**CFN 1000. Communication Design. 3 Credits.**
This course will examine digital design techniques and concepts that are relevant to all majors. Students will learn the basics of visual communication, typography, and design by utilizing Adobe Photoshop to create a series of projects that will result in the creation of their own basic website. Students will learn how to scan, import, and create artwork and how to correct and adjust image tone and color. Students will also use Photoshop’s many selection and editing tools and will be 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 will assemble and produce a simple website which will showcase a portfolio of their own work. In addition to the projects above, students will be 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 will be 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.