

FALL QUARTER 2021

COURSE OFFERINGS



Visit the

UCLA Extension

Website

UCLA Extension's

Course Delivery

Options

For additional course and certificate information, visit uclaextension.edu.

► Search

Use the entire course number, title, **Reg#**, or keyword from the course listing to search for individual courses. Refer to the next column for a sample course number (A) and **Reg#** (D). Certificates and Specializations can also be searched by title or keyword.

► Browse

Choose "Courses" from the main menu to browse all offerings.

► View Schedule & Location

From your selected course page, click "View Course Options" to see offered sections and date, time, and location information. Click "See Details" for additional information about the course offering. *Note:* When Online, Remote Instruction, and/or Hybrid sections are available, click the individual tabs for the schedule and instructor information.

► Enroll Online

Our shopping cart-style checkout is fast and **available 24 hours a day**.

► Enroll by Phone

Call (800) 825-9971 Monday–Friday, 8am–5pm; use American Express, Discover, JCB, MasterCard, or Visa.

🌐 Online

Course content is delivered through an online learning platform where you can engage with your instructor and classmates. There are no required live meetings, but assignments are due regularly.

🎧 Hybrid Course

Courses are taught online and feature a blend of regularly scheduled class meetings held in real-time via Zoom and additional course content that can be accessed any time through an online learning platform.

* Remote Instruction

Courses are taught online in real-time with regularly scheduled class meetings held via Zoom. Course materials can be accessed any time through an online learning platform.

For additional information visit uclaextension.edu/student-resources.

❖ Classroom

Courses are taught in-person with regularly scheduled class meetings.

🌐 Web-Enhanced Course

Internet access required to retrieve course materials.

Course Schedules

Delivery format and/or 'remote' meeting times listed are subject to change. Please refer to the UCLA Extension website, uclaextension.edu, for up-to-date course information.

Asynchronous: students engage a variety of learning materials posted on Canvas (that may include lectures, interactive discussion boards and quizzes) and interact with the instructor and other students using messaging tools.

Synchronous: instruction occurs in-real time during a live, pre-scheduled Zoom session(s) where instructors and students interact.

► Course Times

All times quoted in this document's course descriptions are Pacific Time.

ACADEMIC CALENDAR

- Fall Quarter 2021
Classes begin September 20.
Enrollment begins July 26.
- Winter Quarter 2022
Classes begin January 3.
Enrollment begins November 1.
- Spring Quarter 2022
Classes begin March 28.
Enrollment begins January 31.
- Summer Quarter 2022
Classes begin June 22.
Enrollment begins April 25.

CONTACT US

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- By Mail:
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Los Angeles, CA 90024-3439
- In Person:
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Monday–Friday, 8am-5pm
(800) 825-9971

DESIGN & ARTS

For more information call (310) 206-1422.

UX/Graphic Design

Design Communication Arts

For information on course content, prerequisites, or advisement, email dca@uclaextension.edu, visit uclaextension.edu/dca, or call (310) 206-1422.

Core Design Concepts

The seven Core Design Concepts courses are designed for those pursuing the Design Communication Arts Certificate. These courses are also open to noncertificate students.

In addition to these eight courses, students pursuing the Design Communication Arts Certificate must complete the Print and Graphic Communication Design Tool Kit plus two electives.

Required Courses:

DESMA X 479.6A	Design Fundamentals (4 units)
DESMA X 482.1D	Color Methodologies (4 units)
DESMA X 479.4A	Typography (4 units)
DESMA X 479.6E	Design II: Collateral Communication (4 units)
DESMA X 479.2D	Design III: Branding (4 units)
DESMA X 479.3D	Design History and Context (4 units)
DESMA X 479.6P	Design IV: Advanced Design Practice (4 units)
DESMA X 479.7P	Portfolio (4 units)

DESMA X 479.6A

Design Fundamentals

4.0 units

This is a hands-on introduction to the creative process and core elements of graphic design for a variety of outputs, including print and electronic media. Topics include research, typography, imagery, and concept development. Projects are progressive and critiqued.

Reg# 382716

Fee: \$759

No refund after 28 Sept.

Classroom

11 mtgs

Tuesday, 7-10pm, Sept. 21-Nov. 30

Locaton to be announced.

Fee does not include cost of art supplies.

Enrollment limited.

Jag - Jeffrey Aguila, art director specializing in print campaigns who has worked with 20th Century Fox, Lionsgate Films, Universal, and more. Jag received *The Hollywood Reporter* Key Art Award for Home Entertainment—Special Recognition Print for his work on the DVD packaging for *Saw: Uncut Edition*.

Reg# 382749

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Dec. 7

Fee does not include cost of art supplies.

Enrollment limited.

Grace Magnus, graphic designer whose clients include marketing agencies, small businesses, and artists. She holds a particular interest in the intersection of art and technology, exploring the merge of hand crafting with digital tools in her work and design practice.

DESMA X 482.10

Color Methodologies

4.0 units

This course covers theories and practical applications to understand the makeup of color and how best to use it. Areas covered include general color theory and psychology, effective color creation, perception, management, color language, digital issues, additive and subtractive systems, and color output.

Reg# 382750

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Nov. 30

Fee does not include the cost of art supplies.

Chaitali Patel, who specializes in brand design for luxury products and commissioned projects. Ms. Patel's core focus is on developing visual identity systems, packaging solutions, and retail design for her portfolio of brands which include fragrances, spirits, decor, and fine living. Additionally, her work has been featured on World Brand Design Society and Packaging of the World. Having lived in North America, and now based out of Asia, her work reflects a blend of the East and the West.

Reg# 382746

Fee: \$759

No refund after 29 Sept.

Classroom

11 mtgs

Wednesday, 7-10pm, Sept. 22-Dec. 1

Locaton to be announced.

Fee does not include the cost of art supplies.

Henry Mateo, freelance design consultant in several design disciplines, including graphics, industrial, and interiors. Recipient, UCLA Extension Distinguished Instructor Award, 2010.

DESMA X 479.4A

Typography

4.0 units

This hands-on course covers the fundamentals of type, its characteristics, vocabulary, and nomenclature, as well as creative uses of type and how it is integrated in successful design. Working with letterforms is a critical element to successful design. Explorations in this course include the examination of single letterforms, typographic classifications, information hierarchies, and page layout. Projects explore the creative usage of letterforms as graphic and communication elements.

Prerequisite(s): DESMA X 479.6A Design Fundamentals and DESMA X 481.99Z InDesign.

Reg# 382714

Fee: \$759

No refund after 27 Sept.

Online

Sept. 23-Dec. 9

Enrollment limited.

Grace Magnus, graphic designer whose clients include marketing agencies, small businesses, and artists. She holds a particular interest in the intersection of art and technology, exploring the merge of hand crafting with digital tools in her work and design practice.

DESMA X 479.6E

Design II: Collateral Communication

4.0 units

This course introduces students to strategies in design communication and covers utility of systems, programs, campaigns, and design families. Visual presentation and concept development are emphasized.

Prerequisite(s): DESMA X 479.6A Design Fundamentals, DESMA X 481.99Z InDesign, and DESMA X 479.4A Typography, or equivalent experience.

Reg# 382719

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Nov. 30

Shirin Raban, MA, USC Center for Visual Anthropology; brand identity designer and ethnographic filmmaker. Ms. Raban created integrated lifestyle brands for clients such as Mattel, Korbel Champagne, and Lake Sonoma Winery, Recipient, UCLA Extension Outstanding Instructor Award, 2010 and 2017.

DESMA X 479.2D

Design III: Branding

4.0 units

Learn to develop memorable identity systems using symbols, icons, logos, and comprehensive environments to define and reinforce personality, tone, and voice. The goal is to create a meaningful, dynamic relationship with the customer.

Prerequisite(s): DESMA X 479.6A Design Fundamentals; DESMA X 479.4A Typography; proficiency with Photoshop, Illustrator, and InDesign.

Reg# 382711

Fee: \$759

No refund after 27 Sept.

Remote Instruction

11 mtgs

Monday, 6:30-9:30pm, Sept. 20-Nov. 29

Vesna Petrovic, Founder and owner of Vesna De3ign, a multi-disciplinary studio involved in creative projects for art and cultural organizations. Trained both as architect and graphic designer with the B.A./M.Arch degree from the University of Belgrade.

Reg# 382748

Fee: \$759

No refund after 26 Sept.

Online

Sept. 22-Dec. 1

Shirin Raban, MA, USC Center for Visual Anthropology; brand identity designer and ethnographic filmmaker. Ms. Raban created integrated lifestyle brands for clients such as Mattel, Korbel Champagne, and Lake Sonoma Winery, Recipient, UCLA Extension Outstanding Instructor Award, 2010 and 2017.

DESMA X 479.3D

Design History and Context

4.0 units

Gain a broad understanding of design and its dynamic past to discover inspiration for the present. Survey the history of visual communication, design's sociopolitical and cultural contexts, and the artistic and technological characteristics of various movements. Students create portfolio pieces inspired by the designers and movements studied.

Prerequisite(s): DESMA X 479.6A Design Fundamentals, DESMA X 481.99Z InDesign, and DESMA X 479.4A Typography.

Reg# 382712**Fee: \$759**

No refund after 29 Sept.

* Remote Instruction

11 mtgs

Wednesday, 7-10pm, Sept. 22-Dec. 1

Enrollment limited.

Patrick Hruby, BFA in Illustration from Art Center College of Design; illustrator and designer. Mr. Hruby's clients include *The New York Times*, *The Guardian*, *WIRED*, Target, Sprint, The United Nations, and Taschen.

DESMA X 479.6P

Design IV: Capstone

4.0 units

In this thesis-oriented capstone course, Design Communication Arts students put all they've learned into action to tackle real world design projects in the civic realm. Public presentation, collaboration, observation, research, and problem solving skills are emphasized.

Prerequisite(s): All Core Design Courses, or departmental approval.

Reg# 382720**Fee: \$759**

No refund after 27 Sept.

* Remote Instruction

11 mtgs

Monday, 7-10pm, Sept. 20-Nov. 29

John Beach, creative director, John Beach Design, whose clients include The Walt Disney Company, Starbucks, and The Hillstone Restaurant Group

DESMA X 479.7P

Portfolio

4.0 units 3.3 CEUs

To make real impact in the world you need to show what you can do, how you think, and where you want to make design impact. As a designer, in the near future you will find yourself telling your story to potential collaborators, funders, employers, and others. You can no longer rely on a resume or a transcript to show a comprehensive range of your skills and experiences. As more work and workplaces become project-based, these formats fall short of revealing the potential you have. This class helps you create a portfolio—one that communicates your value and your values to prospective collaborators or employers. This course is most useful to students who have a future path in mind and is a way to reflect on the experiences you have had in the DCA program.

Prerequisite(s): All core design courses, or departmental approval.

Reg# 382725**Fee: \$759**

No refund after 28 Sept.

* Remote Instruction

11 mtgs

Tuesday, 6:30-9:30pm, Sept. 21-Nov. 30

Vesna Petrovic, Founder and owner of Vesna DeSign, a multi-disciplinary studio involved in creative projects for art and cultural organizations. Trained both as architect and graphic designer with the B.A./M.Arch degree from the University of Belgrade.

DESMA X 481.60

Design Software Intensive Boot Camp

8.0 units

Photoshop, Illustrator, and InDesign are covered in this intensive and immersive course to learn the essential Adobe CC programs utilized in graphic design. Become fluent in editing, building, and creating design using Photoshop. Learn client branding and how to work in the vector environment for Illustrator. Understand and build layouts using InDesign, become comfortable with how all three programs are popularly used and integrated, and build proper habits. This class covers core concepts taught in the intro classes to Photoshop, Illustrator, and InDesign in a fast paced boot camp style for those that want to use these tools in their workflows quickly.

Reg# 382741**Fee: \$1,600**

No refund after 25 Sept.



Online

Sept. 21-Nov. 30

Enrollment limited.

Hakon Engvig, BA in design with two advanced design certificates from UCLA Extension. A native-born Norwegian, Engvig's domestic and international clients include UCLA Medical Center, Macy Gray, Lifehouse, the Together Project (India), and OTE Historical Restoration Committee (Norway).

DESMA X 481.11

Photoshop I

4.0 units

Learn to create, manipulate, and combine digital images. Develop a working knowledge of Photoshop's features; use the program in 2D print, interactive, and web applications; and learn importing and exporting features.

Reg# 382726**Fee: \$759**

No refund after 25 Sept.



Online

Sept. 21-Nov. 30

Students are required to have a copy of Adobe Photoshop CC to complete the course.

Enrollment limited.

Agnieszka Purzycka, MA in journalism with Design Communication Arts certificate from UCLA Extension. Ms. Purzycka's domestic and international clients include L'Erma di Bretschneider, AUC Press, Kara Cooney, and Patina Productions Inc.

DESMA X 481.43

Photoshop II

4.0 units

Master sophisticated techniques and best practices necessary for constructing professional level work in Photoshop. Learn advanced concepts and how to best utilize the program for various mediums while focusing on quality and efficiency.

Prerequisite(s): X 481.11 Photoshop I.

Reg# 382727**Fee: \$759**

No refund after 26 Sept.



Online

Sept. 22-Dec. 1

Kenneth E. Wischmeyer, MA in instructional technologies, San Francisco State University; Adobe Certified Expert.

DESMA X 481.47

Illustrator I

4.0 units

Discover how this vector-based drawing program integrates into the suite of design tools. Features presented include templates, drawing paths, auto-tracing, blending features, gradient meshes, wrapping type, exporting, shape and pen tools, and more.

Reg# 382728**Fee: \$759**

No refund after 26 Sept.



Online

Sept. 22-Dec. 1

Students are required to have a copy of Adobe Illustrator CC to complete the course.

Enrollment limited.

Lauren Cullen, Lauren is a designer specializing in illustration, product design, interactive prototypes, branding, animation, advertising and marketing. She is the UCLA Mobile Web Strategy group's design lead. The designs she creates for innovative mobile and web applications, platforms, and advanced data visualization tools are utilized by prominent organizations in the academic and research communities. In addition, she has written on design and technology for several publications and also contributed the introduction to legendary artist John Van Hamersveld's *Drawing Attention* book.

DESMA X 479.47AA

Illustrator II

4.0 units

Develop advanced techniques and practical workflows while exploring the world's masters of the software. Learn path building, altering and fine-tuning, type issues, text effects, creating fonts, linked text, color usage and application, gradient mesh, path patterns and brushes, 3D packaging comps, and prepress issues. Projects are built around print identities, visual effects, and other high-level applications.

Prerequisite(s): X 481.47 Illustrator I or equivalent experience. Not appropriate for beginners.

Reg# 382713**Fee: \$759**

No refund after 26 Sept.



Online

Sept. 22-Dec. 1

Enrollment limited.

Agnieszka Purzycka, MA in journalism with Design Communication Arts certificate from UCLA Extension. Ms. Purzycka's domestic and international clients include L'Erma di Bretschneider, AUC Press, Kara Cooney, and Patina Productions Inc.

DESMA X 481.99Z

InDesign

4.0 units

This course provides an introduction to the functions and capabilities of Adobe InDesign. Students will be guided in establishing a professional workflow to design documents for print and digital distribution. Learn how to manipulate type and image and create multi-page documents through the use of styles, grids, and templates. Gain the skills and confidence to prepare your documents for print and communicate effectively with vendors. Combine these skills to design and professionally print a short book, gaining real world experience translating ideas from screen to printed object.

Prerequisite(s): Familiarity with Photoshop.

Reg# 382745**Fee: \$759**

No refund after 25 Sept.



Online

Sept. 21-Nov. 30

Students are required to have a copy of Adobe InDesign CC to complete the course.

Minal Nairi, designer and educator based in Bombay, India. Her clients range from corporate to start-ups, where she works on designs that are unique to their values. She has apprenticed under and works closely with the acclaimed typographer, Tony DiSpigna. She also teaches typography and editorial design at Ecole Intuit.Lab, Mumbai and conducts lettering workshops locally and internationally. Minal has a master's degree in communication design from Pratt Institute in New York.

DESMA X 481.61

Frontend Web Coding Boot Camp

8.0 units

6.65 CEUs

Learn to powerhouse web languages and toolsets to create immersive and impactful web-based environments in this intensive web coding boot camp. Become fluent in HTML (content), CSS (presentation), and JavaScript (behavior), the essential tools of a front-end web developer. Explore framework integration to speed up development and build responsive grid layouts that meet today's requirements for mobiles, tablets, and desktops. Examine contemporary design trends and real world practices to design and build a fully functional, modern, responsive website from scratch.

Prerequisite(s): Familiarity with Photoshop.

Reg# 382742**Fee: \$1,600**

No refund after 26 Sept.



Online

Sept. 22-Dec. 1

Michael J. Newman, for more than 12 years, he has developed and created original content, brand identities, interactive experiences, and creative solutions for such companies as AT&T, Sundance Channel, VH1, Nickelodeon, and IFC

DESMA X 481.99VV

Advanced Frontend Web Coding Boot Camp

8.0 units

JavaScript is the key to unlocking the full potential of modern web applications. Understanding all of its nuances and super-powers is what separates the novice from the master. Take your Interactive Application skills to the next level by exploring what makes JavaScript tick and utilizing the industry standard JS library; ReactJS. While this course focuses on JavaScript, students continue to build on the knowledge and experience gleaned from the first Frontend Web Coding course.

Prerequisite(s): DESMA X 481.61 Frontend Web Coding Boot Camp or equivalent experience.

Reg# 382694**Fee: \$1,600***No refund after 23 Sept.** *Remote Instruction*

19 mtgs

Monday, 5:30-9pm, Sept. 27-Nov. 29

Thursday, 5:30-9pm, Sept. 23-Dec. 2

*No meeting Nov. 11.**Approximately \$75 of required supplies.**Enrollment limited.*

Mitchell Gohman, MS in education; director of design, The Sandbox Canvas.

DESMA X 481.99QT

Motion Graphics I

4.0 units

Learn how to integrate digital artwork into After Effects. This course covers workflow strategies to ensure that artwork created in Photoshop or Illustrator maintains its integrity. Instruction also explores common resolutions, complex motion paths and masks, color modes, bit depths, frame and pixel aspect ratios, graphic and video file formats, and frame rates commonly used in motion graphics.

Prerequisite(s): Knowledge of Photoshop and Illustrator.

Reg# 382743**Fee: \$759***No refund after 2 Oct.** *Remote Instruction*

10 mtgs

Saturday, 9am-12:30pm, Sept. 25-Dec. 4

No meeting Nov. 28.

David Dodds, Los Angeles-based motion graphics designer; his experience spans a decade in motion graphics, special effects, broadcast design, character animation, and infographics. He has worked for studios such as Stardust, Mirada, Logan, and NFL Networks. Author of *Hands-On Motion Graphics with Adobe After Effects CC: Develop Your Skills as a Visual Effects and Motion Graphics Artist*.

DESMA X 481.99QU

Motion Graphics II

4.0 units

Become a Motion Graphics artist in this advanced course. Build on the skills learned in X 481.99QT Motion Graphics I, such as integrating digital artwork into a moving composition, and learn new skills using After Effects. Also learn to integrate editing with Cinema 4D. Create portfolio-worthy projects that will enhance your skills and help you stand out in the marketplace.

Prerequisite(s): DESMA X 481.99QT Motion Graphics I (formerly known as After Effects) or equivalent experience.

Reg# 382744**Fee: \$759***No refund after 25 Sept.** *Online*

Sept. 21-Nov. 30

David Dodds, Los Angeles-based motion graphics designer; his experience spans a decade in motion graphics, special effects, broadcast design, character animation, and infographics. He has worked for studios such as Stardust, Mirada, Logan, and NFL Networks. Author of *Hands-On Motion Graphics with Adobe After Effects CC: Develop Your Skills as a Visual Effects and Motion Graphics Artist*.

DESMA X 479.6D

Advertising Design

4.0 units

All advertising across all media is the combined whole of specialized functions: writing, design, direction, and resource management. Strong brands are simple, understandable expressions that must connect with consumers in an increasingly transparent, digitally connected world. In this course, students work in an agency-inspired environment to develop concepts and strategies to deliver information, products, and brands that engage the consumer—with a focus on creating sustainable, ethical, and persuasive practices. Learn how traditional and social media integrations can deliver tangible experiences targeted to key groups.

Prerequisite(s): Core Design Concepts or equivalent.

Reg# 382718**Fee: \$759***No refund after 26 Sept.** *Online*

Sept. 22-Dec. 1

Enrollment limited.

Patrick Fredrickson, senior designer, Selbert Perkins Design

DESMA X 42716

Designing Experiences: Exhibit, Retail, Event, and Environmental Graphic Design

4.0 units

Learn to design interactive experiences and create a sense of place for cultural and commercial applications. Assignments lead students through the design problem-solving process, including audience assessment, storyline development, and print and environmental graphic systems. Drawings, models, human factors, architectural scale and space, way-finding, furnishings, and interactive media are explored. Real-world case studies, including Getty Museum installations, are examined. Concepts covered are applicable to user experience, branding systems, and portfolio development. Selected field trips and guest speakers complement coursework.

Prerequisite(s): X 479.6A Design Fundamentals, X 479.4A Typography, and X 481.992 InDesign, or equivalent experience.

Reg# 382692**Fee: \$759***No refund after 29 Sept.** *Remote Instruction*

11 mtgs

Wednesday, 7-10pm, Sept. 22-Dec. 1

Enrollment limited. 🌐

Robert Checchi, Experience design consultant specializing in digital experiential design, specifically augmented reality, visualizations utilizing machine learning, large scale projection mapping, and 3D creative programming for entertainment, education, and nonprofit institutions; previously, an award-winning senior designer at the J. Paul Getty Museum.

DESMA X 479.6C

Package Design

4.0 units

Learn the function of packaging, including product protection, identity, advertising, safety, and communication. This hands-on course focuses on developing and executing materials, concepts, and graphics appropriate for effective packaging, including logo design, type, and pictorial elements.

Prerequisite(s): Foundational level DCA courses plus DESMA X 479.6E Design II: Collateral Communication.

Reg# 382717**Fee: \$759***No refund after 30 Sept.** *Remote Instruction*

11 mtgs

Thursday, 7-10pm, Sept. 23-Dec. 9

One meeting to be arranged.

John Beach, creative director, John Beach Design, whose clients include The Walt Disney Company, Starbucks, and The Hillstone Restaurant Group

DESMA X 479.7B

Special Topics: Digital and Analog Craft

4.0 units 3.3 CEUs

Design solves problems, beautifully. This class looks at the detail-oriented, digital and hand skills needed to make your designs and portfolio exceptional. From high fidelity prototyping to detailed executions that move between digital and analog mediums, students sweat the details and in the process create artifacts that are simply remarkable. Projects include: prototyping, mock ups, experience design, packaging, and polished executions of portfolio level projects that the industry is clamoring for.

Prerequisite(s): Core DCA courses: Design Fundamentals, Color Methodologies, Typography, and Adobe suite. Or equivalent experience.

→ → →

Enroll at uclaextension.edu or call (800) 825-9971**Reg# 382693****Fee: \$759***No refund after 29 Sept.** *Remote Instruction*

11 mtgs

Wednesday, 3-6pm, Sept. 22-Dec. 1

Michelle Constantine, BFA, Art Center College of Design; artist who works primarily in fabric, printmaking, and collage with the integration of digital tools. Ms. Constantine has shown in galleries throughout California, New York, and London. Recipient, UCLA Extension Outstanding Instructor Award, 2015.

DESMA X 479.8B

Special Topics: Design Entrepreneurship

4.0 units 3.3 CEUs

Design finds and solves problems. It is at the intersection of art and business, and the successful designer knows how to navigate between the two. Design is a vast field, and successful designers learn to target toward their interest and strengths in order to thrive. In this class students learn to position themselves, target their portfolios and communications toward select design markets, and learn the business side of design. Topics include freelance best practices, scoping opportunities in the vast market of design, positioning yourself to have a strong voice in targeted markets, and exposure to industry professionals to understand firsthand where the demand is for talent in the design field.

Prerequisite(s): Core DCA courses Design Fundamentals, Color Methodologies, Typography, and Adobe suite or equivalent experience.

Reg# 383303**Fee: \$759***No refund after 27 Sept.** *Remote Instruction*

10 mtgs

Monday, 7-10pm, Sept. 20-Nov. 29

Pash, design strategist, author, and educator with 30 years of experience in the field of design. Pash has designed the official logo for Miles Davis, brand extensions for *Playboy*, products for John Varvatos, retail product strategy for Motown Records, and advertising for Perrier. His book *Inspirability* features interviews with 40 prominent graphic designers.

DESMA X 482.14

Mentorship

4.0 units

Work one-on-one with an instructor who guides your development of a meaningful project geared toward a portfolio piece, design competition, freelance assignment, or other advanced goal. Students choose their own mentors, who are usually DCA or UX instructors. Together, the student and instructor arrange to meet at a museum, studio, cafe, or other site of design interest for six hours over the course of the quarter.

Prerequisite(s): Students must be enrolled in the Design Communication Arts (DCA), Advanced Design Communication Arts (ADCA), or User Experience Certificate. User Experience students must complete at least three courses prior to applying for a mentorship.

Reg# 382747**Fee: \$689***No refund after 27 Sept.** *Online*

Sept. 20-Nov. 29

DESMA X 479.7F

Internship

4.0 units

Internships facilitate the transition from student to professional designer. Students must be registered in the Design Communication Arts (DCA), Advanced Design Communication Arts (ADCA), or User Experience (UX) certificate program and have earned a "C" or better in at least 50% of the certificate's coursework. Students must work a minimum of 10 hours per week. Students are responsible for securing an internship position; the department assists with contract and award of units for hours worked.

Reg# 382721**Fee: \$689***No refund after 27 Sept.** *Online*

Sept. 20-Nov. 29

DESMA 850.19

Design a Brilliant Career and Find Your Professional Purpose

0.3 CEUs

Design education leaders Scott Hutchinson and Vesna Petrovic teach you how to take your design career goals from lackluster to brilliant. A small seminar created for those considering a meaningful career in Graphic Design and User Experience. This introduction to the profession is designed to help students see possibilities and discover areas where they can have impact. Areas we explore include required skills, personal storytelling, portfolio development, and positioning—including bringing in your degree and previous work expertise. This workshop is especially useful for students with previous "unrelated" degrees, and/or who have recently enrolled in the Design Communication Arts or UX certificates. Also relevant for designers looking to advance, exploring a change in design specialty, or nearing graduation.

Reg# 382703**Fee: \$0**

No refund after 20 Sept.

* Remote Instruction

1 mtg

Tuesday, 3-4:30pm, Sept. 21

UCLA X Open

Scott Hutchinson, MFA, UCLA School of Arts and Architecture; designer and photographer specializing in corporate identity, branding, and advertising.

Dave Moon, who is currently serving as an art and design professor at California State University, Northridge. He is the Communication Design area head and faculty/business advisor for IntersectLA. Prior to his current appointments, he served as chair of the Art Department and Interim Dean of CSUN's Mike Curb College of Arts, Media, and Communication. Dave founded or co-founded a number of student-based creative enterprises, including the Center for Visual Communication (VISCOM), DesignHub, META+Lab, RADIUS, and most recently, IntersectLA, a design, marketing, and strategy agency. He has always been focused on student learning and creating innovative spaces that encourage collaborative learning via a "learn-by-doing" model, and Dave developed a handbook to assist other educational institutions in replicating the model to further connect education with industry. Additionally, he has authored two textbooks: *Design Strategy for Effective Branding* and *Power-Up YOU: A Personal Branding Handbook for Artists, Creatives, and Designers*. Both books were developed to serve students seeking jobs upon graduation. Dave has 30 years of experience in higher education and helping students find jobs, and he continues to make student success his highest priority.

NEW

DESMA 850.99

Playing With Time: Looking Backwards into the Future of Motion Graphics

0.15 CEUs

The current art of motion graphics stands on the shoulders of the experimenters, inventors, tinkerers, hackers, and mad artists that trail blazed the field. Placing contemporary and commercial motion graphics within this larger experimental lineage hopes to inspire, provoke, and challenge what's possible in the industry of tomorrow. This course provides a historical framework and vocabulary for students hoping to become movers & shakers in today's motion graphics industry. By understanding the pivotal moments of video and motion graphics within its larger historical context, this class provides you with the foundational fluency to incorporate motion media into your own design practice. In this learn-with-your-hands Zoom, every student will illustrate/rotoscope one frame from Muybridge's Horse in Motion, which we will then combine to make a collective animation.

Reg# 382710**Fee: \$0**

No refund after 11 Oct.

* Remote Instruction

1 mtg

Tuesday, 12-1:30pm, Oct. 12

UCLA X Open

Emma Berliner, an LA-based designer & director who loves dogs and disco. She holds an MFA from CalArts in Graphic Design and a BFA from the Film and Television program at NYU Tisch, where she was awarded the Martin Scorsese Young Filmmaker's Award and the Oliver Stone Screenwriting Grant for her thesis film. Her past illustration and design clients include CalArts, Vogue, Nylon, Goop, Annapurna Pictures and Paramount TV. Emma publishes books under the banner mixedgreens and exhibits at Printed Matter's Art Book Fair.

UX (User Experience) Design

DESMA X 481.99AF

User Experience I: Survey

4.0 units

This course provides an introduction to the concepts, practices, and processes of user experience. Topics include observational research and insight generation, developing user personas and scenarios, information architecture, user interface design, prototyping, and usability testing and analysis. Students complete hands-on assignments and leave the class with an understanding of user experience best practices and opportunities in the field and are prepared to take on more advanced studies.

Reg# 382688**Fee: \$759**

No refund after 27 Sept.

* Remote Instruction

11 mtgs

Monday, 7-10pm, Sept. 20-Nov. 29

Musangi Muthui, Technologist, creative imagineer and business strategist reimagining the future of customer experience through business transformation for digital agency clients and Fortune 500 enterprise IT.

Reg# 382689**Fee: \$759**

No refund after 25 Sept.

* Online

Sept. 21-Nov. 30

Hakon Engvig, BA in design with two advanced design certificates from UCLA Extension. A native-born Norwegian, Engvig's domestic and international clients include UCLA Medical Center, Macy Gray, Lifehouse, the Together Project (India), and OTE Historical Restoration Committee (Norway).

Reg# 382803**Fee: \$759**

No refund after 25 Sept.

* Online

Sept. 21-Nov. 30

Iris Kern-Foster, MFA in Digital Art, PhD in Cultural Studies. Ms. Kern-Foster has been designing and strategizing interfaces since the early dawn of the Internet. Her extensive experience in UX and IxD is paired with a background in advertising and publishing. She specializes in micro-continuity of symbols and how communities develop an understanding of meaning. Ms. Kern-Foster has worked with brands such as Nike, Adidas, MTV, Nickelodeon and Svarovski, as well as NGOs like Greenpeace and CAUCE Mujeres. Bringing a unique blend of theory and practical application to her teaching, she is a seasoned educator in the field and is passionate about passing on her excitement for UX to students of all backgrounds.

DESMA X 479.8K

User Experience II: Iteration

4.0 units

Students with knowledge of the fundamentals of UX move on to iteration: rounds of work and experimentation to hone problem solving skills. Instruction covers MVP builds, pattern libraries, design at scale, voice and gesture, and end-to-end projects. The spectrum of interface design standards is addressed, including e-commerce websites, service design, and physically based environments. Projects incorporate a variety of screen resolutions and device types. The course prepares students to recognize user experience design problems and iterate solution proposals.

Prerequisite(s): DESMA X 481.99AF User Experience I: Survey.

Reg# 382802**Fee: \$759**

No refund after 25 Sept.

* Online

Sept. 21-Nov. 30

Diana Barraza, a seasoned UX/UI/Product designer with over 10 years of experience in technology. Specializing in mobile and enterprise design, Diana currently focuses on building internal products at Flyhomes (an end-to-end real estate startup). Simultaneously, Diana investigates how her work impacts and improves the home buying experience for customers. Previously with Heal—an in-home, doctor on-demand provider—Diana's work contributed to Heal being named App of the Day in the App Store. With an academic background rooted in the social sciences and arts, Diana is eager to share her knowledge and experiences as an educator at UCLA Exchange. Diana is also proudly Latinx and an LA native.

DESMA X 489.5F

User Experience III: Applied

5.0 units

In this course, students apply what they have learned to real world case studies and UX design challenges. Topics include research and observational techniques, the art of information gathering, prototyping, scope definition, journey mapping, and empathy maps. Students complete team projects and 360 reviews and practice remote working techniques, collaboration, and balancing multiple projects. Projects will be presented in common outputs such as web and mobile, similar to what would be produced in a professional design firm. The goal is for students to perform as they would in a real-world work environment.

Prerequisite(s): DESMA X 481.99AF User Experience I and DESMA X 479.8K User Experience II, or equivalent experience.

Reg# 382690**Fee: \$759**

No refund after 30 Sept.

* Remote Instruction

10 mtgs

Thursday, 7-10pm, Sept. 23-Dec. 9

Adam Fischbach, who has over ten years of experience working in the fields of IxD and UX. Mr. Fischbach focuses on design systems, patterns, and thinking, with particular emphasis on human computer interaction and user-centered design.

DESMA X 499C

User Experience IV: Capstone

4.0 units

This course serves as a thesis project, in which students build out their own viable user experience project for review and portfolio. Students complete a self-directed project and go through the professional steps of discovery, design, prototyping, testing, revising, iterating, and presenting for real world application. The project moves through the steps a professional incubator would take, such as involving stakeholders and experiencing working with investors and VCs.

Prerequisite(s): DESMA X481.99AF User Experience I, DESMA X479.8K User Experience II, DESMA X489.5F User Experience III

Reg# 382691**Fee: \$759**

No refund after 30 Sept.

* Remote Instruction

10 mtgs

Thursday, 7-10pm, Sept. 23-Dec. 9

Thomas Dillmann, MBA, Pepperdine University; user experience architect with 15 years' experience; former head of experience planning and lead information architect at MRM Worldwide, UnitedFuture, and Threshold Interactive. Clients include Microsoft, Sony, and more.

DESMA X 480.9K

User Interface Design

4.0 units

Bringing a design-centric approach to UI (User Interface), this course will give you the tools to make the interactive elements on your website or app look great and feel intuitive. Instruction covers visual fundamentals, presentation best practices, and user experience-driven design choices that lead to visually effective projects and presentations. Topics include layout basics using Adobe XD, visual hierarchy, typography, color, fidelity, and more. Students complete a series of short, topic-based projects that conclude with giving a professional pitch and defending your work.

Prerequisite(s): Must be taken in tandem with X 481.99AF User Experience I, or after completing X 481.99AF User Experience I.

Reg# 382687**Fee: \$759**

No refund after 25 Sept.

* Online

Sept. 21-Nov. 30

Billy Carlson, design educator at Balsamiq. Mr. Carlson helps designers and product folks learn best practices of all phases of UI and digital product design through engaging videos, articles, webinars and courses. Previously, he built user-centered design teams at Health Care Service Corporation, and designed and launched countless products as Director of User Experience at Threadless. He's served as an Adjunct at Northwestern University's Segal Design Institute teaching introductions to Human-centered Design and UX Design for many years.

DESMA X 479.7K

Unity I: 3D Game Design and Game Engines

4.0 units

Jump in and create a 3D game experience using the world class game engine known as Unity. Students design environments of their creation, believable and/or fantastic other world realities. This class walks students through the powerhouse game engine Unity and covers the strategic skills necessary to create compelling world and game experiences, in a variety of applications. The class is designed to allow students to create a 3D experience by the end of class. In this intense but doable class, students rapidly build technical skills with the software, then build on this knowledge to create compelling and engaging experiences. *Basic code literacy and 3D knowledge helpful but not required.*

Reg# 382722**Fee: \$759***No refund after 29 Sept.*

* Remote Instruction

11 mtgs

Wednesday, 7-10pm, Sept. 22-Dec. 1

Enrollment limited.

Darius Clarke, Darius Clarke, BA, University of California Irvine in Psychology; Unity Certified Instructor, freelance Virtual Reality experience developer and prior VR development instructor at UploadVR and a community college as well as web developer for a serious games conference.

DESMA X 479.7L

Unity II: Game Development with Unity and C#

4.0 units 3.3 CEUs

Building on the foundation established in DESMA X 479.7K Unity I: 3D Game Design and Game Engines, students dive in and create games, apps, and experiences with more depth and complexity. While the first course focused on the Unity editor and only touched upon programming, this course provides a full foundation for scripting in Unity with C#, and programming in general. Students learn how to handle a plethora of interesting tasks in game development, including systems design (abilities, character progression, enemy AI), saving/loading player progress, and basic networking. We also touch upon the latest and greatest Unity features, including Scriptable Render Pipelines, VFX Graph, Shader Graph, and more. Students come away with a solid grasp of object-oriented programming principles, Unity specific design patterns, and a portfolio of small games and apps.

Prerequisite(s): DESMA X 479.7K - Unity I: 3D Game Design and Game Engines or permission from the instructor

Reg# 382723**Fee: \$759***No refund after 30 Sept.*

* Remote Instruction

11 mtgs

Thursday, 7-10pm, Sept. 23-Dec. 9

One meeting to be arranged.

Darius Clarke, Darius Clarke, BA, University of California Irvine in Psychology; Unity Certified Instructor, freelance Virtual Reality experience developer and prior VR development instructor at UploadVR and a community college as well as web developer for a serious games conference.

Course Icons Provide Information At-a-Glance

 **ONLINE COURSE**
Technical requirements, page 1.


 **HYBRID COURSE**, page 1.

 **WEB-ENHANCED COURSE**, page 1.

* **REMOTE INSTRUCTION**, page 1.

❖ **CLASSROOM**, page 1.

 **TEXTBOOK REQUIRED**
Visit our *website* for textbook information.

 **UC CREDIT**
May be transferable to other colleges and universities. Learn more on our *website*.

Art History, Studio Arts & Photography

Art History & Theory

For information on enrollment, location, and space availability call (800) 825-9971. For information on course content call (800) 206-1422 or email visualarts@uclaextension.edu.

ART HIS 800.15

Art of the 21st Century

0.9 CEUs

During the recent turmoil of the presidential election, the pandemic, and racial equity movements, the art world as we know it has turned upside down. Monuments fell. Art became a much-needed refuge, as well as a means to give form and expression to this moment in time. This class will explore the art of today from a variety of perspectives, examining the impact of current political, economic, and social factors as well as historical influences and precedents and the importance of individual biographies. Class sessions examine news, trends, and events within the art world: the erection of new monuments; the reconfiguration of museums in response to calls for equity; the repatriation of looted art and artifacts; the deaccessioning of artwork by museums; exhibitions of note; the art market; and more. Instruction consists of lecture/presentations on assorted topics as well as meetings with guest speakers including artists, curators, gallerists, and other art professionals.

Reg# 383051**Fee: \$225***No refund after 29 Sept.*

* Remote Instruction

8 mtgs

Wednesday, 11am-12:30pm, Sept. 22-Nov. 10

Roni Feinstein, PhD, Institute of Fine Arts, New York University

ART HIS 853.42

Contemporary Los Angeles Art

3.0 CEUs

This class explores locations that are not generally accessible to the public. Virtual live visits focus on private collections, artist's studios, and curator-led gallery tours of current exhibitions. Insights into collecting, the business of art, and the importance of art in a designed environment (such as a home, retail, or hospitality location) are discussed. Each meeting includes multiple locations and guest speakers from the art world. Tours, examination of work, and discussions are all held via Zoom.

Reg# 383052**Fee: \$399***No refund after 24 Sept.*

❖ Classroom

5 mtgs

Saturday, 11am-4pm, Sept. 25-Nov. 20

Los Angeles

Location by Itinerary:

Brenda Williams, who is a local art advisor and independent art curator specializing in emerging contemporary artists.

Art Studio Workshops

For information on enrollment, location, and space availability call (800) 825-9971. For information on course content/prerequisites call (310) 206-1422 or email visualarts@uclaextension.edu.

Enrollment limited in all courses; early enrollment advised. Students should have completed all prerequisites prior to enrollment.

ART X 5A

Basic Drawing I

2.0 units

This is a beginning course in drawing designed to develop and expand one's observational abilities and rendering skills. Students learn methods for sensitively describing objects in terms of line, shape, volume, cross-contour, proportion, light logic, perspective, and compositional space. Each class focuses on a particular formal concept and its function in drawing. Students begin with line drawings and conclude with fully modeled, tonal, volumetric, still-life drawings. Also covered are fundamentals of pictorial space structure, aesthetics, content, and draftsmanship using still life and natural forms. Includes work with pencil, pen, and charcoal.

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Enroll at uclaextension.edu or call (800) 825-9971**Reg# 382686****Fee: \$649***No refund after 25 Sept.* Online

Sept. 21-Nov. 23

Estimated supplies cost is \$75.

Stephanie Pryor, MFA, UCLA; artist who has exhibited extensively in solo and group shows in Los Angeles, New York, and Europe.

ART X 426.89

Figuration to Portraiture

3.0 units

Explore both contemporary and traditional approaches to portraiture by looking at the head in relation to the full body. This course begins with learning to see the full figure in terms of line, alignment, proportion, volume, and tone. By transferring this knowledge to the portrait, students learn about structure of the face, likeness, and how to visualize and draw the head from different angles. This course also covers composition, form, content, and the power of psychology and emotion that can be derived from a portrait. Dry media, including pencil, charcoal, pen and ink, and pastel are covered.

Prerequisite(s): Previous drawing experience, especially with the figure, is strongly encouraged but not required.

Reg# 382680**Fee: \$689***No refund after 25 Sept.* Online

Sept. 21-Nov. 23

*Materials list sent prior to first class. Estimated supplies cost: \$65.**Enrollment limited.*

Stephanie Pryor, MFA, UCLA; artist who has exhibited extensively in solo and group shows in Los Angeles, New York, and Europe.

ART 821.11

Chinese Brush Painting Workshop

1.2 CEUs

In Chinese art and culture, a flower is never merely a flower nor scenery merely a place; each has its legends, romantic stories, and symbolic spirituality. Explore the wonders of spontaneous-style Chinese Brush Painting during two full days of hands-on, step-by-step instruction. Founded on classical brush painting skills, techniques, philosophy, and subject matter, by the end of this course participants will learn the proper use of Chinese Brush Painting materials, develop fundamental brush skills, and apply Chinese Brush Painting techniques to produce finished compositions.

Reg# 382677**Fee: \$324***No refund after 22 Oct.*

* Remote Instruction

2 mtgs

Saturday, 9am-5pm, Oct. 23

Sunday, 9am-5pm, Oct. 24

Estimated supplies cost is \$125. [Click here](#) for materials list.

Mayee Futterman, who specializes in Chinese Brush Painting. A large selection of her work is in the collection of California Hospital Medical Center and permanently exhibited at the Los Angeles Center for Women's Health, as well private collections internationally. She studied under professor and master brush artist, Dr. Ning Yeh.

ART 803.81

Ikebana

0.8 CEUs

Ikebana expresses the beauty and elegance of nature through a transformation of plant materials into a work of art. In Japan, ikebana—or flower arranging—has been perfected and elevated to an art form. Its beauty dazzles shoppers in giant displays in the store windows of Tokyo, and graces temples and shrines. Ikebana is practiced by millions of people as an entrance to a rich and creative world. Using fresh or dried branches, leaves, and flowers, students create new and differently styled arrangements each week. The first week features a demonstration by the instructor, a video, and information on supplies and materials to bring to future classes.

Reg# 383420**Fee: \$225***No refund after 29 Oct.*

❖ Classroom

4 mtgs

Saturday, 9:30-11:30am, Oct. 30-Nov. 20

UCLA Extension Lindbrook Center:

10920 Lindbrook Dr.

Students must purchase textbook for \$50 at first class. Estimated additional supplies cost is \$75-\$100.

Gabriel Pacheco, Owner, Gabriel Pacheco Flower Design. Deputy Director, Sogetsu San Fernando Valley Branch.

Photography

For information on enrollment, location, and space availability call (800) 825-9971. For information on course content call (310) 206-1422 or email photography@uclaextension.edu.

Suggested Tool Kit

The Photography Tool Kit is one of the suggested options available to students pursuing the Design Communication Arts Certificate. This tool kit offers a sequence of courses designed to provide a foundation in photography. These courses also are open to non-certificate students.

Elective Courses:

ART X 438.9	Photography I (4 units)
ART X 440.22	Lighting I (4 units)
ART X 439.90	Photography II (4 units)

ART X 438.9 Photography I

4.0 units

In this practical hands-on introduction, the fundamental technical and aesthetic principles of digital photographic processes are addressed, including instruction on DSLR camera operation, composition, and digital retouching and manipulation. Instruction also includes Adobe software acquisition techniques and output technologies. Discussion covers contemporary digital imaging and its application within commercial and fine arts. Assignments demonstrate mastery of technical skills and individual creative expression.

Reg# 382682

Fee: \$759

No refund after 28 Sept.

* Remote Instruction

11 mtgs

Tuesday, 7-9pm, Sept. 21-Nov. 30

Enrollment limited.

Baz Here, BFA, MFA, The Photo Arts Conservatory at The New York Film Academy. Mr. Here's work has been exhibited at The Hive, Featured Resident Artist (DTLA)/The Getty Center, Pop-up Gallery/Out There, Gallery 825/Gallerie Sparta/LACDA/Gay Downtown LA Artwalk Pop-up Gallery/Beyond Baroque/Art Share LA Fall/Los Angeles LGBT Center Advocate, and Gochis Galleries.

ART X 439.90 Photography II

5.0 units

This course focuses on gaining control of all photographic variables while attempting various creative assignments. The use of manual controls is emphasized, along with the capture and processing of RAW image files. Course assignments involve defining a point of view, emphasizing figure versus ground, storytelling, portraits, and the use of artificial light. Instruction also covers the RAW workflow, Photoshop for photographers, and monitor calibration.

Prerequisite(s): ART X 438.9 Photography I or equivalent experience. Students should be comfortable shooting in Manual mode and have experience with basic image management systems such as Adobe Lightroom or Photoshop.

Reg# 382683

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Nov. 30

Craig Havens, visual artist working in the lens-based media of photography, video, installation, and projection. Mr. Havens lives and works in Los Angeles and Berlin.

ART X 440.22 Lighting I

4.0 units

Whether you're shooting people, products, still life, or landscapes, understanding how light interacts with your subject matter is critical to mastering the art of photography. This course covers both artificial (strobos and hot lights) and natural lighting, as well as the combination of both. Students photograph a variety of subjects to learn common lighting issues and powerful solutions needed to capture that great image. Instruction covers the use of light meters, reflectors, fill flash, soft boxes, and the safe operation of studio strobe equipment.

Prerequisite(s): ART X 438.9 Photography I.

Reg# 382684

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Nov. 30

Craig Havens, visual artist working in the lens-based media of photography, video, installation, and projection. Mr. Havens lives and works in Los Angeles and Berlin.

ART X 450.37

Photography Portfolio Workshop

4.0 units

Get personalized guidance and feedback on building a cohesive photography portfolio. A series of class assignments are designed to teach advanced level students how to produce a unique personal photographic style. Instruction covers how to adapt your own personal style to any artistic or commercial assignment, the importance of professionally polished work, and how to skillfully present their craft. By the end of the class students will have created all the necessary elements to start a personal website portfolio, including a cohesive body of work, an artists statement, and a useful self portrait.

Prerequisite(s): Advanced photographic experience required.

Reg# 382782

Fee: \$759

No refund after 25 Sept.

Online

Sept. 21-Nov. 30

Natasha Rudenko, MFA; internationally-exhibited photographer whose work addresses issues of self-reflection and identity.

ART X 445.3 Street Photography

4.0 units

This course explores the history of urban street photography, then moves from the classroom to the streets of L.A. While most Angelenos experience the city through the frame of a car window, course participants walk, bike, and take the bus and Metro to discover the vast cultural/social pockets of Los Angeles. Class sessions include classroom lectures, tours, and critique.

Prerequisite(s): ART X 438.9 Photography I or equivalent experience.

Reg# 382804

Fee: \$759

No refund after 15 Oct.

Classroom

11 mtgs

Monday, 7-10pm, Oct. 11-Nov. 22

UCLA Extension Gayley Center: 1145 Gayley Ave.

Field Trips

Saturday, 2-5pm, Oct. 16-30; Nov. 13

Todd Bigelow, editorial and corporate photographer handling assignment work for some of the world's leading publications. Mr. Bigelow's clients include *TIME*, *Sports Illustrated*, *Smithsonian*, *Der Spiegel*, *People*, *National Geographic Traveler*, and *Newsweek*.

ART X 450.99

Telling Your Story: Narrative Photography

4.0 units

This course focuses on essential tools and techniques for communicating an effective and compelling narrative through photography. Students will develop a unique photographic storytelling perspective and define their personal narrative voice. Lectures will introduce students to a fundamental understanding of visual narrative structure while also identifying distinctly photographic storytelling techniques such as linear and non-linear narratives, effective image sequencing and editing, compositional strategies for visual storytelling, point-of-view perspectives, and journalistic photography techniques. Course assignments will provide practical experience in defining a personal point of view, effective pre-production and planning, creative set styling, lighting for dramatic effect, dynamic interactions with subjects, and professional digital image workflows. Instruction also covers the use of smartphone cameras, social media integration, as well as use of the Adobe RAW workflow editing environment.

Reg# 383087

Fee: \$759

No refund after 14 Sept.

* Remote Instruction

Sept. 21-Nov. 30

Craig Havens, visual artist working in the lens-based media of photography, video, installation, and projection. Mr. Havens lives and works in Los Angeles and Berlin.

ART X 446.14

History of Photography

4.0 units

This course explores aesthetic, social, and technical developments of photography from its invention in early 19th century Europe to its present-day global practices. Emphasis is placed on the way images shape and are shaped by culture, politics and social life. We look at theories of photography and their practical application across artistic, social, and scientific genres. Students become critical readers of images at a time when the mass proliferation of digital photography is unprecedented. Students create projects in response to the lessons, ideas and artists discussed. The work of Hippolyte Bayard, Julia Margaret Cameron, Joseph T. Zealy, Eadweard Muybridge, Alice Seeley Harris, Alfred Stieglitz, Lewis Hine, Hannah Höch, Man Ray, Gordon Parks, Diane Arbus, Henri Cartier Bresson, Carrie Mae Weems, James Nachtwey, Cindy Sherman, Laura Aguilar, Vivian Maier, Emily Jacir, Martha Rosler, Walid Raad and others will be touched on.

Reg# 383451

Fee: \$759

No refund after 28 Sept.

Online

Sept. 21-Nov. 30

Prerequisite: X438.9 Photography I or equivalent experience

Tasha Bjelic, Tasha Bjeli? is an artist living in Los Angeles. Her work explores the politics and aesthetics of care through photography, video and text. She completed an MFA in Photography aesthetics of care through photography, video and text. She completed an MFA in Photography & Media at CalArts, has an MA in Photography & Urban Cultures from Goldsmiths, University of London, and was a participant at the Whitney Independent Study Program. She has taught photography at CalState-Fullerton, Chaffey College, Santa Ana College and Estrella Mountain College.

ART 802.21

The Business of Photography

1.8 CEUs

Geared toward photographers with an interest in producing images for various media outlets, as well as for those with an interest in working with nonprofit and corporate clients, this workshop provides practical advice and information on the business of photography. Topics discussed include: the rapidly evolving marketplace for editorial, nonprofit and corporate photography; client development and agency representation; website and platform options; understanding copyright; general business practices, such as the use of home offices, taxes, assistants, and insurance; creating a strong, professional social media presence; rate and term negotiations; and licensing standards. Presented as a classroom discussion using real-life experience and scenarios. Students leave the workshop with a sound understanding of the significant business matters they will face on a daily basis as a professional photographer.

Reg# 382784

Fee: \$249

No refund after 5 Nov.

Classroom

2 mtgs

Saturday, Sunday, 9am-5pm, Nov. 6 & 7

UCLA Extension Gayley Center: 1145 Gayley Ave.

Todd Bigelow, editorial and corporate photographer handling assignment work for some of the world's leading publications. Mr. Bigelow's clients include *TIME*, *Sports Illustrated*, *Smithsonian*, *Der Spiegel*, *People*, *National Geographic Traveler*, and *Newsweek*.