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Division	Arts & Sciences	Arts & Sciences	Arts & Sciences	Arts & Sciences	Arts & Sciences
Department	Art	Art	Art	Art	Art
Course	1	2	3	4	
ART-100A, Jewelry Making Techniques					
ART-101, Art Appreciation	X	X	X		
ART-115, Basic Design: Two Dimensional Design	X	X	X		
ART-117, Basic Design: Three Dimensional Composition	X	X	X		
ART-131, Drawing	X	X	X		
ART-119, Time-Based Art	X	X	X	X	
ART-120, Creativity/Ideation	X	X	X	X	
ART-121, Digital Tools			X	X	
ART-161, Photography I			X	X	
ART-162, Photography II			X	X	
ART-197, Gallery Design & Management	X	X	X		
ART-204, History of Art/Ancient Through Medieval		X			
ART-205, History of Art/Romanesque Through Baroque		X			
ART-206, History of Art/Enlightenment Through Contemporary		X			
ART-225, Computer Graphics I			X	X	
ART-226, Computer Graphics II			X	X	
ART-227, Computer Graphics III			X	X	
ART-232, Life Drawing (Figure Emphasis)	X	X	X		
ART-233, Drawing for Comics	X	X	X		
ART-250, Ceramics/Beginning		X			
ART-251, Ceramics/Hand-Building I		X			
ART-252, Ceramics/Wheel-Throwing I		X			
ART-253, Ceramics/Intermediate		X			
ART-254, Ceramics/Hand-Building I		X			
ART-255, Ceramics/Wheel-Throwing II		X			
ART-257, Metalsmithing/Jewelry					
ART-261, Photography III				X	
ART-262, Digital Photography & Photo Imaging			X	X	
ART-280, Art/CWE	X	X	X		
ART-281, Painting: Still Life/Beginning	X				
ART-282, Painting: The Figure/Beginning	X				
ART-283, Painting: Landscapes/Beginning	X				

ART-284, Painting: Still Life/Intermediate	X			
ART-285, Painting: The Figure/Intermediate	X			
ART-286, Painting: Landscapes/Intermediate	X			
ART-291, Sculpture	X		X	
ART-292, Sculpture (Figure Emphasis)	X		X	
ART-293, Sculpture (Metal Emphasis)	X		X	
ART-297, Professional Practices & Artist's Skills	X	X	X	
DMC-100, Introduction to Media Arts	X	X	X	X
DMC-104, Digital Video Editing			X	X
DMC-106, Animation & Motion Graphics I			X	X
DMC-107, Animation & Motion Graphics II			X	X
DMC-108, Animation & Motion Graphics III			X	X
DMC-109, Introduction to Stop Motion Animation			X	X
DMC-131, Interactive Design for Games				
DMC-132, Video Game 3D Modeling			X	
DMC-133, Introduction to Game Engines and Platforms (Beginning)				
DMC-205, Directing for Film & Video				X
DMC-221, Introduction to 2D Animation: Design & Techniques			X	
DMC-222, Advanced 2D Animation: Design & Techniques			X	X
DMC-230, Documentary Film Production			X	X
DMC-233, Game Engines & Platforms (Intermediate)				
DMC-264, Digital Filmmaking				X
DMC-265, Advanced Digital Filmmaking				X
DMC-280, DMC/CWE			X	X
DMC-291, DMC Portfolio Project I			X	X
DMC-292, DMC Portfolio Project II			X	X

Timestamp	RIF Grid Title (see attachment in email)	I agree with the 2021 RIF Grid as-is.	I agree with the 2021 RIF Grid with the following changes/updates:	First and Last Name:	Date
10/27/2021 13:13:19	Art RIF Grid 2021	Yes	I want to add I can teach Art 161, 162, 261, and 262. I've taught these classes before at other institutions or have work professionally with them. The rest is accurate. PLEASE ADD 3D MODELING FOR VIDEO GAMES TO MY SKILLSET	Nora Brodnicki	10/27/2021
10/27/2021 18:12:29	Art RIF Grid 2021	No (list changes/updates below)		mark devendorf	10/27/2021
11/3/2021 11:14:02	Art RIF Grid 2021	No (list changes/updates below)		THOMAS WASSON	11/3/2021