

ART175 : Intermediate Screen Printing

General Information

Author:	<ul style="list-style-type: none">April Bey
Course Code (CB01) :	ART175
Course Title (CB02) :	Intermediate Screen Printing
Department:	ART
Proposal Start:	Winter 2025
TOP Code (CB03) :	(1013.00) Commercial Art
CIP Code:	(50.0402) Commercial and Advertising Art.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000600423
Curriculum Committee Approval Date:	05/08/2024
Board of Trustees Approval Date:	06/18/2024
Last Cyclical Review Date:	05/08/2024
Course Description and Course Note:	ART 175 is an intermediate course in screen printing. In addition to a review of basic screen printing, students learn intermediate topics including traditional and digital half-toning, process color separations, spot varnishes and coatings, and commercial fabric and plastic processes.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Author:	<ul style="list-style-type: none">April Bey

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course. <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Course Special Class Status (CB13) Course is not a special class. Pre-Collegiate Level (CB21) Not applicable.	Grading Basis <ul style="list-style-type: none">Grade with Pass / No-Pass Option Course Support Course Status (CB26) Course is not a support course
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Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	90
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience
 Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2.5	5
Laboratory Hours	1.5	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	45
Laboratory	27
Studio	0
Total	72
Course Out-of-Class Hours	
Lecture	90
Laboratory	0
Studio	0
Total	90

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name

Type

In Class

Out of Class

No Value

No Value

No Value

No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

ART174 - Screen Printing Fundamentals

Objectives

- Identify and employ the fundamental processes of screen printing.
- Produce a simple traditional separations and registration.
- Produce complex digital separations and registration.
- Troubleshoot overprints and blockouts.
- Produce an original screen print in a single color.
- Produce an original screen print in several colors.
- Discuss the aesthetic merits and artist purposes of screen print within modern, contemporary, and commercial art.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Laboratory

Methods of Instruction	Discussion
Methods of Instruction	Multimedia
Methods of Instruction	Tutorial
Methods of Instruction	Collaborative Learning
Methods of Instruction	Demonstrations
Methods of Instruction	Field Activities (Trips)
Methods of Instruction	Presentations

Out of Class Assignments

- Projects (e.g. choose a contemporary commercial print house and create an original design that reflects their signature style)

Methods of Evaluation	Rationale
Project/Portfolio	Studio projects
Project/Portfolio	Portfolio review
Presentation (group or individual)	Oral presentations
Exam/Quiz/Test	Examinations
Exam/Quiz/Test	Slide identification
Writing Assignment	Written exercises
Exam/Quiz/Test	Final examination

Textbook Rationale

The Covey Modern Printmaking is the most commonly used classic text. This is the most recent edition.

Textbooks				
Author	Title	Publisher	Date	ISBN
Covey, Sylvie	Modern Printmaking: A Guide to Traditional and Digital Techniques	Watson-Guption	2016	978-1607747598

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Identify and employ the fundamental processes of process color.

Produce a registered process-color print.

Utilize varnishes and coatings.

Identify complex printing problems.

Produce an original screen print in several colors.

Discuss the aesthetic merits and artist purposes of screen print within modern, contemporary, and commercial art.

SLOs

Describe and execute the intermediate processes of screen printing.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate industry standards of technical elements of Graphic Design

ART
Visual Arts: Graphic Design - A.A.
Degree Major (NIC)

Develop and incorporate industry standards of technical elements of Graphic Design

Create an original process color screen print poster.

Expected Outcome Performance: 70.0

ILOs
Core ILOs

Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

ART
Art - A.S. Degree Major

Define and use core concepts in 2D and 3D art

ART
Art - Certificate

Define and use core concepts in 2D and 3D art

ART
Studio Arts

Demonstrate intermediate mastery in a range of 2D/3D visual media

Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

ART
Visual Arts: Graphic Design - A.A.
Degree Major (NIC)

Develop and incorporate industry standards of technical elements of Graphic Design

ART
Graphic Design - A.A. Degree
Major

Develop and incorporate industry standards of technical elements of Graphic Design

Identify the use of screen print in contemporary art and/or design.

Expected Outcome Performance: 70.0

ILOs
Core ILOs

Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

ART
Art - A.S. Degree
Major

Define and use core concepts in 2D and 3D art

ART
Art - Certificate

Define and use core concepts in 2D and 3D art

ART
Studio Arts

Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Review of screen print applications (5 Hours)

- Fine art applications
- Modern and contemporary applications
- Commercial applications

Review of basic processes (6 Hours)

- Screens, templates, photosensitive materials
- Papers, inks
- Workflow and collaboration

Introduction to process color (CMYK) (5 Hours)

- Introduction to half-tones
- Mono, duo- and tri-tones
- Half tones vs. stippling
- Half tones vs. dithering
- Alternative screen settings

Process color film preparation (6 Hours)

- Separating channels
- Converting channels to bitmap film
- Choosing half-tone rotation
- Printing films

Varnishes and coatings (5 Hours)

- Sheen: gloss, semi-gloss, matt
- Spot varnishes
- UV coats and UV curing

Advanced workflow (12 Hours)

- Large volume printing
- Printing on alternative substrates
- Durability/permanence
- Commercial considerations

Creating Original Screen Prints (6 Hours)

- Aesthetics and style in contemporary screen printing
- Commercial trends in screen printing

Total hours: 45

Laboratory/Studio Content

Review of screen print applications (2 Hours)

- Fine art applications
- Modern and contemporary applications
- Commercial applications

Review of basic processes (4 Hours)

- Screens, templates, photosensitive materials
- Papers, inks
- Workflow and collaboration

Introduction to process color (CMYK) (2.5 Hours)

- Introduction to half-tones
- Mono, duo- and tri-tones
- Half tones vs. stippling
- Half tones vs. dithering
- Alternative screen settings

Process color film preparation (4 Hours)

- Separating channels
- Converting channels to bitmap film
- Choosing half-tone rotation
- Printing films

Varnishes and coatings (2.5 Hours)

- Sheen: gloss, semi-gloss, matt
- Spot varnishes
- UV coats and UV curing

Advanced workflow (9 Hours)

- Large volume printing
- Printing on alternative substrates
- Durability/permanence
- Commercial considerations

Creating Original Screen Prints (3 Hours)

- Aesthetics and style in contemporary screen printing
- Commercial trends in screen printing

Total hours: 27**Additional Information**

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources**Did you contact your departmental library liaison?**

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No Value

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value