of a variety of local arts organizations. Political participation in the arts community allows faculty members to provide students with a professional viewpoint on timely issues.

HUGH ALEXANDER

Illustration/Full-Time Faculty

MA, University of Northern Colorado; BFA, Art Center College of Design; BA, Pacific University. Illustrator. Clients include: Adolph Coors Corp., Apple Computers, Burlington Northern, Butler Paper, CBS, Fuller Brush Corp., Gates Rubber Co., IBM, Motorola Electronics, Road & Track, Sports Car International, and Union Pacific.

ILEANA BARBU

Foundation Studies

MFA, Sculpture, Institute of Fine Arts, Romania. Ms. Barbu has been an art instructor since 1988. She has taught at the Art Lyceum N. Toatiza in Bucharest, Naropa Institute, University of Colorado, Loveland Academy, and Front Range Community College. Ms Barbu is also an animator, creating traditional in-between drawings and original animation for a number of children's cartoons. Her animation Little Horse was created using traditional techniques, Adobe Photoshop, and Director.

DAVID COLLINS

Illustration/Full-Time Faculty

MFA, Painting, New York Academy of Art; BA, Art History, BFA, Creative Arts, University of Colorado at Denver. Illustrator/ artist. Clients include: C-4 Imaging, J.L. Reynolds Inc., Good as Gold Company. Selected exhibitions: Emanuel Gallery, Core Art Space, and the Ice House, Denver.

RANDY FOX

Digital Media/Full-Time Faculty

BFA, Rocky Mountain College of Art & Design. Graduate of studio arts at Clark University, MA. Freelance graphic designer creating interpretive exhibits for visitor centers. Projects include: Boulder Recycling, Boulder, CO; Waubay Refuge, Waubay, SD; Great Plains Nature Center, Wichita, KS; Golden Gate State Park Visitor Center, Golden CO; The National Elk Refuge, Jackson Hole, WY; and Holy Cross Visitors Center, Minturn, CO.

ANIA GOLAK-KUMOR

Foundation Studies/Full-Time Faculty

MFA, Painting, Academy of Fine Arts, Warsaw, Poland. Additional degrees in Interior Design, Exhibition Design, and Stage Design, College of Art and Industry, Moscow. Selected Exhibitions in: New York, London, New Mexico, and Colorado. Her art has appeared in numerous publications including Art Space and ARTnews.

DON GORDON

Liberal Studies

MA, University of Pennsylvania; BA, Yale University. Formerly an independent school headmaster, a college president, and an educational consultant. Currently marketing his first novel about the late 1990s in America and has a second book under way.

HELENE GRALL-JOHNSON

Liberal Studies

Ph.D., Geological Oceanography, University of Rhode Island; M. Phil. in Geological Sciences, Yale University; Maitrise de Sciences et Techniques in Applied Geology, Institut de Geodynamique, Universite de Bordeaux, France. Instructor: Hunter College, Colorado College, and The University of Denver.

BRENT HARMES

Interior Design, CAD Department

AS, Architectural Technology, Front Range Community College. Director of Standards and Procedures for CADVantage, Inc. Has taught AutoCAD for Architecture and Interior Design for six years. Has worked with CAD software and hardware for the last fourteen years, the last seven years as a CAD Manager.

DAN JAMES

Graphic Design & Interactive Media

MA, Lutheran School of Theology at Chicago; BA, Southwest Missouri State. Mr. James is the Creative Director and owner of Pursuit Advertising. His clientele is comprised of privately-held corporations and small businesses in industries including the outdoor industry, event organizers, publishers, real estate, and collectibles for whom he produces work ranging from advertising campaigns, catalogs and other collateral, event posters and marketing materials, trade show displays, and web site planning and development.

ERICK JOHNSON

Foundation Studies/Sculpture

MFA, University of Illinois, Urbana; BFA, Colorado State University. Taught at University of Northern Colorado and College of Santa Fe. Recipient of numerous public art commissions on sites throughout the US

and Barcelona, Spain. Extensive gallery exhibition schedule and list of corporate and private collections.

MARK JOHNSON

Liberal Studies/Full-Time Faculty

MS, Yale University Divinity School; MALS, English, Philosophy, History, Wesleyan University; B.A, History and Political Science, Transylvania University, KY. Over 30 years of leadership in education focusing on curricular design for traditional and non-traditional students. Served as a headmaster and on a variety of faculties while specializing in integrated learning.

JOE JONES

Illustration/ Digital Media

Principal, Art Works Studio. His firm is the recipient of the National Award of Excellence by Consolidated Paper's Graphic Arts Recognition Committee. Mr. Jones' digital images appear in numerous books on Adobe Illustrator, Adobe Photoshop, and other graphics software programs.

Sabine Kortals

International Animation

M.A., Journalism and Communications, University of Colorado at Boulder. Freelance copywriter and journalist whose feature articles have appeared in local and international publications, including The Denver Post, The Denver Business Journal, 5280, Architecture & Design of the West, the Daily Camera, The Aspen Times, and Germany's Die Zeit, Die Welt and Die Frankfurter Allgemeine Zeitung

JOHN LAWSON

Liberal Studies

Ph.D., English (in progress), University of Denver; MA, English and Education, University of Wisconsin; BA, English, St. Olaf College. Senior writer and principal of Lawson and Associates, a national writing, marketing, and communications firm. Founder of community service programs including Family Night at the Library and the Computers for Kids Project.

JOHN LENCICKI

Illustration, Painting & Drawing

Graduate, Pratt Institute. Illustrator/ artist. Worked as an illustrator in New York City for several years and was Creative Director of Teaching

Resources, the educational service of the New York Times. Represented by Saks Galleries in Denver and Southwest Gallery in Dallas. Collections: US West, Amtrol, and many private collections.

MICHAEL LITTRELL

Graphic Design & Interactive Media/ Interior Design

AA in progress, Community College of Aurora; coursework at Metropolitan State College and University of Denver. Freelance designer and principal of Silk Road Productions, Ltd. (formerly Dog Boy Design) and Jalsaghar

Music. Clients include: Subaru International, Adolph Coors, Rockwell International, Dr. Pepper, Aspen Skiing Corporation, The Yoga Group Inc., The Bombay Group, Chrysalis Construction, Cuisinart India Inc., Invertigo Inc., Velm Inc., Big Noise Records, and Hedge of Thorns Productions

KIMBERLY LYNCH

Foundation Studies

BFA, Visual Communications, Kendall College of Art and Design. Ms Lynch was the Art Director for 5280 Publishing, Inc, and responsible for entire production of 5280 Denver's Mile-High Magazine and Mile-High Weddings. She designed and illustrated the covers, ads, editorials, and all collateral material. The Society of Illustrators has published her illustrations, and she has published several books featuring full-sized illustrated patterns for the stained glass windows that she designs.

IRENE McCRAY

Foundation Studies/Half-Time Faculty

MFA, Vermont College of Norwich University; BFA, Painting, Colorado State University. Selected solo exhibitions: Santa Fe International Academy of Art, Santa Fe Actors' Theater, Boulder Public Library Bridge Gallery, Pacific Grove Art Center, and Boulder Center for the Visual Arts. Her work is included in the collection of the Denver Art Museum.

MATTHEW MCFARREN

Illustration

AA, Colorado Institute of Art; Former Illustration teacher at Community College of Denver. Selected exhibitions: Masten Fine Art, Highlands Ranch, Red Shift Gallery, Denver and Edith Lambert Gallery, Santa Fe; clients include: Suzuki International, Outback Steakhouse, Opera Colorado, Colorado Symphony Orchestra, and Denver Center Theatre Company.

DOUG MORLEY

Liberal Studies

BS. Secondary Education, University of Colorado. Certified Management Accountant, Institute of Management Accountants. Provides accounting and tax consulting services to businesses and individuals, and has experience as controller to businesses with annual sales of \$8 to \$20 million. He teaches business and accounting in a variety of settings, both at the college and adult level.

Frederick Murrell

Graphic Design & Interactive Media/

Full-Time Faculty

Fred is a graphic designer, educator and artist with over 20 years of experience. He is a graduate of the University of Washington and the School of Design, Basel, Switzerland. He has held positions as VP of Experience Design at Sapient and Design Director for Corning, Texas Instruments and Tenet Healthcare. Fred has taught at Kansas City Art Institute as the Joyce C. Hall Distinguished Professor, Carnegie Mellon University, and Alfred University. He has served as a National Board member for the American Institute of Graphic Arts, American Center for Design, Design Management Institute and the Art Directors Club of Denver. He has lectured at the International Institute for Information Design (IIID), Austria; University of Art & Design Helsinki (UIAH), Finland; AIGA National Conference, Seattle; DMI Identity Conference in Montreal, Canada and AIGA Business Forum in New York.

PAULA NICHOLAS

Liberal Studies

MS, Range Science, Colorado State University, BS, Biology, University of California. Worked as an environmental educator in the Denver metro area for over 10 years. She has strong science education experience, has developed varieties of science curriculums, has extensive knowledge of plants and wildlife in the West, and is a professional scientific illustrator.

LORIE ORZEL

Interior Design

MAOM, University of Phoenix; BA, Interior Design Institute; BA, Sociology, University of South Carolina. Ms. Orzel is a self-employed Interior Designer and a Design Consultant for Alii Construction, Inc, working on both commercial and residential projects. She has worked for three

different Interior Design firms, in both commercial and residential design. She gained years of experience as an instructor at FIDER accredited Interior Design Institute in Denver, and is a member of the Colorado Interior Design Coalition.

MICHAEL PAGLIA

Painting & Drawing/ Sculpture

MA, BA University of Colorado at Boulder. Professional writer: Boulder Museum of Contemporary Art, The Colorado Springs Fine Arts Center, the University of Colorado at Colorado Springs, and the City of Boulder's planning office. Art Critic for Westword, a Denver weekly newspaper.

KEELY S. PRESTON

Painting & Drawing/ Half-Time Faculty

MFA, Painting, University of Denver; BFA, Drawing, University of Florida. Selected exhibitions in Colorado and Florida. Worked as a set designer, muralist and registrar/gallerist.

PETER ROMANELLI

Graphic Design and Interactive Media

MA, Geography, Columbia University. BA, Cinema, Harpur College, SUNY Binghamton. A professional photographer since his undergraduate days, he has spent a number of years working in the film and television industry in New York. He specializes in architectural, fine art and landscape photography using medium format and digital imaging. His passion is using photography to create an environmental aesthetic. A member of the American Society of Media Photographers.

MARTHA RUSSO

Sculpture/Half-Time Faculty

MFA, University of Colorado at Boulder; BA, Psychology and Developmental Biology, Princeton University. Teaching experience: Princeton University, Massachusetts College of Art, and MIT. Recipient of the Graduate Student Excellence in Teaching Award.

TOM SCHERER

Graphic Design & Interactive Media/

Full-Time Faculty

BA, Advertising Design, Columbus College of Art and Design. Multimedia Director/ Technical Officer for Icom Inc. Clients include: General Motors Liebert, Ross Labs, General Electric, Compuserve, Nationwide Insurance,

Ashland Chemical and others. Member: International Association of Presentation Professionals

TEDDY SCHMEDEKE LEE

Foundation Studies

BFA, Painting & Drawing, Rocky Mountain College of Art & Design. Professional fine artist and portrait painter since 1975. She is the recipient of numerous art awards for subject matter and media use. Representation: Arrowhead Gallery in Golden.

MELANIE SHELLNBARGER

Interior Design

MBA, John Carroll University; BA Humanities, St. Mary's College; BA Interior Design, Interior Design Institute of Denver, MBA John Carroll University. Ph.D Candidate, University of Colorado at Denver. Owner of Interior Design Ideas. Experience in hospitality, residential and office design. Memberships: ASID, SAH.

HEIDI CORDOVA STRANG

Liberal Studies/Full-Time Faculty

MA, Museum Studies and Art History, University of Denver; BA, Fine Art emphasis in Art History, University of Northern Colorado. Taught art history at Aims Community College and Metropolitan State College, served as a collection curator at Captiva Corporation, and was a curatorial assistant at the Denver Art Museum. Currently a doctoral candidate at the University of Colorado at Denver in Educational Leadership and Innovation.

JULI K. VOLOCH

Interior Design/Full-Time Faculty

MS, Historic Preservation, The School of the Art Institute of Chicago; BS, Interior Design, Kansas State University. NCIDQ Certified. Owner and principal of HPS Interiors which specializes in both commercial and preservation design projects. Memberships: CIDC, IDEC and the Colorado Historical Society.

JEANNETTE WIFFIN

Graphic Design & Interactive Media

Graduate, Greenville Museum School of Art. Specializes in conventional and electronic design, prepress, instruction, and consultation. Professional experience: Contex Design Systems/ Xyvision Publishing; Autographix, Inc.; Campro Systems; and T&R Engraving. Clients: Coca-Cola, Gillette, Blanks Engraving, and Kimberly Clark.

PAUL YALOWITZ

Illustration/Full-Time Faculty

BFA, Illustration, School of Visual Arts. This popular children's book illustrator has been a freelance illustrator since 1983 and an illustration instructor at Ringling School of Art and Design since 1994. Recent children's books include: *The Runaway Latkes*, Leslie; *South Pole Santa*, Yalowitz; *Mary Veronica's Egg*, Nethery; *Moonstruck*, Cheldenac; *Catty Cornered*, Ware; *Nell Nugget and the Cow Caper*, Enderte, and *Hurricane Music*, Bottner. Clients include Atlantic Monthly Magazine, AT&T, Child Magazine, Hallmark, Life Magazine, Metropolitan Home Magazine, New York Times, Ogilvy and Mather, and Sports Illustrated Magazine.

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Michael P. Bautista

Ph.D., Fine Arts/Theatre/Music, Texas Tech University; MA, Theatre Design/Technology, Emporia Kansas State College. He is the Division Director, Auraria Performing Arts Center, located at the Auraria Higher Education Center.

Richard L. Behr, Jr.

MS, Finance, University of Colorado; CFP, College for Financial Planning; BS, Business Finance, St. Francis College. Richard is founder and managing partner of Investment Management Consultants, Ltd.

Gerald E. Ehrhart

BS, Chemical Engineering, University of Denver. Gerald is a retired Denver businessman.

David J. Nygren, Ph.D.,

Chairman of the Board

Ph.D., MA, Psychology, Boston University; M. Div., Pastoral Theology, MA, English Literature, The Catholic University of America; MA, Systematic Theology, Certificate, Education, University of Denver; BA, Philosophy, St. Thomas College. David leads the Global Corporate Governance Practice and manages the San Francisco office of Mercer Delta Consulting where he is a Partner. David consults to boards of Fortune 100 companies and has served as Chair of the RMCAD Board since 1993.

James R. Schoemer, Ed.D.

Ed.D., MA, Higher Education Administration, Indiana University; BA, Business Education, University of Wisconsin. Jim is Executive Director of P@GE, (Partnership for Accelerated Global Education). He is also Associate Vice President for New Ventures, Regis University.

Mark M. Steele

BFA, Boston University. Mark is a nationally renowned illustrator, producing work for publications including The New York Times, Sports Illustrated, Time Magazine, Fortune, Business Week, and others.