

BERKELEY CITY COLLEGE  
April 19, 2018  
Curriculum Committee Agenda

Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	BUS	002	Introduction to Business Law	Fall 2018	3	3 hours lecture	(GR)		General survey of business law: Principles of law on contracts, sales agency, torts, partnerships and corporations and the uniform commercial code.	0501.00	Essential preparation for the major. This course is required for BCC's business degrees and certificates. Course transfers to four year institutions.  Course updates with the following changes: 1. Student Performance Objectives 2. Student Learning Outcomes 3. Distance Education 4. Assignments 5. Student Assessment 6. Texts, Readings, and Materials	1. Student Performance Objectives 2. Student Learning Outcomes 3. Distance Education 4. Assignments 5. Student Assessment 6. Texts, Readings, and Materials  CC approval 4/19/18		Approved
BCC - Course Update	BUS	070	Introduction to Marketing	Fall 2018	3	3 hours lecture	(GR or P/NP)		Introduction to integrated marketing strategies: Identification and satisfaction of customers' wants and needs with products (goods and/or services), price, place, and promotional strategies; customer relationship management; integration of marketing into strategic business plans.	0509.00	Required Course in General Business AA and Certificate.  Course update with the following changes: 1. Lecture/Lab Content 2. Methods of Instruction 3. Texts, Readings, and Materials	1. Lecture/Lab Content 2. Methods of Instruction 3. Texts, Readings, and Materials  CC approval 4/19/18		Approved
BCC - Course Update	ENGL	020	Introduction to Dramatic Literature	Fall 2018	3	3 hours lecture	(GR or P/NP)	Prerequisite(s): ENGL 001A	Survey of history and literature of the theater focusing on major theatrical periods: Classical, Elizabethan, Restoration and twentieth century.	1503.00	Meets AA degree and transfer requirements.  Course update with the following changes: 1. Student Assessment 2. Texts, Readings, and Materials	1. Student Assessment 2. Texts, Readings, and Materials  CC approval 4/19/18		Approved
BCC - Course Update	ENGL	085A	Literature in English Through Milton	Fall 2018	4	4 hours lecture	(GR or P/NP)	Prerequisite(s): ENGL 001A	Introduction to English literature of the Middle Ages and Renaissance: Study of major works by Chaucer, Spenser, and Milton as well as their contemporaries, such as Donne and Marlowe.	1503.00	Meets AA degree and transfer requirements and fulfills lower division requirement for English majors at U.C. Berkeley.  Course update with the following changes: 1. Lecture/Lab Content 2. Student Learning Outcomes 3. Methods of Instruction 4. Assignments 5. Texts, Readings, and Materials	1. Lecture/Lab Content 2. Student Learning Outcomes 3. Methods of Instruction 4. Assignments 5. Texts, Readings, and Materials  CC approval 4/19/18		Approved
BCC - Course Update	ENGL	085B	Literature in English: Late 17th through Mid-19th Century	Fall 2018	4	4 hours lecture	(GR or P/NP)	Prerequisite(s): ENGL 001A	Introduction to English literature of the late seventeenth through mid-nineteenth century: Pope, Blake, Wordsworth, Bronte, Dickens, Austen, Whitman, and selected others. ENGL 85A is not prerequisite to ENGL 85B.	1503.00	Meets AA degree and transfer requirements and fulfills lower division requirement for English majors at U.C. Berkeley.  Course update with the following changes: 1. Lecture/Lab Content 2. Student Performance Objectives 3. Methods of Instruction 4. Texts, Readings, and Materials	1. Lecture/Lab Content 2. Student Performance Objectives 3. Methods of Instruction 4. Texts, Readings, and Materials  CC approval 4/19/18		Approved

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BCC - Course Update	ENGL	085C	Literature in English: Mid 19th through the 20th Century	Fall 2018	4	4 hours lecture	(GR or P/NP)	Prerequisite(s): ENGL 001A	Introduction to English literature of the mid-nineteenth through twentieth century: Wilde, Shaw, James, Woolf, Joyce, Faulkner, Eliot, Hurston, and selected others. ENGL 85A and 85B are not prerequisite to ENGL 85C.	1503.00	Meets AA degree and transfer requirements and fulfills lower division requirement for English majors at U.C. Berkeley  Course update with the following changes: 1. Lecture/Lab Content 2. Student Performance Objectives 3. Texts, Readings, and Materials	1. Lecture/Lab Content 2. Student Performance Objectives 3. Texts, Readings, and Materials		Approved
BCC - Course Update	ENGL	208A	Writing Workshop	Fall 2018	1	0.50 lecture, 1.50 laboratory	(GR or P/NP)		Individualized instruction in writing: Thesis control and essay organization.	1501.00	This course provides instruction in English composition skills for students enrolled in composition courses who need supplemental work; there is a high demand among BCC students for this kind of help; this course helps student achieve one of the institutional student learning outcomes: Communication.  Course update with the following changes: 1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials	1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials		Approved
BCC - Course Update	ENGL	208B	Writing Workshop	Fall 2018	1	0.50 lecture, 1.50 laboratory	(GR or P/NP)	Recommended Preparation: ENGL 208A	Individualized instruction in writing: Thesis control and essay organization.	1501.00	This course provides instruction in English composition skills for students enrolled in composition courses who need supplemental work; there is a high demand among BCC students for this kind of help; this course helps student achieve one of the institutional student learning outcomes: Communication.  Course update with the following changes: 1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials	1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials		Approved

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BCC - Course Update	ENGL	208C	Writing Workshop	Fall 2018	1	0.50 lecture, 1.50 laboratory	(GR or P/NP)	Recommended Preparation: ENGL 208B	Individualized instruction in writing: Thesis control and essay organization.	1501.00	This course provides instruction in English composition skills for students enrolled in composition courses who need supplemental work; there is a high demand among BCC students for this kind of help; this course helps student achieve one of the institutional student learning outcomes: Communication.  Course update with the following changes: 1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials	1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials		Approved
BCC - Course Update	ENGL	208D	Writing Workshop	Fall 2018	1	0.50 lecture, 1.50 laboratory	(GR or P/NP)	Recommended Preparation: ENGL 208C	Individualized instruction in writing: Thesis control and essay organization.	1501.00	This course provides instruction in English composition skills for students enrolled in composition courses who need supplemental work; there is a high demand among BCC students for this kind of help; this course helps student achieve one of the institutional student learning outcomes: Communication.  Course update with the following changes: 1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials	1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Methods of Instruction 5. Texts, Readings, and Materials		Approved
BCC - Course Update	ENGL	217A	Shakespeare	Fall 2018	3	3 hours lecture	(GR or P/NP)		Study of selected works of Shakespeare.	1503.00	This course offers a non-transferable introduction to Shakespeare for students who have not completed English 1A.  Course update with the following changes: 1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Texts, Readings, and Materials 5. Assignments	1. Course Credit Status to Not Degree Applicable 2. Basic Skill status to is a basic skills course 3. Student Learning Outcomes 4. Texts, Readings, and Materials 5. Assignments		Approved

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BCC - Course Update	PHYS	004A	General Physics with Calculus	Fall 2018	5	4 hours lecture, 3 hours laboratory	(GR)	Prerequisite(s): MATH 003A, Corequisite(s): MATH 003B, Recommended Preparation: PHYS 010  Formerly: Prerequisite(s): MATH 003A, Recommended Preparation: PHYS 010	Comprehensive study of major topics of physics: Motion, forces, gravity, energy, momentum, rotation, equilibrium, fluids, oscillations, waves, and sound.	1902.00	Physics 4A is the first semester of a three-semester sequence that provides a comprehensive survey of the major topics of physics for students majoring in engineering or the physical sciences.  Course update with the following changes: 1. Methods of Instruction 2. Requisites 3. Texts, Readings, and Materials	1. Methods of Instruction 2. Requisites 3. Texts, Readings, and Materials		Approved  District-wide change
BCC - Course Update	PHYS	004B	General Physics with Calculus	Fall 2018	5	4 hours lecture, 3 hours laboratory	(GR)	Prerequisite(s): PHYS 004A and MATH 003B. Corequisite(s): MATH 003C  Formerly: Prerequisite(s): PHYS 004A and MATH 003B	Comprehensive study of major topics of physics: Thermodynamics, electric forces and fields, magnetic forces and fields, electricity, and AC and DC circuits.	1902.00	Physics 4B is the second semester of a three-semester sequence that provides a comprehensive survey of the major topics of physics for students majoring in engineering or the physical sciences.  Course update with the following changes: 1. Requisites 2. Methods of Instruction 3. Student Learning Outcomes	1. Requisites 2. Methods of Instruction 3. Student Learning Outcomes		Approved  District-wide change
BCC - Course Update	PHYS	004C	General Physics with Calculus	Fall 2018	5	4 hours lecture, 3 hours laboratory	(GR)	Prerequisite(s): PHYS 004B and MATH 003C. Corequisite(s): MATH 003E and MATH 003F  Formerly: Prerequisite(s): PHYS 004B and MATH 003C	Comprehensive study of major topics of physics: Light, interference, relativity, quantum physics, atoms, molecules, and nuclei.	1902.00	Physics 4C is the third semester of a three-semester sequence that provides a comprehensive survey of the major topics of physics for students majoring in engineering or the physical sciences.  Course update with the following changes: 1. Requisites 2. Student Performance Objectives 3. Student Learning Outcomes	1. Requisites 2. Student Performance Objectives 3. Student Learning Outcomes		Approved  District-wide change

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BCC - Course Update	MM/AN Formerly: MMART	001A Formerly: 178	Drawing for Animation	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP) Formerly: (GR)	None Formerly: Corequisite(s): MMART 178L.	Freehand drawing techniques in traditional animation: Gesture drawing, designing key poses, drawing figures in motion, capturing motion in fast sketches, analysis and development of motion paths. Not open for credit to students who have completed MMART 178.  Formerly: Freehand drawing techniques in traditional animation: Gesture drawing, designing key poses, drawing figures in motion, capturing motion in fast sketches, analysis and development of motion paths.	0614.40	Satisfies requirement for Multimedia Arts - Animation and Game Design A.A., Animation Level I certificate, and is part of core courses for other multimedia programs.  Course update with the following changes: 1. Discipline 2. Course Number 3. Units 4. Hours 5. Grading 6. Requisites 7. Course Description 8. Student Performance Objectives 9. Lecture/Lab Content 10. Methods of Instruction	1. Discipline 2. Course Number 3. Units 4. Hours 5. Grading 6. Requisites 7. Course Description 8. Student Performance Objectives 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes		
BCC - Course Update	MM/AN Formerly: MMART	001B Formerly: MMART 116	Storytelling in Animation	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 3 hours lecture	(GR or P/NP)	None Formerly: Recommended Preparation: MMART 110	Animated project design using storytelling elements, improvisation and brainstorming: Developing effective characters, story arcs, primary and secondary action, pacing and layout. Not open for credit to students who have completed MMART116.  Formerly: Animated project design using storytelling elements, improvisation and brainstorming: Developing effective characters, story arcs, primary and secondary action, pacing and layout.	0614.40	Satisfies requirement for Multimedia Arts - Animation and Game Design A.A., Animation Level I and II certificates, and is part of core courses for other multimedia programs.  Course update with the following changes: 1. Discipline 2. Course Number 3. Hours 4. Requisites 5. Course Description 6. Student Performance Objectives 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Hours 4. Requisites 5. Course Description 6. Student Performance Objectives 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC-New Course	MM/AN	002	History of Animation	Fall 2018	3	3 hours lecture	(GR or P/NP)		History of animation through its social context and impact since its inception: Roots of animation before film technology to modern commercial and artistic animated productions; aesthetics and visual styles in different genres of animation.	0614.40	Satisfies requirement for Multimedia Arts - Animation and Game Design A.A. and an animation certificate. This course will provide students social context to the animation work they are creating.	New course  CC Date: 4/19/18	DE	

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BCC - Course Update	MM/AN Formerly: MMART	003A Formerly: 177	Introduction to 2D Animation  Formerly: Introduction to Animation Principles	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	None  Formerly: Corequisite(s): MMART 177L. Recommended Preparation: MMART 110 and 116.	Introduction to the principles of 2D animation: Creating characters; drawing key poses and in-betweens; designing movement paths, pose manipulation and cycles; timing movement based on sound tracks; utilizing storyboards and dynamic composition to create animated scenes; testing motion studies and scene storytelling with software.  Formerly: Introduction to the principles of animation: Creating characters; drawing key poses and in-betweens; designing movement paths, pose manipulation and cycles; timing movement based on sound tracks; utilizing storyboards and dynamic composition to create animated scenes; testing motion studies and scene storytelling with software.	0614.40	Satisfies requirement for Multimedia Arts - Animation and Game Design A.A., Animation Level I certificate, and is part of core courses for other multimedia programs.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Objectives 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Objectives 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Material  CC Date: 4/19/18		
BCC - Course Update	MM/AN Formerly: MMART	003B Formerly: 187	Intermediate 2D Animation  Formerly: Animation Practices I	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Prerequisite(s): MM/AN 003A  Formerly: Corequisite(s): MMART 187L. Recommended Preparation: MMART 177	Project-based study of 2D animation: Developing movement based on the principles of animation; designing characters; timing based on lip-synching; rotoscoping; coordinating sound to animated shorts and exploring the themes of American animation history. Not open for credit to students who have completed MMART 187.  Formerly: Project-based study of animation: Developing movement based on the principles of animation; designing characters; timing based on lip-synching; rotoscoping; coordinating sound to animated shorts and exploring the themes of American animation history.	0614.40	Students need deeper experiences in animation to develop a full awareness and technical expertise in the medium beyond an introduction. This class will further develop students' ability in animation, via fostering creative ideas and their execution.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes  CC Date: 4/19/18		

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BCC - Course Update	MM/AN Formerly: MMART	004 Formerly: 186	2D Digital Animation Formerly: Introduction to 2D Digital Animation	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Prerequisite(s): MM/AN 003A  Formerly: Corequisite(s): MMART 186L. Recommended Preparation: MMART 177	2D animation using a vector-based imaging and animation program: Survey of traditional animation techniques; importing graphics; creating and manipulating symbols; using keyframes; designing motion paths; using Motion Tweens and Shape Tweens to animate symbols; and publishing the animations to various formats. Not open for credit to students who have completed MMART186.  Formerly: 2D animation using a vector-based imaging and animation program : Survey of traditional animation techniques; importing graphics; creating and manipulating symbols; using keyframes; designing motion paths; using Motion Tweens and Shape Tweens to animate symbols; and publishing the animations to various formats.	0614.40	The course will provide training in the most ubiquitous 2D animation software in the industry. It enables the principles of animation to be reinforced and developed. The demand for 2D animation in game design, on the internet and in commercials has been grown steadily.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC - Course Update	MM/AN Formerly: MMART	010 Formerly: MMART 181	Experimental Animation	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 003A  Formerly: Corequisite(s): MMART 181L. Recommended Preparation: MMART 177 & 177L	Exploration of alternative forms of traditional animation: Analysis and application of the techniques of claymation; stop-motion, paper cut-outs, puppets, color sand, mixed media, and set construction and sculpture; digital video manipulation. Not open for credit to students who have completed MMART 181.  Formerly: Exploration of alternative forms of traditional animation: Analysis and application of the techniques of claymation; stop-motion, paper cut-outs, puppets, color sand, mixed media, and set construction and sculpture; digital video manipulation.	0614.40	Satisfies requirement for Certificates in Animation.  Course update with the following changes: 1. Discipline 2. Course Number 3. Hours 4. Units 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Hours 4. Units 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18		

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BCC - Course Update	MM/AN Formerly: MMART	020A Formerly: MMART 188	Introduction to 3D Animation Formerly: Introduction to 3D Animation I	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 2 hours lecture, 4 hours laboratory	(GR or P/NP)		Introduction to the theory, history and production techniques of 3D Animation: Pre-production through post-production and deliverables; considerations for game and other industries. Not open for credit to students who have completed MMART 188.  Formerly: Introduction to the theory, history and production techniques of 3D Animation: Pre-production through post-production and deliverables; considerations for game and other industries.	0614.40	Required for Animation certificate and degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC - Course Update	MM/AN Formerly: MMART	020B Formerly: MMART 189	3D Character Animation Formerly: Introduction to 3D Character Animation	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 2 hours lecture, 4 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 020A  Formerly: Recommended Preparation: MMART 188	Study and practice of creating the illusion of life through techniques of 3D Animation: Application of theory to practical scene work with an emphasis on movement and acting in animated characters. Not open for credit to students who have completed MMART 189.  Formerly: Study and practice of creating the illusion of life through techniques of 3D Animation: Application of theory to practical scene work with emphasis on movement and acting in animated characters.	0614.40	Required for Animation certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18	DE	



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BCC - Course Update	MM/AN Formerly: MMART	021A Formerly: MMART 191	Introduction to 3D Modeling Formerly: 3D Modeling for Animation & Game Design	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 2 hours lecture, 4 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 020A  Formerly: Recommended Preparation: MMART 177L, MMART 177, MMART 188	Introduction to 3D Modeling: Principles and techniques of digital modeling in polygons, NURBS, and subdivision surfaces; applications of textures, materials, and lighting to models; rendering with appropriate materials, lighting and cameras. Not open for credit to students who have completed MMART 191.  3D Modeling: Principles and practices of modeling in polygons, NURBS, and subdivision surfaces; applications of textures, materials, and lighting to models; rendering with appropriate materials, lighting and cameras.	0614.40	Required for Animation certificate, Game Design certificate and Animation degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes CC Date: 4/19/18	DE	
BCC Course New	MM/AN	021B	Intermediate 3D Modeling	Fall 2018	3	2.5 hours lecture 1.5 hours lab	(GR or P/NP)	Prerequisite(s): MM/AN 021A	Design and construction of digital characters and environments: Creation of production-ready 3D models using organic and hard surface modeling techniques covering the principles of digital sculpting as well as methods for optimizing models for 3D game engines. Not open to students who are in or completed MMART 191.	0614.40	Required for Animation and Game Design certificates.	New Course CC Date: 4/19/18	DE	
BCC - Course Update	MM/AN Formerly: MMART	022A Formerly: 179	3D Layout and Lighting Formerly: Animation Layout and Visual Development	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 3 hours lecture	(GR or P/NP)	Prerequisite(s): MM/AN 020A. Recommended Preparation: MM/AN 021A  Formerly: Recommended Preparation: MMART 177 and 177L	Dynamic composition and visual development for animation: Use of camera angles and perspective to stage effective layouts; application of storytelling elements, research, lighting, color theory and basic design principles. Not open for credit to students who have completed MMART 179.  Formerly: Dynamic composition and visual development for animation: Use of character actions, camera angles and perspective to stage effective layouts; application of storytelling elements, research, color theory and basic design principles	0614.40	Satisfies requirement for Certificates in Animation and Game Design.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes CC Date: 4/19/18	DE	

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BCC - Course Update	MM/AN Formerly: MMART	022B Formerly: 180	Special Effects for Animation Formerly: Animation Special Effects	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Prerequisite(s): MM/AN 020A. Recommended Preparation: MM/AN 021A  Formerly: Corequisite(s): MMART 180L. Recommended Preparation: MMART 177 and 177L	Production of 2D/3D visual effects animation: Live action and animation application, design and planning special effects based on natural phenomena; animation of 2D/3D objects and effects to be composited into animated scenes or video footage. Not open for credit to students who have completed MMART180.  Formerly: Introduction to the history and production of 2D/3D visual effects animation: Live action and animated video; researching and planning special effects based on natural phenomena; animation of 2D/3D objects and effects to be composited into existing video with appropriate sounds.	0614.40	Satisfies requirement for Certificate in Animation.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Student Learning Outcomes  CC Date: 4/19/18		
BCC - Course Update	MM/AN Formerly: MMART	023 Formerly: 192	3D Rigging Formerly: 3D Rigging for Animation and Game Design	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 3 hours lecture	(GR or P/NP)	Prerequisite(s): MM/AN 020A. Recommended Preparation: MM/AN 021A.  Formerly: Recommended Preparation: MMART 188	Technical development of effective animation controls for 3D models and characters: Use of set driven keys, deformers, constraints and kinematic controls, including the exporting of rigged characters and objects to a game/simulation platform. Not open for credit to students who have completed MMART 192.  Formerly: Theories and techniques of 3D computer animation: Development of rigs for characters and mechanical; character animation; rigging; simulation; motion capture; rendering; exporting of rigged characters and objects to a game platform.	0614.40	The course will be included on the newly revised Animation Level II and Game Design Level II certificates. Based on Industry data, training in this subject will provide jobs to fill an increasing demand of 15.2% from now until 2018. 3D Animation is used by numerous industries: medical, engineering, architecture, science, movies, video game, and mobile applications.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18	DE	
New	MM/AN	024	Performance Animation	Fall 2018	3	2.5 hours lecture 1.5 hours lab	(GR or P/NP)		Performance animation: Acting techniques with applications to character animation, scene construction, and storytelling; exploration of motivation in creating movement and gesture and how this relates to believable characterization for animation.	0614.40	The course is part of Animation and Game Design certificates. Recommended by industry advisory committee to improve animation skills.	New Course.  CC Date: 4/19/18		

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BCC - Course Update	MM/AN Formerly: MMART	025 Formerly: 194	Animation Production Formerly: 2D/3D Animation Production	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 2 hours lecture, 3 hours laboratory	(GR or P/NP)	Prerequisite(s): MM/AN 020A. Recommended Preparation: MM/AN 020B, 021A.  Formerly: Recommended Preparation: MMART 187, 191	Creating a short animated piece from design through production: Team dynamics, acting, visual storytelling, working with clients, and completing a short animated project in 2D/2.5D or 3D depending on story. Not open for credit to students who have completed MMART 194.  Formerly: Creating a short animated piece from design through production: Team dynamics, acting, visual storytelling, working with clients, and completing a short animated film in 2D/2.5D or 3D depending on story.	0614.40	Satisfies requirement for Certificate in Animation.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Student Learning Outcomes  CC Date: 4/19/18		
BCC - Course Update	MM/AN Formerly: MMART	040A Formerly: 175B	Introduction to Game Design Formerly: Game Design	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 3 hours lecture	(GR or P/NP)	None  Formerly: Recommended Preparation: MMART 110	Introduction to game theory and interactive computer game design: Analysis and application of the concepts of pattern recognition, spatial reasoning, branching storytelling, interactive parameters, interface design through the uses of flowcharts, storyboards, story scripts and programming languages. Not open for credit to students who have completed MMART 175B.  Formerly: Introduction to game theory and interactive computer game design: Analysis and application of the concepts of pattern recognition, spatial reasoning, branching storytelling, interactive parameters, interface design through the uses of flow charts, storyboards, story scripts and programming languages.	0614.20  Formerly: 0614.40	Satisfies requirement for Certificate in Game Design and AA in Animation and Game Design.  Course update with the following changes: 1. Discipline 2. Course Number 3. Hours 4. TOP Code 5. Requisites 6. Course Description 7. Student Performance Objectives 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Hours 4. TOP Code 5. Requisites 6. Course Description 7. Student Performance Objectives 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18	DE	

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BCC - Course Update	MM/AN Formerly: MMART	040B Formerly: 193	Game Level Design Formerly: Game Design Level Development	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 3 hours lecture	(GR or P/NP)	Prerequisite(s): MM/AN 040A.  Formerly: Recommended Preparation: MMART 175B	Creation of levels for games and simulations: Level design, architecture theory, concepts of critical path and flow, balancing, play testing, and storytelling. Not open for credit to students who have completed MMART 193.  Formerly: Comprehensive game design: Detailed storyline, level design, artistic approach, implementation technologies, and art-asset pipeline; creation of a playable level demonstrating the core design and the approved scoped features for the game; game programming and software project management.	0614.20	Required for Game Design certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC - Course Update	MM/AN Formerly: MMART	041A Formerly: 182	Introduction to Game Scripting Formerly: Scripting and Programming for Computer Graphics	Fall 2018	3	2.5 hours lecture 1.5 hours lab  Formerly: 2 hours lecture, 3 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 040A.  Formerly: Recommended Preparation: MMART 130 and 130L	Scripting and programming for visual artists: Fundamental scripting techniques for integrated graphical development environments, including computer modeling, animation, video game and other visual media. Not open for credit to students who have completed MMART 182.  Formerly: Introduction to scripting and programming for visual artists: Fundamental scripting techniques for integrated graphical development environments, including computer modeling, animation, video game and other visual media.	0614.20	Satisfies requirement for Certificate in Game Design and AA in Animation and Game Design.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. Student Performance Outcomes 8. Lecture/Lab Content 9. Methods of Instruction 10. Assignments 11. Student Assessment 12. Texts, Readings, and Materials 13. Student Learning Outcomes  CC Date: 4/19/18	DE	

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BCC - Course Update	MM/AN Formerly: MMART	041B Formerly: 152C	Video Game Development Formerly: Motion Graphics/After Effects III	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 041A.  Formerly: Corequisite(s): MMART 152LC. Recommended Preparation: MMART 152B and 152LB	Video game development utilizing tools to create interactive game components: Application of 2D and 3D physics engines, menu systems, and animations towards creating a video game. Not open for credit to students who have completed MMART 152C.  Formerly: Advanced motion graphics and 2D animation for the current industry standards: Compositing source imagery, keyframing, animating, effects, masks, 3D layers, and parenting; compression and outputting for video and web; critical discussion and assessment of work on technical, aesthetic, conceptual, and philosophical level.	0614.20  Formerly: 0614.10	This course prepares students for work in the game field. it is an advanced class following the scripting class and CIS classes. students will produce a functioning game for portfolio.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes  CC Date: 4/19/18	DE	
New	MM/AN	044	Applications of Virtual and Augmented Reality	Fall 2018	3	2.5 hours lecture 1.5 hours lab	(GR or P/NP)	Prerequisite(s): MM/AN 040A. Recommended Preparation: MM/AN 041A.	Applications of virtual and augmented reality: Development and creation of virtual worlds and augmented reality applications and simulations utilizing game engines.	0614.20	This course will provide students the skills needed to develop simulations, games, and apps using virtual reality concepts and Augmented reality concepts to lead to employment in this fast expanding area. This will create a capstone class for the animation and Game program which was missing and requested by students and industry.	New Course  CC Date: 4/19/18		
New	MM/AN	050	Career Preparation for Animation and Game Industries	Fall 2018	3	2.5 hours lecture 1.5 hours lab	(GR or P/NP)	Prerequisite(s): MM/AN 003A Recommended Preparation: MM/AN 020A, MM/AN 040A	Preparation for animation and game industry job market and gig economy: Job search techniques, resume, and cover letter writing skills and a demo reel to result in a completed marketing package.	0614.40	This is a capstone course in all Animation and Game Design certificates.	New Course  CC Date: 4/19/18	DE	
New	MM/AN	055A	Animation and Game Studio Practice	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 020A	Animation and game studio practice: Individual instruction on development of projects within the field of animation and game design.	0614.40	This course provides instruction in animation and game skills for students enrolled in Animation and Game courses who need supplemental work; there is a high demand among BCC students for this kind of help.	New Course  CC Date: 4/19/18		

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New	MM/AN	055B	Animation and Game Studio Practice	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/AN 020A	Animation and game studio practice: Individual instruction on the development of projects within the field of animation and game design.	0614.40	This course provides instruction in animation and game skills for students enrolled in Animation and Game courses who need supplemental work; there is a high demand among BCC students for this kind of help.	New Course CC Date: 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	001A Formerly: 132A	Introduction to Digital Illustration Formerly: Illustrator I	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP)	Corequisite(s): MM/DI 001LA  Formerly: Corequisite(s): MMART 132LA. Recommended Preparation: MMART 130 and 130L and 200, ART 046	Introduction to principles of digital illustration: Composition skills; illustration storytelling; digital illustration in the media and society. Not open for credit to students who have completed MMART 132A.  Formerly: Introduction to basic image editing and digital illustration using a vector-based drawing program: Survey of elementary design principles used to create effective visual communication with emphasis on practical computer-based compositions.	0614.60	Required for Digital Imaging degree and certificates.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC - Course Update	MM/DI Formerly: MMART	001LA Formerly: 132LA	Introduction to Digital Illustration Lab Formerly: Illustrator I Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 001A  Formerly: Corequisite(s): MMART 132A	Practical training for development of multimedia skills presented in MM/DI 001A. Not open for credit to students who have completed MMART 132LA.  Formerly: Practical training for development of multimedia skills presented in MMART 132A.	0614.60	Required for Digital Imaging degree and certificates.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC Date: 4/19/18	DE	

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BCC - Course Update	MM/DI Formerly: MMART	001B Formerly: MMART 132B	Intermediate Digital Illustration Formerly: Painter I	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/DI 001A  Formerly: Corequisite(s): MMART 132LB. Recommended Preparation: ART 020 and ART 046 and MMART 130 or MMART 130L and MMART 132A or MMART 132LA	Intermediate digital illustration: Visualization of storytelling methods and genres in digital arts expression. Not open for credit to students who have completed MMART 132B.  Formerly: Introduction to basic drawing and painting principals using computer software that emulates traditional media: Oil, watercolor, chalk, charcoal, pen, and pencil.	0614.60	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6 Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6 Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcome  CC Date: 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	001C Formerly: 132C	Advanced Digital Illustration Formerly: Painter II	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Recommended Preparation: MM/DI 001A  Formerly: Corequisite(s): MMART 132LC. Recommended Preparation: MMART 132B or MMART 132LB	Advanced digital illustration: Exploration of the uses of signs and symbols to convert concepts into images using various illustration and typography techniques. Not open for credit to students who have completed MMART 132C.  Formerly: Introduction to basic drawing and painting principals using computer software that emulates traditional media: Oil, watercolor, chalk, charcoal, pen, and pencil.	0614.60	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes  CC Date: 4/19/18		

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Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	MM/DI Formerly: MMART	002 Formerly: 131B	Sketching Fundamentals for Design Formerly: Photoshop II	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	None  Formerly: Corequisite(s): MMART 131LB. Recommended Preparation: MMART 131A, 131LA	Sketching and drawing principles and techniques: Observation, attention to format and proportion, perspective and composition, and digital image editing. Not open for credit to students who have completed MMART 131B.  Formerly: Advanced image editing and digital illustration using a bitmap imaging program: Survey of design principles used to create effective visual communication with emphasis on advanced computer-based compositions.	0614.60	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials 14. Student Learning Outcomes CC Date: 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	003 Formerly: 129	Contemporary Color	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP)	Corequisite(s): MM/DI 003L  Formerly: Corequisite(s): MMART 129L	Theory and application of color: Application of subtractive and additive color principles with digital mediums utilizing computer imaging software and interacting with digital color assets. Not open for credit to students who have completed MMART 129.  Formerly: Fundamental elements of color: Application of subtractive color principles through art exercises using traditional pigments; application of additive color principles through art exercises using computer imaging software.	0614.00	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Student Performance Outcomes 6. Lecture/Lab Content 7. Methods of Instruction 8. Assignments 9. Student Assessment 10. Texts, Readings, and Materials 11. Student Learning Outcomes	1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Student Performance Outcomes 6. Lecture/Lab Content 7. Methods of Instruction 8. Assignments 9. Student Assessment 10. Texts, Readings, and Materials 11. Student Learning Outcomes CC Date: 4/19/18	DE	



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BCC - Course Update	MM/DI Formerly: MMART	003L Formerly: 129L	Contemporary Color Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP) Formerly: (GR)	Corequisite(s): MM/DI 003  Formerly: Corequisite(s): MMART 129	Individualized instruction on the development of projects on the theory and application of color. Not open for credit to students who have completed MMART 129L.  Formerly: Practical training for development of multimedia skills presented in MMART 129.	0614.00	This course provides instruction in color design skills for students enrolled in Digital Imaging and other multimedia courses who need supplemental work. There is a high demand among BCC students for this kind of help.  Course update with the following changes: 1. Discipline 2. Course Number 3. Grading Policy 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Student Assessment 10. Texts, Readings, and Materials 11. Student Learning Outcomes	1. Discipline 2. Course Number 3. Grading Policy 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Student Assessment 10. Texts, Readings, and Materials 11. Student Learning Outcomes  CC Date: 4/19/18	DE	
BCC - Course Update	MM/DI Formerly: MMART	004 Formerly: 131A	Introduction to Photoshop Formerly: Photoshop I	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP)	Corequisite(s): MM/DI 004L  Formerly: Corequisite(s): MMART 131LA	Introduction to basic image editing and digital illustration using Photoshop: Survey of elementary design principles used to create effective visual communication with emphasis on practical computer based compositions. Not open for credit to students who have completed MMART 131A  Formerly: Introduction to basic image editing and digital illustration using a bitmap imaging program: Survey of elementary design principles used to create effective visual communication with emphasis on practical computer-based compositions.	0614.60	Satisfies requirements for A.A. and Certificates in Multimedia Arts.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Lecture/Lab Content 7. Methods of Instruction 8. Student Assessment 9. Texts, Readings, and Materials 10. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Lecture/Lab Content 7. Methods of Instruction 8. Student Assessment 9. Texts, Readings, and Materials 10. Student Learning Outcomes  CC Date 4/19/18		

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BCC - Course Update	MM/DI Formerly: MMART	004L Formerly: 131LA	Introduction to Photoshop Lab Formerly: Photoshop I Lab	Fall 2018	1	4 hours laboratory	Fall 2018	Corequisite(s): MM/DI 004  Formerly: Corequisite(s): MMART 131A. Recommended Preparation: MMART 200, ART 046	Practical training for the development of multimedia skills presented in MM/DI 004. Not open for credit to students who have completed MMART 131LA.  Formerly: Practical training for development of multimedia skills presented in MMART 131A.	0614.60	Practical training for development of multimedia skills presented in MM/DI 004.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Catalog Description 5. Requisites 6. Lecture/Lab Content 7. Student Performance 8. Student Learning Objectives 9. Methods of Instruction 10. Student Assessment 11. Texts, Readings, and Materials	1. Discipline 2. Course Number 3. Course Title 4. Catalog Description 5. Requisites 6. Lecture/Lab Content 7. Student Performance 8. Student Learning Objectives 9. Methods of Instruction 10. Student Assessment 11. Texts, Readings, and Materials		
BCC - Course Update	MM/DI Formerly: MMART	015A Formerly: 185A	Introduction to 3D Motion Graphics Formerly: 3-D Illustration / Cinema 4D I	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Recommended Preparation: MMART 003  Formerly: Corequisite(s): MMART 185LA. Recommended Preparation: ART 020 and ART 046.	Introduction to theory and design of 3D motion graphics: Design and production of visual communication solutions utilizing 3D modeling, texturing, lighting, and animation. Not open for credit to students who have completed MMART 185A.  Formerly: Introduction to the theory and practice of 3D modeling/animation: Hands-on projects using modeling/animation applications combined with lectures on lighting, digital cinematography, character development, and other relevant topics.	0614.60  Formerly: 0614.40	Required for Digital Imaging degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes  CC date 4/19/18		

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Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	MM/DI Formerly: MMART	015B Formerly: 185B	Intermediate 3D Motion Graphics Formerly: 3-D Illustration / Cinema 4D II	Fall 2018	3 Formerly: 2	2.5 hours lecture 1.5 hours lab  Formerly: 1.5 hours lecture and 1.5 hours laboratory	(GR or P/NP)	Prerequisite(s): MM/DI 015A.  Formerly: Corequisite(s): MMART 185LB. Recommended Preparation: MMART 185A or 185LA	Intermediate 3D motion graphics: Utilizing Cinema 4D and motion graphics-based software, such as After Effects, to create projects with advanced techniques in animation and visual effects, such as broadcast design and film titles. Not open for credit to students who have completed MMART 185B.  Formerly: Intermediate 3D modeling, texture mapping, lighting and animation, theory, and practice: Hands-on projects using modeling/animation applications, photo-realistic modeling, character animation; practice with small team projects.	0614.60  Formerly: 0614.40	The Bay Area is rapidly becoming a center for the development of 3D animation, illustration and special effects. This course is designed to enhance students' advanced 3-D skills for these fields and/or to enter a four-year college, leading to entry-level employment in this area.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Units 5. Hours 6. Requisites 7. Course Description 8. TOP Code 9. Student Performance Outcomes 10. Lecture/Lab Content 11. Methods of Instruction 12. Assignments 13. Student Assessment 14. Texts, Readings, and Materials 15. Student Learning Outcomes  CC date 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	020A Formerly: MMART 133A	Introduction to Digital Photography Formerly: Digital Photography I	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP)	Corequisite(s): MM/DI 020LA. Recommended Preparation: MM/DI 004.  Formerly: Corequisite(s): MMART 133A. Recommended Preparation: ART 046.	Introduction to composition and image editing in digital photography: Digital camera operation, composition, media considerations, image editing, proofing, and final print. Not open for credit to students who have completed MMART 133A.  Formerly: Introduction to Digital Camera operation: Settings, composition, media considerations, image editing, proofing, and final print on digital printer. Digital Camera required, materials fee.	0614.60	Satisfies requirement for A.A. and Certificates in Digital Imaging.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC date 4/19/18		

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Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	MM/DI Formerly: MMART	020B Formerly: MMART 133B	Intermediate Digital Photography Formerly: Digital Photography II	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP) Formerly: (GR)	Prerequisite(s): MM/DI 020A. Corequisite(s): MM/DI 020LB  Formerly: Prerequisite(s): MMART 133A. Corequisite(s): MMART 133LB.	Intermediate theory and practice of digital photography: Advanced composition, black and white conversions, channels, scanning, blending, stitching, macrophotography, digital printing, and framing. Not open for credit to students who have completed MMART 133B.  Formerly: Intermediate theory & practice of digital photography: Advanced composition, black & white conversions, channels, scanning, blending, stitching, macrophotography, digital printing, and framing. (Formerly MMART 48UG - Intermediate Digital Photography)	0614.60	Required for Digital Imaging degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Grading Policy 5. Requisites 6. Course Description 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Grading Policy 5. Requisites 6. Course Description 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC date 4/19/18	DE	
BCC - Course Update	MM/DI Formerly: MMART	020LA Formerly: 133LA	Introduction to Digital Photography Lab Formerly: Digital Photography I Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 020A.  Formerly: Corequisite(s): MMART 133A	Practical training for development of multimedia skills presented in MM/DI 020. Not open for credit to students who have completed MMART 133LA.  Formerly: Practical training for development of multimedia skills presented in MMART 133A.	0614.60	Required for Digital Imaging degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Lecture/Lab Content 7. Methods of Instruction 8. Assignments 9. Texts, Readings, and Materials 10. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Lecture/Lab Content 7. Methods of Instruction 8. Assignments 9. Texts, Readings, and Materials 10. Student Learning Outcomes  CC date 4/19/18		

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Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	MM/DI Formerly: MMART	020LB Formerly: 133LB	Intermediate Digital Photography Lab Formerly: Digital Photography II Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 020B.  Formerly: Corequisite(s): MMART 133B	Practical training for development of multimedia skills presented in MM/DI 020B. Not open for credit to students who have completed MMART 133LB.  Formerly: Practical training for development of multimedia skills presented in MMART 133B.	0614.60	Required for Digital Imaging degree.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC date 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	023 Formerly: 136	Digital Printing for Photographers	Fall 2018	2	1.5 hours lecture 1.5 hours lab	(GR or P/NP)	Corequisite(s): MM/DI 023L. Recommended Preparation: MM/DI 004, 020A.  Formerly: Corequisite(s): MMART 136L.	Introduction to digital printing for photographers: Prepress considerations and techniques, operation and care of digital print technologies, history of printmaking, client management, hands-on projects. Not open for credit to students who have completed MMART 136.  Formerly: Introduction to digital printing for photographers: Prepress considerations and techniques, operation and care of digital print technologies, history of printmaking, client management, hands-on projects.	0614.60	Digital technologies and technological advances have changed photography; this course has grown out of industry demand for artists skilled in creating photographic images using these new tools, including new forms of high-end large-format printing.  Course update with the following changes: 1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Lecture/Lab Content 6. Methods of Instruction 7. Assignments 8. Student Assessment 9. Texts, Readings, and Materials 10. Student Learning Outcomes	1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Lecture/Lab Content 6. Methods of Instruction 7. Assignments 8. Student Assessment 9. Texts, Readings, and Materials 10. Student Learning Outcomes  CC date 4/19/18		

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BCC - Course Update	MM/DI Formerly: MMART	023L Formerly: 136L	Digital Printing for Photographers Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 023.  Formerly: Corequisite(s): MMART 136.	Practical training for development of multimedia skills presented in MM/DI 023. Not open for credit to students who have completed MMART 136L.  Formerly: Practical training for development of multimedia skills presented in MMART 136 DIGITAL PRINTING FOR PHOTOGRAPHERS.	0614.60	Practical training for development of skills presented in MM/DI 023.  Course update with the following changes: 1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Lecture/Lab Content 6. Methods of Instruction 7. Assignments 8. Student Assessment 9. Texts, Readings, and Materials	1. Discipline 2. Course Number 3. Requisites 4. Course Description 5. Lecture/Lab Content 6. Methods of Instruction 7. Assignments 8. Student Assessment 9. Texts, Readings, and Materials  CC date 4/19/18		
BCC - Course Update	MM/DI Formerly: MMART	040A Formerly: 134A	Introduction to Digital Printing Formerly: Digital Printmaking I	Fall 2018	2	1.5 hours lecture 1.5 hours lab  Formerly: 1 hour lecture, 3 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 040LA.  Formerly: Recommended Preparation: MMART 131A and 131LA	Introduction to digital printmaking: Conceptual visualization for image making, the creation of digital composites from editing to print, marketing techniques, output issues, and exploration of the creative digital process. Not open for credit to students who have completed MMART 134A.  Formerly: Introduction to digital printmaking: Creation of digital composites from editing to completing a print; history of multiples, marketing techniques, output issues, and exploration of the creative digital process. Materials fee required.	0614.60	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5 Requisites 6. Course Description 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4. Hours 5 Requisites 6. Course Description 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC date 4/19/18		

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Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Notes
BCC - Course Update	MM/DI Formerly: MMART	040LA Formerly: 134LA	Introduction to Digital Printing Lab Formerly: Digital Printmaking I Lab	Fall 2018	1	4 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 040A.  Formerly: Corequisite(s): MMART 134A.	Practical training for development of multimedia skills presented in MM/DI 040A. Not open for credit to students who have completed MMART 134LA.  Formerly: Practical training for development of multimedia skills presented in MMART 134A.	0614.60	Required for Digital Imaging degree and certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4 Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes	1. Discipline 2. Course Number 3. Course Title 4 Requisites 5. Course Description 6. Student Performance Outcomes 7. Lecture/Lab Content 8. Methods of Instruction 9. Assignments 10. Student Assessment 11. Texts, Readings, and Materials 12. Student Learning Outcomes  CC date 4/19/18	DE	
BCC - Course Update	MM/DI Formerly: MMART	040B Formerly: 134B	Intermediate Digital Printing Formerly: Digital Printmaking II	Fall 2018	2	1.5 hours lecture 1.5 hours lab  Formerly: 1 hour lecture, 3 hours laboratory	(GR or P/NP)	Corequisite(s): MM/DI 040LB. Recommended Preparation: MM/DI 040A.  Formerly: Corequisite(s): MMART 134LB. Recommended Preparation: MMART 134A and 134LA.	Intermediate digital printmaking: Major projects such as bookmaking and printing on canvas; advanced presentation, marketing and promotional techniques; aesthetic development. Not open for credit to students who have completed MMART 134B.  Formerly: Intermediate digital printmaking: Major projects such as bookmaking and printing on canvas; advanced presentation, marketing and promotional techniques; aesthetic development. Materials fee required.	0614.60	Required for Digital Imaging certificate.  Course update with the following changes: 1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. TOP Code 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials	1. Discipline 2. Course Number 3. Course Title 4. Hours 5. Requisites 6. Course Description 7. TOP Code 8. Student Performance Outcomes 9. Lecture/Lab Content 10. Methods of Instruction 11. Assignments 12. Student Assessment 13. Texts, Readings, and Materials  CC date 4/19/18		

