Design & Technology, Creative Arts SLO to PLO Alignment(No Results)_February 2017

CAN Program - Design & Technology, Creative Arts

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN Dept - Architecture

CAN ARCH 110   : Basic Architect Drawing

Drawing to scale: 1. Utilize appropriate tools and equipment for drafting interior spaces; create a set of drawings to scale of an interior space that meets the specifications and techniques of architectural drafting.

CAN ARCH 110   : Basic Architect Drawing

Floor Plan: 2. Prepare a basic floor plan for a residential interior that incorporates lettering, graphic and pictorial drawing techniques following industry's standards.

CAN ARCH 110   : Basic Architect Drawing

Furniture Arrangement: 3. Compile a color board and notebook to illustrate appropriate components of functional furniture arrangement to create a space for a particular lifestyle.

CAN Dept - Fashion Design

CAN FASH 100   : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 100   : Principles of Fashion Design

Color Harmony and Color Design Assignment: SLO 3. Demonstrate a knowledge of basic color theory (color wheel, color harmonies and terms) and be able to use and analyze color in the creation of original garment designs.

CAN FASH 100   : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

CAN FASH 110   : Beg. Clothing Construction

Sewing terminology: SLO 3. Understand terminology used for garment construction.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN FASH 111 : Techniques of Fit

Cause of ill-fitting garments: SLO 3. Analyze ill-fitting garments and pinpoint the cause.

CAN FASH 111 : Techniques of Fit

Terms and concepts:
SLO 4. Create a basic muslin sloper from which students can make a tag board sloper.

CAN FASH 113 : Textiles

Analyze and identify fabrics: SLO 3: Analyze and identify fabrics of unknown origin and be able to predict fabric performance based on knowledge of textile construction methods and fabric suitability for textile end use.

CAN FASH 115 : Int Clothing Construction

Garment construction: SLO. 2 Present a portfolio with various construction samples.

CAN FASH 116 : Tailoring

Pattern fitting and alterations: SLO 1.   Demonstrate sewing techniques required for suits and coats.

CAN FASH 116 : Tailoring

Tailored Garments: SLO 3. Identify appropriate fabric for jackets and coats.

CAN FASH 118 : Flat Pattern Design

Dart Manipulation Principles on Midterm: SLO 1. Demonstrate an understanding of the 2 flat pattern principles of dart manipulation and added fullness.

CAN FASH 118 : Flat Pattern Design

Draft patterns for notebook: SLO 2. Demonstrate how to draft a variety of patterns including many necklines, collars, sleeves, and skirts. Make these patterns each week in miniature or full scale and turn in for homework.

CAN FASH 118 : Flat Pattern Design

Original garment for final: SLO 3 Illustrate an understanding of the relationship between pattern drafts, construction techniques and finished garment design.

CAN FASH 122 : Advanced Tailoring

Pattern fitting and alterations: SLO 1.   Alter jacket patterns for personal fit.

CAN FASH 122 : Advanced Tailoring

Jacket Construction Using Traditional Tailoring Methods: SLO2. Construct a jacket or coat with the traditional method of tailoring.

CAN FASH 122 : Advanced Tailoring

Speed Tailored jacket: SLO3. Construct a jacket or coat using speed tailoring methods and applying fusible interfacing.

CAN FASH 123 : Intro to the Fashion Industry

Aspects of the apparel industry: SLO 1. Discuss information learned from readings, guest speakers and industry field trips.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN FASH 123 : Intro to the Fashion Industry

SF Apparel industry: SLO 2. Submit a current article that relates to the fashion industry.

CAN FASH 123 : Intro to the Fashion Industry

Jobs in apparel industry: SLO 3. Create a journal which includes apparel industry information.

CAN FASH 133 : Copying Ready-to-Wear

Test Muslin Garment: SLO 3Construct a muslin mock up to test the copied pattern.

CAN FASH 146 : Designer Techniques

Garments: SLO 1. Construct garments with unique details.

CAN FASH 146 : Designer Techniques

Garment Design: SLO 2. Understand how to change components of a garment for different designs.

CAN FASH 150 : History of Fashion

Historic influences on modern dress: SLO 2. Analyze modern dress in relation to historic dress and identify historic influences on modern dress.

CAN FASH 150 : History of Fashion

Attributes of non-western styles: SLO 3: Identify major styles of dress in Western history from ancient cultures to the 20th Century.

CAN FASH 151 : Fashion Merchandising

Market research: SLO 3. Students will compare the market by price points, quality, color and missed opportunities.

CAN FASH 151 : Fashion Merchandising

Production calendar: SLO 4. Students will create a production calendar that includes development start and completion.

CAN FASH 151 : Fashion Merchandising

Line development: SLO 5. Students will develop a line that includes costing and pricing strategies.

CAN FASH 151 : Fashion Merchandising

Merchandising calendar: SLO 6. Students will prepare a merchandising calendar that includes purchase order forms, color storyboards and forcasting.

CAN FASH 151 : Fashion Merchandising

SLO 1: Target Markets: SLO 1: Identify target markets and customer groups by segmentation strategies.

CAN FASH 151 : Fashion Merchandising

SLO 3: Domestic vs International Production: SLO 3: Demonstrate understanding of the advantages and disadvantages of domestic vs. international production.

CAN FASH 162 : Advanced Flat Pattern

Notebooks: SLO 1. Draft a variety of patterns using the principles of flat pattern: dart manipulation, added fullness and contouring to create the patterns. These notebooks will be turned 2 times during the semester.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN FASH 162 : Advanced Flat Pattern

Notebooks: SLO 1. Draft a variety of patterns using the principles of flat pattern: dart manipulation, added fullness and contouring to create the patterns. These notebooks will be turned 2 times during the semester.

CAN FASH 162 : Advanced Flat Pattern

Mid term: SLO 3. Explain basic concepts used in pattern making and demonstrate how these apply to pattern making.

CAN FASH 164 : Fashion Illustration

Textural Effect with Color Pencils: SLO 1 Use color pencils to create textural effects for the fashion figure.

CAN FASH 164 : Fashion Illustration

Proportional Illustrations: SLO 2. Use line to create proportional fashion illustrations.

CAN FASH 164 : Fashion Illustration

Dimensional Illustrations: SLO 2. Use line and shadow to create dimensional illustrations.

CAN FASH 164 : Fashion Illustration

Use of Watercolor: SLO 3.   Use watercolor to express mood and attitude in the fashion figure.

CAN FASH 166 : Fashion Entrepreneurship

Markets & Goals: SLO 1. Evaluate potential business markets and establish business goals.

CAN FASH 166 : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 168 : Fashion Draping

Original garment: SLO 3. Demonstrate an understanding of these principles and techniques through the creation of an original design.

CAN FASH 170 : French Pattern Drafting

test garmet: SLO 2. Sew a moulage test garment.

CAN FASH 171 : Pants Drafting

test garment: SLO 2 Make a muslin test garment of the basic pant draft

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN FASH 171 : Pants Drafting

test garment: SLO 2 Make a muslin test garment of the basic pant draft

CAN FASH 172 : Bustier

Test garment:
SLO 2. Select an appropriate pattern to make a test garment for fitting purposes.

CAN FASH 175 : Advanced Illustration

Technical Drawing Presentation Board: SLO 3: Create and use flats, specs and floats as technical drawing tools for fashion design.

CAN FASH 180 : Computerized Pattern Design

Use of computer equipment: SLO 2. Use the digitizer and plotter to accurately turn a paper pattern into a digital pattern.

CAN FASH 195 : Portfolio Development

Portfolio Organization: SLO 1. Choose the right materials, organization and formats for the portfolio

CAN FASH 196 : Intro. to the Costume Industry

Costume Shop Organization: SLO 2.Demonstrate knowledge of the organization of a professional costume shop.

CAN FASH 225 : Apparel Analysis

Style terminology: SLO 2. Identify common style terminology used in the fashion industry for garments, shoes and accessories

CAN FASH 225 : Apparel Analysis

Fabrics: SLO 3. Identify commonly used fabrics in the garment industry.

CAN FASH 226 : Visual Merchandising & Display

Components of store's environment: SLO 1: Define and explain the components of a store's visual and merchandising environment

CAN FASH 226 : Visual Merchandising & Display

Display fixtures and props: SLO 2: Compare and contrast the various display fixtures and props including usage and purpose.

CAN FASH 226 : Visual Merchandising & Display

Color: SLO 3: Apply principles of design and elements of color to the design, implementation and evaluation of window displays and in-store visual merchandising displays.

CAN FASH 226 : Visual Merchandising & Display

Analyze promotional activities: SLO 4: Critically analyze and assess current advertising and promotional activities

CAN FASH 228 : Fashion Show Production

Planning: SLO 1: Create a plan for a fashion show and use this plan as the blueprint for the event.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN FASH 680CD : Beginning Teen Sewing

Garments: SLO 4. The student will learn how to sew simple garments.

CAN Dept - Interior Design

CAN INTD 115   : Introduction Interior Design

wholesale design facilities: Become familiar with the local wholesale design facilities in San Francisco.

CAN INTD 115   : Introduction Interior Design

Design elements and principles: Apply basic principles and elements of design, which are the building blocks of any artistic field.

CAN INTD 115   : Introduction Interior Design

visual presentation: Develop and present a total visual presentation as a final project

CAN INTD 115   : Introduction Interior Design

career options: Learn about and understand the viable career options in interior design.

CAN INTD 126   : Critical Thinking for Interior Designers

critique and design process: An understanding of the method and importance of critique in the design process.

CAN INTD 126   : Critical Thinking for Interior Designers

oral presention of design: An ability to demonstrate their own design initiative through oral presentation.

CAN INTD 126   : Critical Thinking for Interior Designers

3D Models: The ability to present their own designs through 3-d models.

CAN INTD 128   : Presentation Techniques I

Oral and Visual Presentation: Students will develop professional confidence through oral and visual presentation in class

CAN INTD 128   : Presentation Techniques I

Sketchbook: Students will develop observational skills in the field through the use of the sketchbook,

CAN INTD 128   : Presentation Techniques I

Perspective drawings: Students will finish completed renderings using 1-point, 2-point, 3-point perspectives and paraline drawing through the use of black and white media

CAN INTD 128   : Presentation Techniques I

Hand drawings and Quick Sketches: Students will utilize hand-drawings and quick-sketches as a communication tool.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN INTD 129 : Presentation Techniques II

color renderings: Student will create finished color renderings through the use of various color media and line media.

CAN INTD 129 : Presentation Techniques II

hand-drawing: Student will utilize hand-drawings as a communication tool.

CAN INTD 129 : Presentation Techniques II

oral presentation: Student will develop professional confidence through oral and visual presentation in class.

CAN INTD 129 : Presentation Techniques II

observational skills: Student will improve observational skills in the field through the use of the sketchbook.

CAN INTD 148 : Color and Design

Color terminology, application and use: Understand and define basic color terminology and its appropriate application and use.

CAN INTD 148 : Color and Design

Impact of color: Describe the physical and psychological impact of color and its appropriate use to solve design problems.

CAN INTD 148 : Color and Design

Color Influence: Understand and apply the influence of history, culture, and the environment on the selection of color.

CAN INTD 150: History of Interiors I

Western Furniture Style Periods: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 150: History of Interiors I

Major Influences: Identify major influences and selected design motifs of ancient and selected other cultures used in furniture and interior design.

CAN INTD 150: History of Interiors I

Selected Style Periods: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 151: History of Interiors II

furniture style identification: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 151: History of Interiors II

style and design influences: Identify major influences and selected design motifs of characteristic of the period and selected global cultures used in furniture and interior design.

CAN INTD 151: History of Interiors II

style colors, motifs, fabric id: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN INTD 151: History of Interiors II

style colors, motifs, fabric id: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 175: Residential Design

Analyze-Evaluate: Use basic principles of spatial layout and furniture planning to create functional and well designed space plans using architectural drafting skills that successfully meet the needs of the client's program

CAN INTD 175: Residential Design

Sustainability concepts: Apply knowledge of sustainability and environmental design concepts into space plans.

CAN INTD 175: Residential Design

Special Needs: Use knowledge of universal and accessible design and incorporate these design concepts into their space plans,

CAN INTD 175: Residential Design

Client Needs: SLO 5 - Select appropriate colors and materials for a residential environment based on client needs

CAN INTD 250 : Professional Practices

Wholesale Facilities: Become familiar with the San Francisco Design Center, our local wholesale facility.

CAN INTD 250 : Professional Practices

Paperwork: Be able to complete the specific paperwork and contract documents required for obtaining wholesale products

CAN INTD 250 : Professional Practices

Business Plan: Prepare a business plan: a guide to setting up a specific design practice.

CAN INTD 260 : Overview of Lighting Design

Lighting Terminology: Become familiar with the language of lighting including technical terms, trade names, product types, and language in lighting codes

CAN INTD 260 : Overview of Lighting Design

Fixtures: Specify appropriate lamping and fixtures for application to interior needs; recognizing quality lighting in architectural spaces, and developing a knowledge base for how it is accomplished

CAN INTD 260 : Overview of Lighting Design

Lighting concepts communication: Develop lighting concepts, draft lighting plans, select fixtures and package lighting specifications

CAN INTD 270 : Kitchen Design

NKBA: Student will learn, understand, and apply the current NKBA Kitchen Planning Guidelines.

CAN INTD 270 : Kitchen Design

Measurements: Student will become proficient at measuring and reporting existing measurements and conditions of kitchen space and client needs.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN INTD 270 : Kitchen Design

Drawings: Design and produce working drawings of a kitchen space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 271 : Bath Design

Measuring-Reporting: Student will be proficient at measuring and reporting existing measurements and conditions of bath spaces and client needs.

CAN INTD 271 : Bath Design

Working Drawings: Student will design and produce working drawings of a bath space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 276 : Advanced Kitchen and Bath

Kitchen Drawings: SLO1: Develop a set of technical and construction drawings for a kitchen according to NKBA Planning and Drawing Guidelines

CAN INTD 276 : Advanced Kitchen and Bath

Bathroom Drawings: Develop a set of technical and construction drawings for a bathroom according to NKBA Planning and Drawing Guidelines

CAN INTD 276 : Advanced Kitchen and Bath

Mgmt & Scheduling: SLO3: Apply the process of project management and scheduling to a kitchen or bath project

CAN INTD 340 : Furn, Casework & Detailing

Cabinetry and furniture construction: Develop an understanding of basic cabinetry, furniture, and interior detail drawing skills and techniques for fabrication purposes.

CAN INTD 340 : Furn, Casework & Detailing

Workable Drawings: Transform creative design concepts and sketches into workable interior details and casework drawings

CAN INTD 340 : Furn, Casework & Detailing

Procedures & Requirements: Compare and contrast construction procedures, industry standards, and manufacturers? fabrication requirements

CAN INTD 350 : Commercial Design

Commercial space planning: Demonstrate an understanding of the application of the design process, codes, and techniques in commercial spaces

CAN INTD 350 : Commercial Design

Cost, sustainable products: Analyze cost effectiveness of sustainable products and materials

CAN INTD 350 : Commercial Design

Commercial design project: Create a commercial design project in a collaborative environment

CAN INTD 356 : Resident/Commercial Construct.

Building Construction systems: Evaluate and specify basic construction systems and how they relate to interior planning and design;

CAN INTD 356 : Resident/Commercial Construct.

Codes and standards: Demonstrate basic knowledge of state and local building codes and standards and how local municipal building and planning departments implement

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN INTD 356 : Resident/Commercial Construct.

these codes and standards.

CAN INTD 356 : Resident/Commercial Construct.

Construction problem solving: Ability to solve practical problems in new construction and remodeling projects pertaining to building systems.

CAN INTD 360 : CAD Apps For Interior Design

Software: Create and modify a set of architectural drawings for an interior project utilizing AutoCAD software

CAN INTD 360 : CAD Apps For Interior Design

Proficiency: Edit and manage an AutoCAD drawing database

CAN INTD 360 : CAD Apps For Interior Design

Design Plans: Use AutoCad graphics as a basic communication tool for expressing ideas and developing design plans

CAN INTD 400 : Green/Sustainable Design Concepts

Identify Materials: Identify and specify sustainable materials and finishes for a design project

CAN INTD 400 : Green/Sustainable Design Concepts

Environmentally Responsible: Students will provide information about materials and educate clients on environmentally responsible design and products

CAN INTD 400 : Green/Sustainable Design Concepts

Resources: Locate resources for environmentally responsible products and materials

CAN INTD 401 : Sustainability and Energy-Efficient Homes

Energy Assessment: Perform an energy assessment of a residential space

CAN INTD 401 : Sustainability and Energy-Efficient Homes

Energy Efficient Strategies: Propose energy efficient strategies for a selected residence

CAN INTD 450 : Materials and Finishes

appropriate material selection: Evaluate and select appropriate materials for a design solution based on client needs

CAN INTD 450 : Materials and Finishes

fabric id: Identify fabric and fabric construction methods for interiors use

CAN INTD 450 : Materials and Finishes

other material id: Identify selected other materials than fabric for interior spaces based on client needs

CAN INTD 450 : Materials and Finishes

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN INTD 450   : Materials and Finishes

Lifecycle and environmental impact: Evaluate selected materials for their lifecycle and environmental impact

CAN Dept - Multimedia Art & Technology

CAN MART 314   : Introduction to Comp. Graphics

Raster v Vector images: Students will be able to evaluate the differences between Raster and Vector images by describing one advantage and one disadvantage of Raster and Vector creation software.

CAN MART 314   : Introduction to Comp. Graphics

Native v Standard file: Students will be able to compare and contrast the difference between a Native File Format and a Standard File Format

CAN MART 314   : Introduction to Comp. Graphics

Graphic Designs: Students will be able to describe and defend their definition of six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm

CAN MART 361: Digital Video

analog and digital video formats: Compare analog video and digital video formats

CAN MART 362   : Digital Photography I

native file/standar file format: Students will be able to compare and contrast the difference between a Native File Format and a Standar File Format

CAN MART 362   : Digital Photography I

photographic images: Students will be able to discuss and defend their photographic images using critical thinking and technical ability.

CAN MART 365   : Photographic Retouching/Restor

retouching process: Describe six steps in the retouching process.

CAN MART 365   : Photographic Retouching/Restor

previsualization: Define Previsualization and it's importance in the retouching process

CAN MART 368   : Web Design I

compare: The student will compare and contrast well designed web sites from an aesthetic point of view and apply these concepts to their own projects.

CAN MART 373   : Digital Audio I

workstation: Students will be able to identify the major components of a digital audio workstation.

CAN MART 376   : Digital Imaging I

Color Spaces: Students will be able to compare and contrast the basic properties of RGB, CMYK and WEB color spaces

CAN MART 378   : Digital Page Layout

Grids: Define and describe the importance of Grids.

Develop the ability to communicate design concepts clearly and concisely (i.e. visual, oral, and written)

CAN MART 378 : Digital Page Layout

CAN MART 405 : Storyboard Dev. for Anim./Inte

storyboard samples: Students will analyze and deconstruct existing storyboard samples.

CAN MART 418 : History of Animation

analized short animated films: The students will identify and analyze short and feature-length animated films in terms of style, historical significance and technical merit.

CAN MART 418 : History of Animation

technological animation and aesthetic style: The students recognize, examine and outline the important milestones in the history of animation both in terms of technological innovation and aesthetic style.

CAN MART 418 : History of Animation

animation styles and historical periods: The students will compare and describe the differences and similarities between animation styles and historical periods.

CAN MART 422: Introduction to Rigging

Evaluate Readiness: SLO2: Demonstrate the ability to evaluate the readiness of a model for rigging

Understand the elements and principles of design through discipline specific implementation.

CAN Dept - Architecture

CAN ARCH 110 : Basic Architect Drawing

Drawing to scale: 1. Utilize appropriate tools and equipment for drafting interior spaces; create a set of drawings to scale of an interior space that meets the specifications and techniques of architectural drafting.

CAN ARCH 110 : Basic Architect Drawing

Floor Plan: 2. Prepare a basic floor plan for a residential interior that incorporates lettering, graphic and pictorial drawing techniques following industry's standards.

CAN ARCH 110 : Basic Architect Drawing

Furniture Arrangement: 3. Compile a color board and notebook to illustrate appropriate components of functional furniture arrangement to create a space for a particular lifestyle.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Color Harmony and Color Design Assignment: SLO 3. Demonstrate a knowledge of basic color theory (color wheel, color harmonies and terms) and be able to use and analyze color in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

CAN FASH 115 : Int Clothing Construction

Garment construction: SLO. 2 Present a portfolio with various construction samples.

CAN FASH 116 : Tailoring

Pattern fitting and alterations: SLO 1.   Demonstrate sewing techniques required for suits and coats.

CAN FASH 118 : Flat Pattern Design

Draft patterns for notebook: SLO 2. Demonstrate how to draft a variety of patterns including many necklines, collars, sleeves, and skirts. Make these patterns each week in miniature or full scale and turn in for homework.

CAN FASH 118 : Flat Pattern Design

Original garment for final: SLO 3 Illustrate an understanding of the relationship between pattern drafts, construction techniques and finished garment design.

CAN FASH 122 : Advanced Tailoring

Understand the elements and principles of design through discipline specific implementation.

CAN FASH 122 : Advanced Tailoring

Jacket Construction Using Traditional Tailoring Methods: SLO2. Construct a jacket or coat with the traditional method of tailoring.

CAN FASH 132 : Trouser Construction

Garment Construction: SLO 2. Design and construct a pant using techniques learned in class.

CAN FASH 146 : Designer Techniques

Garments: SLO 1. Construct garments with unique details.

CAN FASH 150 : History of Fashion

Historic influences on modern dress: SLO 2. Analyze modern dress in relation to historic dress and identify historic influences on modern dress.

CAN FASH 150 : History of Fashion

Attributes of non-western styles: SLO 3: Identify major styles of dress in Western history from ancient cultures to the 20th Century.

CAN FASH 150 : History of Fashion

Styles of dress: SLO 1.Recognize the unique attributes of particular non-western or folk styles of dress.

CAN FASH 162 : Advanced Flat Pattern

Notebooks: SLO 1. Draft a variety of patterns using the principles of flat pattern: dart manipulation, added fullness and contouring to create the patterns. These notebooks will be turned 2 times during the semester.

CAN FASH 162 : Advanced Flat Pattern

Presentation Boards: SLO 2. Create presentation boards

CAN FASH 164 : Fashion Illustration

Textural Effect with Color Pencils: SLO 1 Use color pencils to create textural effects for the fashion figure.

CAN FASH 164 : Fashion Illustration

Proportional Illustrations: SLO 2. Use line to create proportional fashion illustrations.

CAN FASH 168 : Fashion Draping

Design principles: SLO 2. Identify and apply the design principles and techniques necessary for the draping process.

CAN FASH 172 : Bustier

Appropriate Materials: SLO 1. Select an appropriate fashion fabric and complete a finished bustier using coutil, flannel, boning, waist stays, etc.

CAN FASH 173 : Lingerie Design & Construction

Aropriate fabrics: LO 1.Analyze the fabric choices available to create lingerie.

CAN FASH 175 : Advanced Illustration

Understand the elements and principles of design through discipline specific implementation.

CAN FASH 175 : Advanced Illustration

Rendering techniques and Media: SLO 1: Use Advanced rendering techniques and media to create original fashion illustrations focusing on attitude, flair, movement and a personal drawing style.

CAN FASH 195 : Portfolio Development

Portfolio layout techniques: SLO 3. Understand how to customize and target a portfolio.

CAN FASH 196 : Intro. to the Costume Industry

Character research and costume design: SLO 3. Demonstrate the ability to research a character and create an appropriate costume design for that character.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Identify Historic Periods: SLO 2. Identify styles of different historic periods

CAN FASH 199 : Costuming for Theatrical Prod.

Play script: SLO 2: Learn how to read a script and analyze the characters and setting of a play in order to be able to design costumes for that play.

CAN FASH 225 : Apparel Analysis

Stitch types, seams and edge treatments: SLO 1. Compare the advantages and disadvantages of various stitch types, seams and edge treatments used in the apparel industry, and evaluate their differences in terms of price points and quality in the final garment.

CAN FASH 226 : Visual Merchandising & Display

Components of store's environment: SLO 1: Define and explain the components of a store's visual and merchandising environment

CAN FASH 226 : Visual Merchandising & Display

Display fixtures and props: SLO 2: Compare and contrast the various display fixtures and props including usage and purpose.

CAN FASH 226 : Visual Merchandising & Display

Color: SLO 3: Apply principles of design and elements of color to the design, implementation and evaluation of window displays and in-store visual merchandising displays.

CAN FASH 228 : Fashion Show Production

Choregraph models: SLO 4. Students will demonstrate the ability to choreograph and stage a fashion show.

CAN FASH 680CD : Beginning Teen Sewing

Introduction to fabrics and patterns: SLO 2. The student will be introduced to fabrics, both knits and wovens, and to the language of patterns.

CAN Dept - Interior Design

CAN INTD 115 : Introduction Interior Design

Understand the elements and principles of design through discipline specific implementation.

CAN INTD 115 : Introduction Interior Design

wholesale design facilities: Become familiar with the local wholesale design facilities in San Francisco.

CAN INTD 115 : Introduction Interior Design

Design elements and principles: Apply basic principles and elements of design, which are the building blocks of any artistic field.

CAN INTD 115 : Introduction Interior Design

visual presentation: Develop and present a total visual presentation as a final project

CAN INTD 126 : Critical Thinking for Interior Designers

critique and design process: An understanding of the method and importance of critique in the design process.

CAN INTD 126 : Critical Thinking for Interior Designers

oral presention of design: An ability to demonstrate their own design initiative through oral presentation.

CAN INTD 126 : Critical Thinking for Interior Designers

3D Models: The ability to present their own designs through 3-d models.

CAN INTD 128 : Presentation Techniques I

Oral and Visual Presentation: Students will develop professional confidence through oral and visual presentation in class

CAN INTD 128 : Presentation Techniques I

Sketchbook: Students will develop observational skills in the field through the use of the sketchbook,

CAN INTD 128 : Presentation Techniques I

Perspective drawings: Students will finish completed renderings using 1-point, 2-point, 3-point perspectives and paraline drawing through the use of black and white media

CAN INTD 128 : Presentation Techniques I

Hand drawings and Quick Sketches: Students will utilize hand-drawings and quick-sketches as a communication tool.

CAN INTD 129 : Presentation Techniques II

color renderings: Student will create finished color renderings through the use of various color media and line media.

CAN INTD 129 : Presentation Techniques II

hand-drawing: Student will utilize hand-drawings as a communication tool.

CAN INTD 129 : Presentation Techniques II

Understand the elements and principles of design through discipline specific implementation.

CAN INTD 129   : Presentation Techniques II

oral presentation: Student will develop professional confidence through oral and visual presentation in class.

CAN INTD 129   : Presentation Techniques II

observational skills: Student will improve observational skills in the field through the use of the sketchbook.

CAN INTD 148   : Color and Design

Color terminology, application and use: Understand and define basic color terminology and its appropriate application and use.

CAN INTD 148   : Color and Design

Impact of color: Describe the physical and psychological impact of color and its appropriate use to solve design problems.

CAN INTD 148   : Color and Design

Color Influence: Understand and apply the influence of history, culture, and the environment on the selection of color.

CAN INTD 150: History of Interiors I

Western Furniture Style Periods: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 150: History of Interiors I

Major Influences: Identify major influences and selected design motifs of ancient and selected other cultures used in furniture and interior design.

CAN INTD 150: History of Interiors I

Selected Style Periods: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 151: History of Interiors II

furniture style identification: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 151: History of Interiors II

style and design influences: Identify major influences and selected design motifs of characteristic of the period and selected global cultures used in furniture and interior design.

CAN INTD 151: History of Interiors II

style colors, motifs, fabric id: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 175: Residential Design

Analyze-Evaluate: Use basic principles of spatial layout and furniture planning to create functional and well designed space plans using architectural drafting skills that successfully meet the needs of the client's program

CAN INTD 175: Residential Design

Sustainability concepts: Apply knowledge of sustainability and environmental design concepts into space plans.

Understand the elements and principles of design through discipline specific implementation.

CAN INTD 175: Residential Design

Sustainability concepts: Apply knowledge of sustainability and environmental design concepts into space plans.

CAN INTD 175: Residential Design

Special Needs: Use knowledge of universal and accessible design and incorporate these design concepts into their space plans,

CAN INTD 175: Residential Design

Client Needs: SLO 5 - Select appropriate colors and materials for a residential environment based on client needs

CAN INTD 260   : Overview of Lighting Design

Lighting Terminology: Become familiar with the language of lighting including technical terms, trade names, product types, and language in lighting codes

CAN INTD 260   : Overview of Lighting Design

Fixtures: Specify appropriate lamping and fixtures for application to interior needs; recognizing quality lighting in architectural spaces, and developing a knowledge base for how it is accomplished

CAN INTD 260   : Overview of Lighting Design

Lighting concepts communication: Develop lighting concepts, draft lighting plans, select fixtures and package lighting specifications

CAN INTD 270   : Kitchen Design

NKBA: Student will learn, understand, and apply the current NKBA Kitchen Planning Guidelines.

CAN INTD 270   : Kitchen Design

Measurements: Student will become proficient at measuring and reporting existing measurements and conditions of kitchen space and client needs.

CAN INTD 270   : Kitchen Design

Drawings: Design and produce working drawings of a kitchen space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 271   : Bath Design

Measuring-Reporting: Student will be proficient at measuring and reporting existing measurements and conditions of bath spaces and client needs.

CAN INTD 271   : Bath Design

Working Drawings: Student will design and produce working drawings of a bath space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 276   : Advanced Kitchen and Bath

Kitchen Drawings: SLO1: Develop a set of technical and construction drawings for a kitchen according to NKBA Planning and Drawing Guidelines

CAN INTD 276   : Advanced Kitchen and Bath

Bathroom Drawings: Develop a set of technical and construction drawings for a bathroom according to NKBA Planning and Drawing Guidelines

CAN INTD 340   : Furn, Casework & Detailing

Cabinetry and furniture construction: Develop an understanding of basic cabinetry, furniture, and interior detail drawing skills and techniques for fabrication purposes.

Understand the elements and principles of design through discipline specific implementation.

CAN INTD 340 : Furn, Casework & Detailing

Cabinetry and furniture construction: Develop an understanding of basic cabinetry, furniture, and interior detail drawing skills and techniques for fabrication purposes.

CAN INTD 340 : Furn, Casework & Detailing

Workable Drawings: Transform creative design concepts and sketches into workable interior details and casework drawings

CAN INTD 350 : Commercial Design

Commercial space planning: Demonstrate an understanding of the application of the design process, codes, and techniques in commercial spaces

CAN INTD 350 : Commercial Design

Cost, sustainable products: Analyze cost effectiveness of sustainable products and materials

CAN INTD 350 : Commercial Design

Commercial design project: Create a commercial design project in a collaborative environment

CAN INTD 356 : Resident/Commercial Construct.

Building Construction systems: Evaluate and specify basic construction systems and how they
relate to interior planning and design;

CAN INTD 356 : Resident/Commercial Construct.

Codes and standards: Demonstrate basic knowledge of state and local building codes and standards and how local municipal building and planning departments implement these codes and standards.

CAN INTD 360 : CAD Apps For Interior Design

Software: Create and modify a set of architectural drawings for an interior project utilizing AutoCAD software

CAN INTD 360 : CAD Apps For Interior Design

Proficiency: Edit and manage an AutoCAD drawing database

CAN INTD 360 : CAD Apps For Interior Design

Design Plans: Use AutoCad graphics as a basic communication tool for expressing ideas and developing design plans

CAN INTD 400 : Green/Sustainable Design Concepts

Identify Materials: Identify and specify sustainable materials and finishes for a design project

CAN INTD 400 : Green/Sustainable Design Concepts

Environmentally Responsible: Students will provide information about materials and educate clients on environmentally responsible design and products

CAN INTD 401 : Sustainability and Energy-Efficient Homes

Energy Assessment: Perform an energy assessment of a residential space

Understand the elements and principles of design through discipline specific implementation.

CAN INTD 450   : Materials and Finishes

fabric id: Identify fabric and fabric construction methods for interiors use

CAN Dept - Multimedia Art & Technology

CAN MART 314   : Introduction to Comp. Graphics

Graphic Designs: Students will be able to describe and defend their definition of six Graphic Design Principles; Balance, Proximity, Alignment, Unity, Emphasis and Rhythm

CAN MART 325   : Digital Painting

aesthetic characteristics: Define the aesthetic characteristics associated with digital painting.

CAN MART 325   : Digital Painting

image created digitally.: Compare and contrast RGB and CYMK color space comparing ink output from the image created digitally.

CAN MART 361: Digital Video

transitions and editing techniques: Describe the use of specific transitions and editing techniques

CAN MART 362   : Digital Photography I

digital imaging: Students will be able to learn critical thinking, visual aquity, and technical proficiency with digital imaging

CAN MART 363   : Digital Photography II

use of multiple Light room: Assess the use of multiple Light room or other asset management libraries and catalogs for efficient workflow

CAN MART 378   : Digital Page Layout

Placeholder Text: Define Placeholder Text, where it can be found and why it is used.

CAN MART 379   : Digital Animation I: Flash

vector and raster graphics: Students will learn the differences between vector and raster graphics and the advantages of using each.

CAN MART 380   : Digital Animation II: Flash

basic principles of animation: The students will be able to identify and illustrate the 12 basic principles of animation as they apply to the production of an animated short in a 2D digital program.

CAN MART 405   : Storyboard Dev. for Anim./Inte

translating a script: Students will learn the process of translating a script or idea into visual form.

CAN MART 405   : Storyboard Dev. for Anim./Inte

composition: Students will demonstrate an understanding of composition and how to visually alter its tone through the use of framing, shading and perspective.

Understand the elements and principles of design through discipline specific implementation.

CAN MART 417: Principles of Animation	
Timing and spacing: The student will be able to apply the concepts of timing and spacing to an animated sequence.	
CAN MART 421 : 3D Modeling and Animation II	
imagery in 3D: The student will learn the process of telling a story and creating its imagery in 3D	
CAN MART 430 : 3D Character Creation & Animat	
ball shapes: Students will animate three bouncing ball shapes demonstrating different physical properties: a rubber ball, a bowling ball, and a balloon	
CAN MART 430 : 3D Character Creation & Animat	
soundtrack.: Students will create a character performance synchronized to an audio soundtrack.	
CAN MART 431 : Special Effects & Compo. in 3D	
images: Students will be able to combine images from 2D and 3D sources from various media.	
CAN MART 432 : 3D Environments & Hard S. Mod.	
3D Hard Surface Modeling: The student will learn the approach to 3D Hard Surface Modeling	
CAN MART 680CG : 3D Spatial Visualization	
Identify: Identify Isometric drawings and Coded Plans	
CAN MART 680CG : 3D Spatial Visualization	
Isometric drawings: Create Isometric drawings from given coded plans	

Develop competitive industry standard skills in the respective fields.

CAN Dept - Architecture

CAN ARCH 110 : Basic Architect Drawing

Drawing to scale: 1. Utilize appropriate tools and equipment for drafting interior spaces; create a set of drawings to scale of an interior space that meets the specifications and techniques of architectural drafting.

CAN ARCH 110 : Basic Architect Drawing

Floor Plan: 2. Prepare a basic floor plan for a residential interior that incorporates lettering, graphic and pictorial drawing techniques following industry's standards.

CAN ARCH 110 : Basic Architect Drawing

Furniture Arrangement: 3. Compile a color board and notebook to illustrate appropriate components of functional furniture arrangement to create a space for a particular lifestyle.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Color Harmony and Color Design Assignment: SLO 3. Demonstrate a knowledge of basic color theory (color wheel, color harmonies and terms) and be able to use and analyze color in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

CAN FASH 110 : Beg. Clothing Construction

Notebook w/samples: SLO 2. Complete construction techniques demonstrated in sample form.

CAN FASH 110 : Beg. Clothing Construction

Sewing terminology: SLO 3. Understand terminology used for garment construction.

CAN FASH 110 : Beg. Clothing Construction

Garment evaluation: SLO 1.   Construct various garments during the semester.

CAN FASH 111 : Techniques of Fit

Seam allowance method for altering patterns: SLO 1. Define terms and concepts involved in Techniques of Fit.

CAN FASH 111 : Techniques of Fit

Tag board sloper: SLO 2.Demonstrate an understanding of the seam allowance and slash & spread methods of altering patterns to be presented in a notebook.

Develop competitive industry standard skills in the respective fields.

CAN FASH 111 : Techniques of Fit

Cause of ill-fitting garments: SLO 3. Analyze ill-fitting garments and pinpoint the cause.

CAN FASH 113 : Textiles

Demonstrate knowledge of fibers,yarns and fabrics.: SLO 1. Identify and demonstrate knowledge of the performance of fibers, yarns and fabics.

CAN FASH 113 : Textiles

Define basic weave structures: SLO 2: Execute and define basic weave structures, and identify fabric swatches using those structures.

CAN FASH 113 : Textiles

Analyze and identify fabrics: SLO 3: Analyze and identify fabrics of unknown origin and be able to predict fabric performance based on knowledge of textile construction methods and fabric suitability for textile end use.

CAN FASH 115 : Int Clothing Construction

Sample evaluation: SLO 1. Construct a variety of techniques as taught in the class.

CAN FASH 115 : Int Clothing Construction

Mid Term: SLO 3: Sew 2 garments demonstrating use of pattern, fabric, proper seams, construction details as well as good fit. construct garments demonstrating the use of patterns, fabrics, construction details and fitting techniques.

CAN FASH 116 : Tailoring

Pattern fitting and alterations: SLO 1.   Demonstrate sewing techniques required for suits and coats.

CAN FASH 116 : Tailoring

Samples: SLO 2. Analyze methods of pattern alteration for proper fit.

CAN FASH 116 : Tailoring

Tailored Garments: SLO 3. Identify appropriate fabric for jackets and coats.

CAN FASH 118 : Flat Pattern Design

Dart Manipulation Principles on Midterm: SLO 1. Demonstrate an understanding of the 2 flat pattern principles of dart manipulation and added fullness.

CAN FASH 118 : Flat Pattern Design

Draft patterns for notebook: SLO 2. Demonstrate how to draft a variety of patterns including many necklines, collars, sleeves, and skirts. Make these patterns each week in miniature or full scale and turn in for homework.

CAN FASH 118 : Flat Pattern Design

Original garment for final: SLO 3 Illustrate an understanding of the relationship between pattern drafts, construction techniques and finished garment design.

CAN FASH 122 : Advanced Tailoring

Pattern fitting and alterations: SLO 1.   Alter jacket patterns for personal fit.

Develop competitive industry standard skills in the respective fields.

CAN FASH 122   : Advanced Tailoring

Jacket Construction Using Traditional Tailoring Methods: SLO2. Construct a jacket or coat with the traditional method of tailoring.

CAN FASH 123   : Intro to the Fashion Industry

Aspects of the apparel industry: SLO 1. Discuss information learned from readings, guest speakers and industry field trips.

CAN FASH 123   : Intro to the Fashion Industry

SF Apparel industry: SLO 2. Submit a current article that relates to the fashion industry.

CAN FASH 123   : Intro to the Fashion Industry

Jobs in apparel industry: SLO 3. Create a journal which includes apparel industry information.

CAN FASH 132   : Trouser Construction

pants construction techniques: SLO 1. Understand the various techniques and sequences appropriate for pant construction.

CAN FASH 132   : Trouser Construction

Garment Construction: SLO 2. Design and construct a pant using techniques learned in class.

CAN FASH 133   : Copying Ready-to-Wear

analysis of ready-to-wear garment: SLO 1. Identify and analyze how various elements on a pattern are generated from an existing garment.

CAN FASH 133   : Copying Ready-to-Wear

rub-off technique: SLO 2. Explain the process of how fabric grain functions in determining how individual pieces of the garment are drafted.

CAN FASH 133   : Copying Ready-to-Wear

Test Muslin Garment: SLO 3Construct a muslin mock up to test the copied pattern.

CAN FASH 134   : Beginning Millinery

Basic Millinery Design: SLO 1. Identify the various elements of the basic millinery design.

CAN FASH 134   : Beginning Millinery

Construction Techniques: SLO 2. Prepare basic hat blocking and construction techniques.

CAN FASH 140   : Basic Serging

Proper Applications: SLO. 2 Select proper tension and stitch formation for a variety of fabrics, threads and both practical and decorative applications.

CAN FASH 140   : Basic Serging

Serger Maintenance: SLO 3. Understand the steps included in serger maintenance.

CAN FASH 140   : Basic Serging

Skills: SLO 1. Demonstrate basic serging skills that include threading, tension adjustment and proper selection of basic seam and edge finishes.

Develop competitive industry standard skills in the respective fields.

CAN FASH 146 : Designer Techniques

Garments: SLO 1. Construct garments with unique details.

CAN FASH 146 : Designer Techniques

Design Ideas: SLO 3: Research new design ideas for creating garments.

CAN FASH 151 : Fashion Merchandising

Market research: SLO 3. Students will compare the market by price points, quality, color and missed opportunities.

CAN FASH 151 : Fashion Merchandising

Production calendar: SLO 4. Students will create a production calendar that includes development start and completion.

CAN FASH 151 : Fashion Merchandising

Line development: SLO 5. Students will develop a line that includes costing and pricing strategies.

CAN FASH 151 : Fashion Merchandising

Merchandising calendar: SLO 6. Students will prepare a merchandising calendar that includes purchase order forms, color storyboards and forcasting.

CAN FASH 151 : Fashion Merchandising

SLO 1: Target Markets: SLO 1: Identify target markets and customer groups by segmentation strategies.

CAN FASH 151 : Fashion Merchandising

SLO 2: Costing and Pricing: SLO 2: Analyze and understand costing and pricing strategies as they relate to apparel companies.

CAN FASH 162 : Advanced Flat Pattern

Presentation Boards: SLO 2. Create presentation boards

CAN FASH 162 : Advanced Flat Pattern

SLO4: Garment/Pattern: SLO 4: Make the pattern for 2 original garments

CAN FASH 163 : Pattern Grading

Grading Techniques: SLO 1. Demonstrate the ability to grade patterns into multiple sizes using manual techniques.

CAN FASH 163 : Pattern Grading

Grade Rule Charts: SLO 2. Create a grading chart that represents how patterns grow from size to size.

CAN FASH 163 : Pattern Grading

Identify Size Ranges: SLO 3. Identify and evaluate different size ranges and the body type that is appropriate for each size range.

CAN FASH 164 : Fashion Illustration

Dimensional Illustrations: SLO 2. Use line and shadow to create dimensional illustrations.

Develop competitive industry standard skills in the respective fields.

CAN FASH 164   : Fashion Illustration

Dimensional Illustrations: SLO 2. Use line and shadow to create dimensional illustrations.

CAN FASH 164   : Fashion Illustration

Use of Watercolor: SLO 3.   Use watercolor to express mood and attitude in the fashion figure.

CAN FASH 166   : Fashion Entrepreneurship

Target Group Business Plan: SLO 2. Define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 166   : Fashion Entrepreneurship

Promoting/Pricing: SLO 3. Compare and contrast methods used for promoting and pricing goods and services.

CAN FASH 166   : Fashion Entrepreneurship

Record Keeping: SLO 4. Set up methods of record keeping used for fashion-based businesses.

CAN FASH 166   : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 167   : The Custom Dress Form

Shaping dress form to measurements: SLO 1: Demonstrate their ability to create a custom fitted form by accurately shaping a dress form to their measurements

CAN FASH 167   : The Custom Dress Form

Taking prper measurements: SLO 2 Take proper measurements in order to create an accurate fit in their dress form.

CAN FASH 168   : Fashion Draping

Fabric grain: SLO 1. Evaluate fabric grain and its affect on the hang of the garment.

CAN FASH 170   : French Pattern Drafting

create accurate moulage: SLO 1. Demonstrate the ability to draft a moulage draft based on body measurement calculations.

CAN FASH 171   : Pants Drafting

measurement calculations: SLO 1. Demonstrate the ability to take proper measurements and make the necessary calculations specific to the pant draft.

CAN FASH 172   : Bustier

Test garment:
SLO 2. Select an appropriate pattern to make a test garment for fitting purposes.

CAN FASH 173   : Lingerie Design & Construction

Develop competitive industry standard skills in the respective fields.

CAN FASH 173 : Lingerie Design & Construction

Construction techniques: SLO 2. Identify the construction techniques specific to lingerie.

CAN FASH 173 : Lingerie Design & Construction

Appropriate Tools: SLO 3.Implement the appropriate tools for lingerie construction

CAN FASH 175 : Advanced Illustration

Rendering techniques and Media: SLO 1: Use Advanced rendering techniques and media to create original fashion illustrations focusing on attitude, flair, movement and a personal drawing style.

CAN FASH 175 : Advanced Illustration

Fashion Ad Assignment and Ad Analysis Sheet: SLO 2: Draw and use the fashion figure as an advertising and communicative tool for fashion design.

CAN FASH 175 : Advanced Illustration

Technical Drawing Presentation Board: SLO 3: Create and use flats, specs and floats as technical drawing tools for fashion design.

CAN FASH 178 : Computerized Pattern Grading

Library of graded sizes: SLO 1: Utilize the PAD System to create a library of graded sizes for men and women.

CAN FASH 178 : Computerized Pattern Grading

Grade patterns: SLO 2: Utilize PAD system to grade a variety of pattern styles into multiple sizes, including tops, skirts, pants, and men's wear.

CAN FASH 180 : Computerized Pattern Design

PAD software commands: SLO 1. Accurately identify PAD software commands that relate to pattern making, and determine which command is appropriate for various pattern making operations

CAN FASH 180 : Computerized Pattern Design

Use of computer equipment: SLO 2. Use the digitizer and plotter to accurately turn a paper pattern into a digital pattern.

CAN FASH 180 : Computerized Pattern Design

Use of software: SLO 3. Effectively use the PAD software to create original, digital patterns for designs.

CAN FASH 195 : Portfolio Development

Purpose of the Portfolio: SLO 2. Understand the purpose of the portfolio in fashion design and job search.

CAN FASH 196 : Intro. to the Costume Industry

Areas of Interest in a Costume Shop: SLO 1. Identify areas of personal interest and expertise in the costume industry and make contact with professional within the local costume industry.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Create Pattern: SLO 1. Apply Flat Pattern techniques to create a pattern for a design from different historic periods, including the Renaissance, Baroque and 19th centuries.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Develop competitive industry standard skills in the respective fields.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Draping: SLO3. Apply Draping techniques to create a pattern for a design from different historic periods, including the Renanissance Baroque and 19th centuries.

CAN FASH 199 : Costuming for Theatrical Prod.

Costume Construction: SLO 1: Construct costumes to the standards and demands of a particular show, using techniques that are appropriate fora theatrical setting.

CAN FASH 199 : Costuming for Theatrical Prod.

Terminology and Organization: SLO 3: Learn the terminology and organizational structure unique to a costume shop.

CAN FASH 225 : Apparel Analysis

Fabrics: SLO 3. Identify commonly used fabrics in the garment industry.

CAN FASH 226 : Visual Merchandising & Display

Display fixtures and props: SLO 2: Compare and contrast the various display fixtures and props including usage and purpose.

CAN FASH 228 : Fashion Show Production

Props/Scenery: SLO 2: Select appropriate props and scenery and/or color backdrops for the fashion show

CAN FASH 228 : Fashion Show Production

Lighting: SLO 3: Identify and implement appropriate lighting for a fashion show

CAN FASH 680CD : Beginning Teen Sewing

Machine operation:
SLO 1. The student will learn how to operate a sewing machine and perform basic functions.

CAN FASH 680CD : Beginning Teen Sewing

Basic sewing skills and techniques: SLO 3. The student will learn basic sewing skills and techniques.

CAN Dept - Interior Design

CAN INTD 115 : Introduction Interior Design

wholesale design facilities: Become familiar with the local wholesale design facilities in San Francisco.

CAN INTD 115 : Introduction Interior Design

Design elements and principles: Apply basic principles and elements of design, which are the building blocks of any artistic field.

CAN INTD 115 : Introduction Interior Design

visual presentation: Develop and present a total visual presentation as a final project

CAN INTD 115 : Introduction Interior Design

Develop competitive industry standard skills in the respective fields.

CAN INTD 115 : Introduction Interior Design

career options: Learn about and understand the viable career options in interior design.

CAN INTD 126 : Critical Thinking for Interior Designers

critique and design process: An understanding of the method and importance of critique in the design process.

CAN INTD 126 : Critical Thinking for Interior Designers

oral presention of design: An ability to demonstrate their own design initiative through oral presentation.

CAN INTD 126 : Critical Thinking for Interior Designers

3D Models: The ability to present their own designs through 3-d models.

CAN INTD 128 : Presentation Techniques I

Oral and Visual Presentation: Students will develop professional confidence through oral and visual presentation in class

CAN INTD 128 : Presentation Techniques I

Sketchbook: Students will develop observational skills in the field through the use of the sketchbook,

CAN INTD 128 : Presentation Techniques I

Perspective drawings: Students will finish completed renderings using 1-point, 2-point, 3-point perspectives and paraline drawing through the use of black and white media

CAN INTD 128 : Presentation Techniques I

Hand drawings and Quick Sketches: Students will utilize hand-drawings and quick-sketches as a communication tool.

CAN INTD 129 : Presentation Techniques II

color renderings: Student will create finished color renderings through the use of various color media and line media.

CAN INTD 129 : Presentation Techniques II

hand-drawing: Student will utilize hand-drawings as a communication tool.

CAN INTD 129 : Presentation Techniques II

oral presentation: Student will develop professional confidence through oral and visual presentation in class.

CAN INTD 129 : Presentation Techniques II

observational skills: Student will improve observational skills in the field through the use of the sketchbook.

CAN INTD 148 : Color and Design

Develop competitive industry standard skills in the respective fields.

CAN INTD 148 : Color and Design

Color terminology, application and use: Understand and define basic color terminology and its appropriate application and use.

CAN INTD 148 : Color and Design

Impact of color: Describe the physical and psychological impact of color and its appropriate use to solve design problems.

CAN INTD 148 : Color and Design

Color Influence: Understand and apply the influence of history, culture, and the environment on the selection of color.

CAN INTD 150: History of Interiors I

Western Furniture Style Periods: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 150: History of Interiors I

Major Influences: Identify major influences and selected design motifs of ancient and selected other cultures used in furniture and interior design.

CAN INTD 150: History of Interiors I

Selected Style Periods: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 151: History of Interiors II

furniture style identification: Identify major Western furniture style periods, cabinetmakers, and furniture designers that relate to interiors and furnishings.

CAN INTD 151: History of Interiors II

style and design influences: Identify major influences and selected design motifs of characteristic of the period and selected global cultures used in furniture and interior design.

CAN INTD 151: History of Interiors II

style colors, motifs, fabric id: Identify typical colors, motifs, fabrics, and other typical materials appropriate for and typical of selected style periods.

CAN INTD 175: Residential Design

Analyze-Evaluate: Use basic principles of spatial layout and furniture planning to create functional and well designed space plans using architectural drafting skills that successfully meet the needs of the client's program

CAN INTD 175: Residential Design

Sustainability concepts: Apply knowledge of sustainability and environmental design concepts into space plans.

CAN INTD 175: Residential Design

Special Needs: Use knowledge of universal and accessible design and incorporate these design concepts into their space plans,

CAN INTD 175: Residential Design

Client Needs: SLO 5 - Select appropriate colors and materials for a residential environment based on client needs

CAN INTD 250 : Professional Practices

Develop competitive industry standard skills in the respective fields.

CAN INTD 250 : Professional Practices

Terminology: Knowledge of and correct use of the terminology of the business of Interior Design

CAN INTD 250 : Professional Practices

Wholesale Facilities: Become familiar with the San Francisco Design Center, our local wholesale facility.

CAN INTD 250 : Professional Practices

Paperwork: Be able to complete the specific paperwork and contract documents required for obtaining wholesale products

CAN INTD 250 : Professional Practices

Business Plan: Prepare a business plan: a guide to setting up a specific design practice.

CAN INTD 250 : Professional Practices

Design Disciplines: Understanding the challenges and differences of the various design disciplines.

CAN INTD 260 : Overview of Lighting Design

Lighting Terminology: Become familiar with the language of lighting including technical terms, trade names, product types, and language in lighting codes

CAN INTD 260 : Overview of Lighting Design

Fixtures: Specify appropriate lamping and fixtures for application to interior needs; recognizing quality lighting in architectural spaces, and developing a knowledge base for how it is accomplished

CAN INTD 260 : Overview of Lighting Design

Lighting concepts communication: Develop lighting concepts, draft lighting plans, select fixtures and package lighting specifications

CAN INTD 270 : Kitchen Design

NKBA: Student will learn, understand, and apply the current NKBA Kitchen Planning Guidelines.

CAN INTD 270 : Kitchen Design

Measurements: Student will become proficient at measuring and reporting existing measurements and conditions of kitchen space and client needs.

CAN INTD 270 : Kitchen Design

Drawings: Design and produce working drawings of a kitchen space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 271 : Bath Design

Measuring-Reporting: Student will be proficient at measuring and reporting existing measurements and conditions of bath spaces and client needs.

CAN INTD 271 : Bath Design

Working Drawings: Student will design and produce working drawings of a bath space according to the current NKBA Guidelines and Graphic Standards.

CAN INTD 276 : Advanced Kitchen and Bath

Kitchen Drawings: SLO1: Develop a set of technical and construction drawings for a kitchen according to NKBA Planning and Drawing Guidelines

Develop competitive industry standard skills in the respective fields.

CAN INTD 276   : Advanced Kitchen and Bath

Kitchen Drawings: SLO1: Develop a set of technical and construction drawings for a kitchen according to NKBA Planning and Drawing Guidelines

CAN INTD 276   : Advanced Kitchen and Bath

Bathroom Drawings: Develop a set of technical and construction drawings for a bathroom according to NKBA Planning and Drawing Guidelines

CAN INTD 276   : Advanced Kitchen and Bath

Mgmt & Scheduling: SLO3: Apply the process of project management and scheduling to a kitchen or bath project

CAN INTD 340   : Furn, Casework & Detailing

Cabinetry and furniture construction: Develop an understanding of basic cabinetry, furniture, and interior detail drawing skills and techniques for fabrication purposes.

CAN INTD 340   : Furn, Casework & Detailing

Workable Drawings: Transform creative design concepts and sketches into workable interior details and casework drawings

CAN INTD 340   : Furn, Casework & Detailing

Procedures & Requirements: Compare and contrast construction procedures, industry standards, and manufacturers? fabrication requirements

CAN INTD 350   : Commercial Design

Commercial space planning: Demonstrate an understanding of the application of the design process, codes, and techniques in commercial spaces

CAN INTD 350   : Commercial Design

Cost, sustainable products: Analyze cost effectiveness of sustainable products and materials

CAN INTD 350   : Commercial Design

Commercial design project: Create a commercial design project in a collaborative environment

CAN INTD 356   : Resident/Commercial Construct.

Building Construction systems: Evaluate and specify basic construction systems and how they
relate to interior planning and design;

CAN INTD 356   : Resident/Commercial Construct.

Codes and standards: Demonstrate basic knowledge of state and local building codes and standards and how local municipal building and planning departments implement these codes and standards.

CAN INTD 356   : Resident/Commercial Construct.

Construction problem solving: Ability to solve practical problems in new construction and remodeling
projects pertaining to building systems.

CAN INTD 360   : CAD Apps For Interior Design

Software: Create and modify a set of architectural drawings for an interior project utilizing AutoCAD software

Develop competitive industry standard skills in the respective fields.

CAN INTD 360   : CAD Apps For Interior Design

Proficiency: Edit and manage an AutoCAD drawing database

CAN INTD 360   : CAD Apps For Interior Design

Design Plans: Use AutoCad graphics as a basic communication tool for expressing ideas and developing design plans

CAN INTD 400   : Green/Sustainable Design Concepts

Identify Materials: Identify and specify sustainable materials and finishes for a design project

CAN INTD 400   : Green/Sustainable Design Concepts

Environmentally Responsible: Students will provide information about materials and educate clients on environmentally responsible design and products

CAN INTD 400   : Green/Sustainable Design Concepts

Resources: Locate resources for environmentally responsible products and materials

CAN INTD 401 : Sustainability and Energy-Efficient Homes

Energy Assessment: Perform an energy assessment of a residential space

CAN INTD 401 : Sustainability and Energy-Efficient Homes

Energy Efficient Strategies: Propose energy efficient strategies for a selected residence

CAN INTD 450   : Materials and Finishes

appropriate material selection: Evaluate and select appropriate materials for a design solution based on client needs

CAN INTD 450   : Materials and Finishes

fabric id: Identify fabric and fabric construction methods for interiors use

CAN INTD 450   : Materials and Finishes

other material id: Identify selected other materials than fabric for interior spaces based on client needs

CAN INTD 450   : Materials and Finishes

Lifecycle and environmental impact: Evaluate selected materials for their lifecycle and environmental impact

CAN Dept - Multimedia Art & Technology

CAN MART 325   : Digital Painting

digital files formats.: Develop and prepare digital files for output as fine art prints utilizing appropriate file formats.

CAN MART 361: Digital Video

effective short video: Create an aesthetically effective short video

CAN MART 363   : Digital Photography II

Develop competitive industry standard skills in the respective fields.

CAN MART 363 : Digital Photography II

importing/categorizing images: Demonstrate skills in importing, sorting, adjusting, categorizing and outputting images to a fine art print or the web.

CAN MART 363 : Digital Photography II

color management techniques: Use color management techniques, calibration, and icc profiles to ensure accurate printing.

CAN MART 365 : Photographic Retouching/Restor

professional photographic retouching: Within a professional photographic retouching workflow, describe the importance of using a neutral gray on the walls of your studio and the background behind your photograph.

CAN MART 368 : Web Design I

design a web site: The students will design and develop a small web site consisting of at least three linked web pages using a web design package.

CAN MART 368 : Web Design I

directory: The students will manipulate and manage web site files in a local root directory and remote web server directory.

CAN MART 369 : Web Design II

basic formmail: Students will be able to implement a basic formmail CGI script into an HTML form created in dreamweaver and upload it to the server.

CAN MART 369 : Web Design II

web site menus: Students will be able to create dynamic web site menus using cascading style sheets and html.

CAN MART 369 : Web Design II

analyze and implement: Students will be able to analyze and implement appropriate interface metaphors and interaction design principles to web projects depending on their target audience, scope and technical specifications.

CAN MART 370: Cascading Style Sheets

Syntax: SLO 1: Students should be able to write CSS using proper syntax.

CAN MART 370: Cascading Style Sheets

Web pages: SLO 2: Students should be able to use CSS to style their web pages through an external stylesheet.

CAN MART 370: Cascading Style Sheets

Outdated forms: SLO 3: Student should be able to use CSS in place of outdated forms of creating styles, like tables in HTML.

CAN MART 372 : Digital Illustration

create a vector: Students will create a vector translation of a raster image using vector based object oriented software.

CAN MART 372 : Digital Illustration

personalized letter: Students will create a personalized letter form based on an existing typeface.

Develop competitive industry standard skills in the respective fields.

CAN MART 372   : Digital Illustration

brush set: Students will identify a brush set, create a vector based custom brush and add it to a custom set of brushes to be used in more than one image file.

CAN MART 373   : Digital Audio I

voice: Students will be able to capture their voice into Pro Tools software.

CAN MART 373   : Digital Audio I

playback: Students will be able to put digital audio in a common standard file format for playback on consumer devices.

CAN MART 376   : Digital Imaging I

Trompe L'oile: Students will create an effective example of Trompe L'oile utilizing layers and blending modes in image creation software such as Adobe Photoshop.

CAN MART 376   : Digital Imaging I

monitor rez: Students will calculate correct resolution for a scan or existing digital image to match output to the monitor

CAN MART 377   : Digital Imaging II

Photoshop: SLO 1: Students will utilize Photoshop while creating layout designs including typography, composition, layer styles, layer masks, vector masks, custom brushes, and advanced compositing (collage) elements.

CAN MART 377   : Digital Imaging II

Color Management: SLO 2: Students will be able to color manage their documents from creation to final output (print, web or other media).

CAN MART 377   : Digital Imaging II

Automated Tasks: SLO 3: Students will be able to create automated tasks in Photoshop (Actions) and Custom Presets.

CAN MART 378   : Digital Page Layout

Paragraph styles: Utilize Paragraph styles from one file to another file

CAN MART 379   : Digital Animation I: Flash

artistic presentations: Students will create non-linear artistic presentations through the integration of basic programming (Actionscript) into their Flash movies.

CAN MART 379   : Digital Animation I: Flash

Flashe's "tween": Students will utilize Flash's "tween" feature to minimize animation production time.

CAN MART 380   : Digital Animation II: Flash

Action Script: The students will improve their basic ActionScript programming skills and apply them to create a simple interactive application in Adobe Flash.

CAN MART 380   : Digital Animation II: Flash

file sizes: The student will recognize the elements that increase the file sizes of swf files for web publishing and implement possible solutions to optimize it before deployment.

Develop competitive industry standard skills in the respective fields.

CAN MART 389   : Multimedia Careers

potential employers: The students will identify and locate companies or potential employers that offer job opportunities in their area of interest.

CAN MART 390   : Portfolio Creation

business card: Design a business card that looks professional and reflects the creative personality of the student.

CAN MART 390   : Portfolio Creation

professional resume: The students will write a professional resume listing their education, work experience and acomplishments.

CAN MART 400   : Motion Graphics

camera angles/movements: The student will learn to identify and apply different camera angles and camera movements within the motion graphics animation program as it applies to this medium.

CAN MART 400   : Motion Graphics

storyboard: The student will produce a storyboard for their project and express their ideas visually in a coherent and logical manner.

CAN MART 400   : Motion Graphics

compress a video: The student will be able to compress a video from raw format to an .mov format that is more web-viable in terms of size, download speed and streaming capabilities.

CAN MART 417: Principles of Animation

Weight: The student will be able to believably create the illusion of weight in their animation, based on industry standards.

CAN MART 417: Principles of Animation

Movement: The student will be able to convincingly move a character across the screen, based on industry standards.

CAN MART 420   : 3D Modeling and Animation I

3D objects: Students will be able to create 3D objects using two techniques: polygons and NURBS.

CAN MART 420   : 3D Modeling and Animation I

animated character: Students will be able to create a basic control structure for a 3D animated character.

CAN MART 420   : 3D Modeling and Animation I

animation: Students will be able to animate their character in a short sequence.

CAN MART 421   : 3D Modeling and Animation II

advanced techniques: The student will learn advanced techniques on modeling, texturing, lighting.

CAN MART 421   : 3D Modeling and Animation II

production process: The student will learn the production process of creating a scene which could be animated.

CAN MART 422: Introduction to Rigging

Develop competitive industry standard skills in the respective fields.

CAN MART 422: Introduction to Rigging

Quality & Functionality: SLO1: Demonstrate knowledge of the quality and functionality required by industry-standard character rigs.

CAN MART 422: Introduction to Rigging

Skeletons & Meshes: SLO3: Demonstrate the ability to create skeletons and bind weighted meshes that properly deform.

CAN MART 422: Introduction to Rigging

Structures & Interfaces: SLO4: Demonstrate the ability to create control structures and interfaces that optimize ease of use.

CAN MART 430   : 3D Character Creation & Animat

anthropomorphic character: Students will demonstrate their ability to portray character and emotion by animating an anthropomorphic character.

CAN MART 431   : Special Effects & Compo. in 3D

mattes: Students will be able to create mattes and handle special problems related to different techniques

CAN MART 431   : Special Effects & Compo. in 3D

image processing techniques: Students will be able to use various image processing techniques to create special effects

CAN MART 432   : 3D Environments & Hard S. Mod.

model, texture, and light: The student will learn how to precisely model, texture, and light a hard surface product or mechanical object using Maya modeling tools.

CAN MART 432   : 3D Environments & Hard S. Mod.

3D architectural environment.: The student will learn how to create a 3D architectural environment.

CAN MART 680CF : Digital Photographic Workflow

efficient workflow: Students will be able to learn critical database skills to help organize thousands of images to create a more efficient workflow.

CAN MART 680CF : Digital Photographic Workflow

keywords: Students will be able to create keywords and add metadata to organize and find images.

CAN MART 680CF : Digital Photographic Workflow

photographic images: Students will be able to database, organize, and correct their photographic images using Light room.

CAN MART 680CG : 3D Spatial Visualization

Create: Create Isometric drawings from given coded plans