

CORCORAN FIRST-YEAR FOUNDATION (CFN)

Explanation of Course Numbers

- Courses in the 1000s are primarily introductory undergraduate courses
- Those in the 2000s to 4000s are upper-division undergraduate courses that also may be taken for graduate credit with permission and additional work assigned
- Those in the 6000s and 8000s are for master's, doctoral, and professional-level students
- The 6000s are open to advanced undergraduate students with approval of the instructor and the dean or advising office

CFN 1000. Communication Design. 3 Credits.

This course examines digital design techniques and concepts that are relevant to all majors. Students learn the basics of visual communication, typography, and design by utilizing Adobe Photoshop to create a series of projects that result in the creation of their own basic website. Students learn how to scan, import, and create artwork and how to correct and adjust image tone and color. Students also use Photoshop's many selection and editing tools and are introduced to layers, channels, color palettes, and scripted actions. By going through lessons ranging from image retouching to title banner and button creation and simple time-based animation, students assemble and produce a simple website which showcases a portfolio of their own work. In addition to the projects above, students are introduced to the theories and practices of visual communications and graphic design through a series of lectures and demonstrations. Other Adobe CS software such as InDesign are touched on as well.

CFN 1090. Drawing and Surface. 3 Credits.

An intensive studio covering the principles of drawing and mark-making and their place in contemporary art and design practice. Through the physical activity of drawing, students refine their capacity to observe and visualize. Materials fee. Restricted to BFA majors.

CFN 1091. First-Year Studio 1: Form and Materials. 3 Credits.

Comprehensive studio course providing a broad experience with the tools and materials of traditional and conceptual sculptural practices in art and design; develops students' ability to think, perceive, visualize, design, and build in three dimensions and explore questions of space, place, site, presentation, and context. Required for all first-year BFA majors.

CFN 1092. Time and Light. 3 Credits.

Technical applications of lens and non-lens based dark-room photographic processes; video recording and editing; field and experimental audio recording, and outdoor projection; the roles of time-based media in contemporary art and design practice. Required for first-year BFA majors.

CFN 1093. First-Year Studio 4: Interaction. 3 Credits.

Understanding, conceptualizing, and creating art and design projects that expect interaction from audiences or users; the influence of design on the human experience; politics of space; skills for working collaboratively with other makers. Required in the first year for BFA majors.