

**Rio Hondo Community College District
Curriculum Committee
Agenda
Wednesday, September 11, 2019 – Board Room**

I. **APPROVAL OF THE MINUTES FROM THE MEETING ON SEPTEMBER 4, 2019**

II. **ACTION ITEMS**

A) **Approval of Consent Agenda:** *No Items*

B) **Second Readings:**

Item 1920-007

Credit Course Revision

GIS 281 Crime Mapping and Analysis

Units 4.00

Description

Crime mapping plays an important role in almost any form of crime analysis and can improve our understanding of the important relationships between people, location, time, and crime. As a result, geographic information systems (GIS) have become an essential tool used by crime analysts to discover crime patterns, implement corrective strategies, optimize resource allocation and to develop crime prevention measures. Students will use ArcGIS to analyze crime series, conduct problem analysis, study crime trends, and address deployment issues as they relate to decision making in law enforcement. Students should have a working knowledge of Windows to be successful in this course.

C) **First Readings**

Item 1920-008

Credit Course Revision

ANIM 101 Introduction to Digital 3-D Animation

Units 4.00

Description

This course is an introduction to the production pipeline used in games, film and TV. Students will be introduced to the concepts of digital sculpting, lighting, texturing, rendering, rigging and animating 3-D objects. This course is beneficial for all students in courses related to graphic arts (multimedia, illustration, web and game design, and film production) and industrial design (architectural, automotive, furniture, clothing, and product design).

Item 1920-009

Credit Course Revision

ANIM 105 Principles of 3-D Digital Animation

Units 4.00

Description

This course introduces students to the basic principles of 3-D digital animation. The topics covered in this course are the starting point for any student interested in becoming a digital animator. Through the use of solid drawing and 3-D software such as Maya, students will learn to master fundamentals like squash and stretch, timing, weight, drag and follow

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through. This course provides students with the opportunity to build and refine the basic skill set necessary to be a digital animator.

Item 1920-010

Credit Course Revision

ANIM 120 Lighting and Rendering

Units 4.0

Description

This is an introductory course for all students interested in learning about lighting, rendering and texturing for 3D animation and games. Students focus on creating lighting scenarios and texture editing systems to generate and render surface details on a variety of 3-D objects for film TV and Games. The class is beneficial to all students interested in career fields using computer graphics. The course is recommended for all animation, art, and Architecture transfer students.

Item 1920-011

Credit Course Revision

ANIM 140 Animation Portfolio

Units 4.0

Description

This course will prepare digital artists to talk about and present their artwork in a professional manner. Students will select an area of concentration within entertainment art to focus a portfolio project around. Using programs such as Photoshop CC, Premier CC, ZBrush, Maya, and the Unity game engine students will create an online portfolio. This course is an excellent opportunity for students interested in developing and presenting a body of work that will help them take the next step in their professional career.

Item 1920-012

Credit Course Revision

ENGL 131 Creative Writing

Units 3.0

Description

This is a course of expression for students who are interested in various forms of writing. It offers students a workshop setting in which to develop their writing skills in various genres, such as fiction, poetry, and playwriting. Students will learn to "read as writers" by analyzing published writings in various genres with a focus on authorial techniques and effectiveness. Students will also be required to write regularly, present their own work in-class for discussion, and develop critical standards for evaluating the merit of their own work and of the work of their peers.

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Item 1920-013

Credit Course Revision

MUS 129 Music in Latin American Culture

Units 3.0

Description

This course is a survey course designed for the student seeking an introduction to music in Latin American culture. The course will focus on the diverse musical cultures of South America, Central America, Mexico, Puerto Rico and the Caribbean. Emphasis will be placed on rhythmic styles and structures, as well as, specific social, cultural, and historical backgrounds.

- III. **PUBLIC COMMENT:** *Although the Curriculum Committee always welcomes the participation of guests in any discussion, this agenda item is provided to allow a member of the public to speak to an item not on the agenda.*
- IV. **UNFINISHED BUSINESS:** *No Items*
- V. **DISCUSSION ITEMS/ATTACHMENT**
1. Repeatability
 2. Cross-listing
 3. Assigning courses to disciplines
- VI. **ADJOURNMENT**