

**Rio Hondo Community College District
Curriculum Committee
Agenda
Wednesday, September 25, 2019 – Board Room**

I. APPROVAL OF THE MINUTES FROM THE MEETING ON SEPTEMBER 11, 2019

II. ACTION ITEMS

A) Approval of Consent Agenda:

Item 1920-014

Course Change – Delete from catalog

MATH 020, 020A, 020B, 020C

MATH 030, 030A, 030B, 030C, 030D, 033A, 033B

MATH 050, 050A, 050B, 050C, 050D

MATH 070A, 070B, 070C, 070D, 073, 073A, 073B

MATH 141

B) Second 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 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 3-D 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 and prepare a portfolio project using programs such as Photoshop CC, Premier CC, ZBrush, Maya, and the Unity game engine. 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.

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.

C) First Readings

Item 1920-015

Credit Course Revision

ACCT 101 Financial Accounting

Units 4.0

Description

This course is an introduction to the theory, principles, and practice of accounting and financial reporting of corporations. Topics include analysis and recording of financial transactions, preparation, analysis, and interpretation of financial statements and accounting for assets, liabilities, and equities. Computer applications are integrated into the homework. This course is required of all accounting and business administration majors.

Item 1920-016

Credit Course Revision

ACCT 101H Financial Accounting Honors

Units 4.0

Description

This course is an introduction to the theory, principles, and practice of accounting and financial reporting of corporations. Topics include analysis and recording of financial transactions, preparation, analysis, and interpretation of financial statements and accounting for assets, liabilities, and equities. Computer applications are integrated into the homework. This course is required of all accounting and business administration majors. This course is intended for students eligible for the Honors Program.

Item 1920-017

Credit Course Revision

ACCT 104 Introduction to Governmental and Not-For-Profit Accounting

Units 3.0

Description

This course is an introduction to the fundamentals of government and not-for-profit accounting. The emphasis of the course will be placed on accounting for various fund types and restrictions relevant to government and not-for-profit agencies with both theoretical and practical aspects explored. Topics include budgets, revenues, expenditures, tax levies, appropriations, general fund, special fund, and financial statements for government and not-for-profit entities. This course is designed for students interested in furthering their educational requirements for the CPA exam and/or pursuing an entry-level position in government and not-for-profit accounting.

Item 1920-018

Credit Course Revision

ANIM 130 Modeling for Games

Units 4.0

Description

This course is an introduction to the basic principles used in 3-D modeling, UVW unwrapping, and texturing for games. The course is intended for beginning 3-D students and covers the tools and techniques used in the creation of 3-D game assets. 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 1920-019

Course Revision

KIN 127 Exercise Physiology

Units 3.0

Description

This course provides an overview of the body systems and their functions under conditions of exercise stress, including how fitness training affects health, wellness, and performance. Emphasis will be placed on the muscular, skeletal, cardiovascular, respiratory, endocrine, metabolic/bioenergetic, and neurological systems, as well as the physiological processes that are affected by exercise. The effects of various diseases and exercise immunology will also be addressed. This course is designed for the student pursuing a career in the fitness industry, a Certificate in the Fitness Specialist or Strength and Performance Coach Programs, the AA in Dance, or those interested in furthering their understanding of the effects of exercise on the body and mind.

Item 1920-020

New Credit Course

KINA 276 Offseason for Intercollegiate Soccer

Units 1.0

Description

This advanced soccer/activity class for the intercollegiate level player will stress soccer training, technical skills, knowledge, strategy, and an understanding of team play. The course is intended for students with varsity intercollegiate experience who currently compete or are preparing to play competitive intercollegiate soccer. This course may be taken once and repeated three times for credit.

1920-021

New Credit Course

MUST 105 Introduction to the Music Business

Units

Description

This class is intended for student interested in music business. The course presents an overview of the business and legal aspects of the music industry in order to understand the rapid and massive changes due to the revolution of music on the web. The focus will be on career possibilities, the development of business-related knowledge and skills necessary for effectively maintaining a professional music career, the vocabulary and terminology of the music industry, and the distinction between music and business at the corporate level. Topics include record contracts, publishing, licensing, distribution, and copyright. In addition, the duties and responsibilities of musicians, songwriters, lawyers, agents, promoters, publishers, executives, and managers—anyone trying to navigate the rapid transformation of the industry will be examined.

1920-022

Request to offer a course via Distance Education - *ONLINE*

GDSN 164 Digital Illustration Design

- 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. **Impact of catalog deletions on course requisites**
2. **Responsibilities of the division representative for the CurrlQunet approval process**
3. **Basic Skills – Chancellors definition vs local definition**
4. **Distance Education approval processes**

VI. **ADJOURNMENT**