

ANIMATION

ART 37: Introduction to Computer Art

- An MA or MFA (preferred) in Art or a BA/BFA and 10 years professional experience.
- The candidate must exhibit a strong experience with Photoshop and Illustrator in a fine arts context.
- A background in Art History and Theory is preferred.

ART 181: 2D Animation 1 and **ART 184:** 2D Animation 2

- An MA or MFA (preferred) in Digital Art, Animation or related field. A BA or BFA and 10 years professional experience may be substituted.
- The candidate must be experienced with traditional and digital forms of 2D animation and storyboarding.
- An understanding of animation in both a fine arts and industry context is required.
- Experience with Adobe Animate, After Effects, Photoshop, and Illustrator is required.

ART 80: Beginning 3D Art-Modeling and **ART 186:** Intermediate 3D Art-Animation

- An MA or MFA (preferred) in Digital Art, Animation, or related field. A BA or BFA and 10 years professional experience may be substituted.
- The candidate must have significant experience with 3D digital modeling and rendering using Autodesk Maya.
- An understanding of 3D modeling in both a fine arts and industry context is required.
- ***Additional requirement for ART 80:*** The candidate must be able to teach correct modeling, texturing, lighting and rendering processes.
- ***Additional requirement for ART 186:*** The candidate must be able to teach all aspects of keyframed animation, including in-program animation editors, and introductory particles.

ART 101: Content and Form - An important focus of the course is on primary source readings. The instructor and students work together to read original works by, for example, Freud, Langer, Arnheim, Barthes, Lacan and Debord. Students also read a wide range of artists' statements and writings. Students write papers about the ideas they have read, and about the concepts and ideas in their own work. A second important focus is the relationship of theory to practice. To this end, students work on two projects during the semester to apply concepts in art theory to the making of contemporary works of art.

- A Ph.D. in Art Theory or Art History, or an M.F.A. that includes substantial studies in art theory.
- The instructor should be currently involved in contemporary art theory, preferably with writing as well as reading.
- The instructor will teach an undergraduate course in art theory, focusing on modernist and postmodernist art theory.

- The course includes an emphasis on readings in critical theory since 1970. Topics may include semiotics, phenomenology, feminist studies, postcolonial studies, poststructuralism, and/or other contemporary theoretical perspectives related to art.

ART EDUCATION

EHD 155B: Final Student Teaching in Art- Subject-specific, supervision course for student teaching in secondary art classrooms. The instructor (supervisor/university coach) (1) will be responsible for supervising 4 or 5 student teachers during their final semester of student teaching in the public schools; (2) will observe each student teacher on 6-8 visits during their student teaching placements in local high schools, and communicates with the students and their master/mentor teachers about their progress; (3) supervises completion of the Fresno Assessment of Student Teaching (FAST).

CI 161: Methods and Materials in Secondary Art Teaching - A subject-specific, secondary methods course. Instructional procedures, techniques, and resources for teaching; appraisal of instructional innovations; classroom organization and management; measurement and evaluative techniques. The instructor needs to have a concrete understanding of newly revised California Visual Arts Standards and should apply them into the course design.

Required Qualifications:

- An earned master degree (M.A. or M.F.A) or higher in art education or a related field is required.
- A secondary education teaching credential in Art or equivalent;
- Minimum of three years of teaching experience at the K-12 level in public school settings;
- Documented knowledge and expertise in middle and high school level teaching;
- Deep understanding of National Core Arts Standards or newly released California Arts Standards for Visual Arts (January, 2019).

Preferred Qualifications:

- Demonstrated experience or scholarly activity in any of the following areas: a.) culturally responsive/sustaining pedagogy, b.) community art/socially engaged art, or c.) social justice
- Expertise in a web-based platform for classroom instruction and/or online teaching experience;
- Familiarity with the California Teaching Performance Expectations

CERAMICS

ART 60: Beginning Ceramics - Introduction to a variety of materials, basic forming methods as well as surface treatments associated with the ceramic medium. The emphasis is placed on establishing a wide-ranging artistic vocabulary through a variety of hand-building techniques. The ideation of original concepts and the development of content within artwork is fostered as an

essential component of students' creative expression. In addition, students should learn and successfully apply the basic concepts of design as well as the terminology utilized specifically in ceramics. Students also are expected to understand and practice proper studio safety protocols.

- Applicants must be technically skilled and knowledgeable in both traditional as well as experimental forming and glazing methods practiced within the field of ceramics.
- Must be familiar with a broad range of ceramic materials, equipment, glaze chemistry and firings (gas and electric).
- Ability to maintain a safe, well-organized and productive classroom environment is essential.
- In order to contextualize ceramics as a three-dimensional art form, the successful applicant must be able to facilitate constructive and meaningful classroom discussions rooted in the analysis of historical and contemporary ceramics.
- When necessary, must be able to deliver instruction virtually.

FOUNDATIONS

ART 14: Three-Dimensional Design - Introduction to the basic elements and principles of three-dimensional design. Students will develop the ability to apply these elements and principles to their own design or artwork within the context of a given project. (prerequisite: Art 13)

ART 16: Introduction to Color Theory - Practical application of color theory, focusing on the interaction and relativity of color and influence of light upon color. Gain basic knowledge of the trichromatic aspects of color, color principles and practical understanding of color mixing. Explore historical, psychological and cultural aspects of color.

ART 116: Advanced Color Theory - Pre-requisites: ART 13, Art 16. Advanced projects in the application of subtractive and additive color theory. Web-Enhanced classes meet during regularly scheduled class times and use Canvas or other technology to deliver class materials. Up to half of the traditional class time may be replaced with online instruction.

- MFA or MA in Art and evidence of quality academic and/or professional experience, expertise, as demonstrated through submitted examples of applicant's professional work and examples of their students' work.
- Submitted materials, including written statements, should demonstrate the candidate's knowledge of color and concepts appropriate for teaching applied color theory.
- Applicant must be thoroughly familiar with the course content and be able to guide students through the following Course Objectives and Learning Outcomes.
- Instructor for the part time pool must be able to guide students to develop a thorough understanding and application of the tri-chromatic aspects of color (hue, value & chroma) and the interaction of color using acrylic paint to mix and match value and chroma, neutralized colors, local and apparent color and spatial illusions.
- Instructor must be able to present information on the physiology of how and why we see, interpret, and use color to define a two-dimensional surface. Be able to inform students about how color may be used to create three-dimensional, spatial illusions on a two-

dimensional plane. Instructor must be familiar with theories including Newton's theory, electromagnetic spectrum, Munsell, Albers including the Ishihara Color Vision Test.

- Instructor must be able to guide students to develop perceptual awareness and understanding of the nature of color in both additive and subtractive mixing processes and their application(s) and the connections between color, design and global cultures.

GRAPHIC DESIGN

GD 37. Graphic Design: Computer Imaging - Emphasis on basic skills, theories, and principles of graphic design including photo manipulation and illustration software applications as related to the graphic design field.

GD 60. Illustration Techniques - Introduction to various traditional drawing and painting techniques. Emphasis on the application of rendering solutions to graphic design problems.

Required Qualifications:

- An earned MA or MS in Graphic Design, Visual or Applied Arts. BFA may be considered with appropriate professional experience.
- A minimum of five years professional experience in the discipline relevant to the particular graphic design course(s) posted in the part-time teaching pool.
- PDF file- portfolio of images required. 10 images of applicant's work and 10 images of student work.

PHOTOGRAPHY

ART 30. Introduction to Photography. Basic theoretical and practical aspects of the photographic process as an art form. Introduction to historical and contemporary photographic practices in art. Digital camera with adjustable aperture and shutter speed controls required.

Required Qualifications:

- MA in Art and evidence of quality academic and/or professional experience, expertise, and currency in Photography as demonstrated through submitted examples of applicant's professional work as well as students' art work.
- Submitted materials, including written statements, should demonstrate the candidate's knowledge of a range of photography techniques, approaches, and concepts appropriate for teaching Introductory digital photography class in the context of a fine art approach to the medium.

Desired Qualifications:

- MFA degree in photography, college or university teaching experience in photography.
- Substantial exhibition record of personal work in a fine art context, national or international publications, professional commercial experience in photography, product, studio, portrait lighting expertise and experience.

- Knowledge of the history of photography including the fine art and technical history of the medium.

SCULPTURE

ART 50. Beginning Sculpture - Introductory course in the experiential application of the methods and materials of sculpture. Creative expression and exploration of sculptural form through ideas and aesthetic concepts. Studio safety.

- Applicant must be familiar with a broad range of materials and processes for creating visual expression through three-dimensional form.
- This class is designed to teach the beginning student a wide range of styles and methodologies, spanning basic traditional to very contemporary. Applicant must have experience with a variety of materials and tools, and be able to establish a strong foundation in three-dimensional visualization and realization, based on knowledge of the history of sculpture, as well as theory and conceptualization.