

SCENIC ARTIST

This program is designed to give students a concentrated background in the art techniques and theatrical theory and production practices required to recreate a scenic designer's artwork on a large scale for theatre, theme parks, or other entertainment uses.

Program Outcomes

Upon completion of this certificate students will be able to:

1. Read and interpret technical drawings and painters' elevations.
2. Lay out and recreate designs accurately from designer's specifications.
3. Create accurate colors and textures
4. Demonstrate the ability to choose appropriate tools, techniques & materials for each task.

CERTIFICATE OF ACHIEVEMENT

Required Courses

Course			Units
Entertainment Core Curriculum			(17-20)
Color & Design 2-D	ART	A110	(3)
Freehand Drawing	ART	A120	(3)
Perspective	ART	A125	(3)
Painting 1	ART	A130	(3)
Stage Scenery	THEA	A175	(3)
Total:			(32-35)

Suggested electives:

History of Architecture 1	ARCH	A290	(3)
History of Architecture 2	ARCH	A296	(3)
History/Apprec Western Art	ART	A100	(3)
History/Apprec Western Art	ART	A101	(3)
Color & Design 3-D	ART	A111	(3)
Life Painting	ART	A236	(3)
Intro to Computer Graphics	DMAD	A181	(3)
Rendering & Rapid Visualization	ID	A260	(2)
Elements of Stage Design	THEA	A271	(3)

LIGHTING TECHNICIAN

This program is intended to give a fundamental understanding of electronics and wiring in conjunction with practical and theoretical knowledge of lighting equipment and the processes used in show production.

Program Outcomes

Upon completion of this certificate students will be able to:

1. Maintain, prepare and operate stage lighting equipment.
2. Demonstrate the ability to collaborate with others to produce lighting during performances.
3. Understand and follow stage lighting safety procedures.

CERTIFICATE OF ACHIEVEMENT

Required Courses

Course			Units
Entertainment Core Curriculum			(17-20)
Stage Lighting*	THEA	A176	(6)
Total:			(23-26)

Suggested electives:

Intro to Digital Logic	ELEC	A135	(3.5)
Communications Systems	ELEC	A215	(3)
Electronic Troubleshooting	ELEC	A290	(3)
Fundamentals of Lighting	ID	A210	(3)
*2 semesters required			

SCENIC CARPENTER

The courses in this program provide training in the basic skills required to build the wide variety of scenic elements used in the entertainment industry, as well as training in the theory and practice of theatrical production.

Upon completion of this certificate students will be able to:

Read and interpret technical drawings.

Follow designers' specifications to build scenic units accurately

Choose appropriate tools, techniques & materials for each task.

CERTIFICATE OF ACHIEVEMENT

Required courses

Course			Units
Entertainment Core Curriculum			(17-20)
Arc & Oxy Welding	WELD	A100	(3)
Stage Scenery	THEA	A175	(3)
Total:			(23-26)

Suggested electives:

Furniture Making & Design	CNST	A116	(4)
History Arch/Furnishings 1	ID	A180	(3)
History Arch/Furnishings 2	ID	A190	(3)
Practical Math	MATH	A005	(3)
Elements of Stage Design	THEA	A271	(3)

—See also *COSTUME CAREERS*

FAMILY AND CONSUMER SCIENCES

Students with degrees in Family and Consumer Sciences can be employed as consumer affairs specialists, family life educators, and education program specialists in business, industry, government, and cooperative extension. Students who want to teach Family and

Consumer Science courses in middle and high schools should complete this degree and transfer to CSU and complete the requirements for a single subjects teaching credential.

ASSOCIATE DEGREE PROGRAM

This is an Associate Degree program which requires an Associate Degree or higher from an accredited college before the certificate will be awarded. Students who do not already have a degree must complete the Orange Coast College Graduation Requirements for the AA Degree including General Education Options 1, 2 or 3.

Students completing this transfer oriented degree program should consult the lower division requirements in the university or college catalog of their choice or the Transfer Information section of this catalog.

Program Outcomes

Graduates will possess the necessary skills for employment as consumer affairs specialists, family life educators, or education program specialists. In addition, graduates are prepared for transfer as an FCS major to selected colleges.

Required Courses

Course			Units
Clothing Design & Selection	FASH	A170	(3)
Applied Color/Design Theory	FASH/ID	A175	(3)
Principles Clothing Construction	FASH	A180	(3)
Nutrition	FN	A170	(3)
Principles of Food	FN	A180	(3)
Life Management	FCS	A180	(3)
Sanitation & Safety	FSM	A160	(3)
Child Growth & Development	HMDV	A180	(3)
Fund of Interior Design	ID	A100	(3)
Total:			(27)

This program will meet major requirements for the Associate in Arts degree and most of the courses have been articulated with CSULB. Students should consult the Transfer Information section of this catalog for specific transfer information.

FASHION

FASHION

Five certificate options are available through the Fashion Department: 1) Design, 2) Production/Product Development, 3) Apparel Construction, 4) Fashion Merchandising, and 5) Costume.

Completion of the Fashion certificate programs prepares students for careers in the fashion industry and in related businesses. Students may also transfer to programs at four-year colleges.

ASSOCIATE DEGREES

Students are encouraged to complete the Associate degree. Complete the Fashion Certificates of Achievement and the Associate in Science Graduation Requirements as outlined in the Graduation Requirements section of the catalog.

CORE CURRICULUM

Required Courses

Course			Units
Applied Textiles & Design	FASH	A110	(3)
Careers in Fashion	FASH	A115	(3)
History of Fashion	FASH	A120	(1.5)
Street Style	FASH	A121	(1.5)
Clothing Design & Selection	FASH	A170	(3)
Fashion Merchandising Concepts	FASH	A177	(3)
Total:			(15)

DESIGN

Program Outcome

The outcome of the program is to prepare students for entry-level employment as a professional and competent fashion designer in the fields of designing, technical designing, and merchandising and meet the needs of the local fashion industry.

Certificate of Achievement

Required Courses

Course			Units
Fashion Core Curriculum			(15)
Color & Design 2-D	ART	A110	(3)
Beg Clothing Techniques	FASH	A100	(3)
Industrial Sewing Techniques	FASH	A102	(2)
Trend Forecasting	FASH	A118	(3)
Design in Everyday Life	FASH	A135	(2)
Flat Pattern Techniques	FASH	A150	(3)
Applied Color & Design Theory	FASH/ID	A175	(3)
Fashion Internship	FASH	A181	(2)
Professional Practices	FASH	A182	(2)
Fashion Illustrating Tech	FASH	A255	(3)
Fashion Dsgn/Production Concepts & App	FASH	A260	(3)
Total:			(44)

Suggested electives:

Intro to Art	ART	A107	(3)
Color & Design 3-D	ART	A111	(3)
Beginning Drawing	ART	A120	(3)
Intro International Business	BUS	A118	(3)
Business Math	BUS	A125	(3)
Business English	BUS	A138	(3)
Intro to Info Sys & Appl	CIS	A100	(3)
Intro to Computer Graphics	DMAD	A180	(3)
Illus & Computer Graphics 1	DMAD	A190	(4)
Inter Clothing Techniques	FASH	A101	(3)
Draping	FASH	A235	(2)
Retail Buying	MKTG	A220	(3)

CONTINUED NEXT PAGE