

Glendale College
Course Outline of Record Report

Course ID 001064
 Cyclical Review - October 2025

ART174 : Screen Printing Fundamentals

General Information

Author:	• April Bey
Course Code (CB01) :	ART174
Course Title (CB02) :	Screen Printing Fundamentals
Department:	ART
Proposal Start:	Fall 2026
TOP Code (CB03) :	(1002.00) Art (Painting, Drawing, and Sculpture)
CIP Code:	(50.0701) Art/Art Studies, General.
SAM Code (CB09) :	E - Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000144788
Curriculum Committee Approval Date:	10/08/2025
Board of Trustees Approval Date:	11/11/2025
Last Cyclical Review Date:	10/08/2025
Course Description and Course Note:	ART 174 introduces students to water-based screen-printing techniques and image development. Students explore the use of screen printing for fine art and commercial purposes through a survey of equipment and processes, and instruction in various methods of stencil preparation and printing.
Justification:	Mandatory Revision
Academic Career:	• Credit
Mode of Delivery:	No value
Author:	No value
Course Family:	No value

Academic Senate Discipline

Primary Discipline:	• Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)	Course Special Class Status (CB13)	Grading Basis
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Course is not a basic skills course.

Course is not a special class.

- Grade with Pass / No-Pass Option

Allow Students to Gain Credit by Exam/Challenge

Pre-Collegiate Level (CB21)

Course Support Course Status (CB26)

Not applicable.

Course is not a support course

General Education and C-ID

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	54
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

Prerequisites, Corequisites, Recommended Corequisites, and Recommended Preparation

Prerequisite
 ART130 - 2-D Foundations

Objectives

- Demonstrate a working knowledge of the basic elements of a two-dimensional art, including line, shape, texture, value, color, and spatial illusion.
- Apply the organizing principles of composition including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.
- Produce original studio projects that successfully incorporate the basic elements and organizing principles of two-dimensional art.
- Make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique.
- Use a variety of artistic materials, techniques and tools; including graphite, pen and ink, acrylic, watercolor, and collage.
- Write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design.
- Analyze and compare historical and contemporary examples of two-dimensional art, within a global context.

Entry Standards

Entry Standards	Description
No value	No value

Course Limitations	
Cross Listed or Equivalent Course	Description
No value	No value

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	
<ul style="list-style-type: none"> Projects (e.g. choose a printmaker from the Modernist school as inspiration, create an original design that has elements of the modernist approach, including but not limited to, use of simplified forms) 	

Methods of Evaluation	Description of Activity/Interaction
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
 No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Ann d'Arcy Hughes, Hebe Vernon-Morris	The Printmaking Bible, Revised Edition: The Complete Guide to Materials and Techniques	Chronicle Books	2023	978-1797221601

Other Instructional Materials (i.e. OER, handouts)
 No Value

Learning Outcomes

Course Objectives

- Identify and employ the fundamental processes of screen printing.
- Produce a simple traditional separation and registration.
- Produce a complex digital separation 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.

SLOs

Describe and execute the basic processes of screen printing.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	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 - Certificate	Define and use core concepts in 2D and 3D art
<i>ART</i> Art - A.S. Degree Major	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
	Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate industry standards of technical elements of Graphic Design

Create an original multi-color screen print poster.

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.
	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
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<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate industry standards of technical elements of Graphic Design

ART Develop and incorporate industry standards of technical elements of Graphic Design
 Visual Arts: Graphic Design - A.A.
 Degree Major (NIC)

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

Expected Outcome Performance: 70.0

ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions;
 Core ILOs 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 Define and use core concepts in 2D and 3D art
 Art - A.S. Degree
 Major

ART Define and use core concepts in 2D and 3D art
 Art - Certificate

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

Course Content

Lecture Content

The Role of Screen Print in the Arts (5 Hours)

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

Introduction to Hand-Made Templates (6 Hours)

- Health and safety in the screen print area
- Screens, fillers, touche, and masks
- Simple separations and mechanicals

Basic Printing (5 Hours)

- Screen set up
- Papers and inks
- Workflows and collaboration
- Registration

Photosensitive Processes (6 Hours)

- Emulsions and emulsion application
- Screen prep
- Calculating exposures
- Washing out

Hand-made Films (5 Hours)

- Methods producing hand-made films
- Creating halftones with a halftone screen

Digital Techniques (5 Hours)

- Digital vs traditional separations
- Troubleshooting digital separations
- Outputting films

Creating Original Screen Prints (13 Hours)

- Aesthetics and style in contemporary screen printing
- Commercial trends in screen printing
- Approaches to strong design
- Approaches to strong composition

- Approaches to strong color
- Troubleshooting
- Evaluating exhibition-quality work

Total hours: 45

Laboratory/Studio Content

Laboratory Hours are used to practice concepts and skills covered in lecture hours

The Role of Screen Print in the Arts (2 Hours)

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

Introduction to Hand-Made Templates (4 Hours)

- Health and safety in the screen print area
- Screens, fillers, touche, and masks
- Simple separations and mechanicals

Basic Printing (2 Hours)

- Screen set up
- Papers and inks
- Workflows and collaboration
- Registration

Photosensitive Processes (4 Hours)

- Emulsions and emulsion application
- Screen prep
- Calculating exposures
- Washing out

Hand-made Films (2.5 Hours)

- Methods producing hand-made films
- Creating halftones with a halftone screen

Digital Techniques (2.5 Hours)

- Digital vs traditional separations
- Troubleshooting digital separations
- Outputting films

Creating Original Screen Prints (10 Hours)

- Aesthetics and style in contemporary screen printing
- Commercial trends in screen printing
- Approaches to strong design
- Approaches to strong composition
- Approaches to strong color
- Troubleshooting
- Evaluating exhibition-quality work

Total hours: 27

Additional Information

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Is it possible this course will have a material fee?

No

I have contacted my library liaison (<https://campusguides.glendale.edu/faculty/liasons>):

Yes

What term(s) will this course be offered?

Spring

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

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

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