



# The Art Institute of California - San Francisco

## Articulation Agreement

The Art Institute of  
California – San Francisco  
1170 Market Street  
San Francisco, CA 94102

*Agreement Between*

*and*

City College of San  
Francisco  
50 Phelan Avenue  
San Francisco, CA 94112

The Art Institute of California-San Francisco and City College of San Francisco agree to enter into a one-way articulation agreement to benefit those City College of San Francisco students who have successfully completed the course(s) listed in the following table. Under this agreement, City College of California students may apply for articulated credit(s) to The Art Institute of California–San Francisco upon meeting the following criteria:

1. Students must have completed the listed courses with a grade of “C” or higher.
2. The student must be pursuing a Bachelor of Science at The Art Institute of California—San Francisco within twelve months after completion of courses at City College of San Francisco.
3. Students must submit to the Admissions Coordinator at The Art Institute of California--San Francisco a completed articulated credit application, including:
  - 1) Official copy of transcript indicating the grades received.
  - 2) An Articulated Credit Application.
4. Students who graduate from City College of San Francisco and meet the Associate Degree Graduation Requirements<sup>1</sup> with a 2.0 CGPA or above will be accepted to The Art Institute of California-San Francisco in the areas of Graphic Design, Advertising, Media Arts & Animation, Interactive Media Design, Fashion Design, Fashion Marketing, Interior Design, and Visual & Game Programming, and have seven of their general education requirements waived.<sup>2</sup>

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<sup>1</sup> General education courses must be completed in accordance with CCSF's Associate Degree Graduation Requirements or Transfer Information for California State University, University of California, or the IGETC Transfer Curriculum.

In order to meet the humanities requirement at the Art Institute of California –San Francisco, general education credits must include at least one art history course.

<sup>2</sup> Additional courses may be awarded on a case-by-case basis.

5. Prior to enrolling in the Game Art & Design program City College of San Francisco students must fulfill the admissions requirements for this program: Complete at least 24 credits of college level academic courses and earn a minimum CGPA of 2.5.<sup>1</sup>
6. Students not completing a degree may also have general education credits transferred on an individual basis. In addition courses indicated on the tables following completed at City College of San Francisco may apply to other majors at the Art Institute of California – San Francisco. Other courses may also apply as appropriate.
7. This transfer agreement will become effective upon the signing of the parties listed below and shall remain in effect until modified or cancelled in writing by either institution. Each party agrees to notify the other of any changes in their respective program curricula that would necessitate a re-evaluation of the agreement or its supporting equivalency charts.
8. The Art Institute of California--San Francisco reserves the right to enter into similar agreements with other schools.
9. No more than 75% of the total required credits for graduation may be transferred from another institution.

The following courses based on The Art Institute of California-SF 2003 – 2004 and City College of San Francisco Online Catalog 2005-2006.

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Graphic Design</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
GD1123 Electronic Layout	3	GRPH99B Advanced Digital Page Layout	3
GD1124 Form & Space	3	ART125B Advanced Design	3
GD1125 Introduction to Photography	3	<b>One of the following:</b> PHOT51 Beginning Black and White Photography PHOT55 Color Theory of Photography PHOT81A Intermediate Black and White Photography	3 3 3
GD3383 Photography II	3	PHOT93 Editorial Photography PHOT102B Documentary News Photography	2 2
FS131 Typography I - Traditional	3	GRPH53A Basic Typography	3
GD1132 Grid Systems	3	GRPH35 Graphic Design	3
GD1133 Digital Grid Systems	3	GRPH36 Publication Design	2
GD1134 Digital Illustration	3	GRPH100A Digital Illustration	3

GD2241 Concept Design	3	GRPH21 Visual Literacy	3
GD2244 Advanced Image Manipulation	3	PHOT60B Intermediate Photoshop	3
GD2243 Typography II – Hierarchy	3	GRPH53B Typographic Design	3
GD2244 Advanced Image Manipulation	3	GRPH98B Advanced Digital Imaging or PHOT60B Intermediate Photoshop	3 3
GD2242 Illustrative Concept Design	3	GRPH100B Advanced Digital Illustration	3
GD2254 Pre Print Production	3	GRPH67 Digital Print Production Lab	3
FS239 Career Development	3	GRPH23 Orientation to Design and Graphic Communication	2
GD3384 Advanced Design	3	GRPH37 Advanced Graphic Design	3
Elective 2: MA2200 Painting	3	<b>One of the following:</b> ART140A Beginning Painting ART141A Acrylic Painting ART145A Introduction to Watercolor Painting	3 3 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Advertising</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
AD2220 fundamentals of Marketing	3	MRKT140 Principles of Marketing	3
AD2201 Advertising Design	3	MRKT145 Microcomputer Marketing Applications	3
AD1110 Fundamentals of Advertising	3	MRKT170 Fundamentals of Advertising	3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Media Arts &amp; Animation</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
MA1112 Drawing & Anatomy	3	ART132B Advanced Figure Drawing	3
MA1124 Sculpture for Animation	3	ART162A Ceramic Sculpture I <b>or</b> ART170A Beginning Sculpture	3 3
MA1131 Conceptual Storytelling	3	IDST 145 Storytelling and Storyboarding for New Media	3
MA2202 Storyboarding for Animation	3	GRPH133 Visual Communication - Animation	3
MA2214 Audio for Animation	3	FILM 60. Sound for Motion Pictures	3
Elective 1: MA2200 Painting	3	<b>One of the following:</b> ART140A Beginning Painting ART141A Acrylic Painting ART145A Introduction to Watercolor Painting	3 3 3
Elective 1: MA2224 Advanced Sculpture for Animation	3	ART170C Advanced Sculpture	3
Elective 1: GD2243 Typography II – Hierarchy	3	GRPH53B Typographic Design	3
MA3306 Web Animation	3	IDST146 2D Animation for Multimedia	3
MA4402 Editing Techniques	3	FILM 56. Introduction to Digital Film Editing	3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Game Art &amp; Design</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
MA1112 Drawing & Anatomy	3	ART132B Advanced Figure Drawing	3
MA1124 Sculpture for Animation	3	ART162A Ceramic Sculpture I <b>or</b> ART170A Beginning Sculpture	3 3
MA1131 Conceptual Storytelling	3	IDST 145 Storytelling and Storyboarding for New Media	3
MA2202 Storyboarding for Animation	3	GRPH133 Visual Communication - Animation	3
Elective 1: MA2200 Painting	3	<b>One of the following:</b> ART140A Beginning Painting ART141A Acrylic Painting ART145A Introduction to Watercolor Painting	3 3 3
GA2201		<u>IDST148 Game Design for Multimedia</u> <u>Pending state approval</u>	2

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Interactive Media Design (formerly Multimedia &amp; Web Design)</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
FS131 Typography I - Traditional	3	GRPH53A Basic Typography	3
GD1134 Digital Illustration	3	GRPH100A Digital Illustration	3
GD2244 Advanced Image Manipulation	3	PHOT60B Intermediate Photoshop	3
MM1123 Fundamentals of Web-based Programming	3	CS183B Multimedia Programming	3
MM2214 DVD Authoring	3	IDST133 DVD Authoring	3
MM2203 Introduction to Web Design	3	IDST135 Web Design with Dream weaver <sup>3</sup>	3
MM2220 Production Planning	3	IDST150 Advanced Multimedia Production	3
Internship	3	IDST160 Multimedia Internship/Work Experience	2
MM3303 Intermediate Web-based Programming	3	CS211 Advanced Java Programming	3
MM2203 Introduction to Web Design	3	GRPH145 Publishing for New Media <b>and</b> CS183B Multimedia Programming	6
MM1130 Fundamentals of Animation	3	IDST 146 2D Animation for Multimedia	3

<sup>3</sup> Credits to be awarded upon state approval of IDST 135

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>College of San Francisco</u>	<u>Credits</u>
<p><u>Interactive Media Design (formerly Multimedia &amp; Web Design)</u></p> <p><b>The following to be awarded based on a portfolio review.</b></p>			
MM1121 Information Design	3	GRPH140 Graphic Design for New Media	3
MM3304 Database Concepts	3	CS155A MySQL Databases <b>and</b> CS183C Advanced Multimedia Programming	6

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Fashion Design</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
Elective 1: MA1112 Drawing & Anatomy	3	ART132B Advanced Figure Drawing	3
FD2225 Textiles	3	FASH22 Textile Analysis	3
FD2277 Technical Drawing	3	FASH29 Pattern Grading and Marker Making	2
FD1125 Fashion Illustration	3	FASH35 Fashion Drawing	3
FD2287 Fashion Show Production	3	FASH48 Fashion Show Production	3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>College of San Francisco</u>	<u>Credits</u>
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Fashion Design

**The following to be awarded based on a portfolio review.**

FD1131 Fundamentals of Patternmaking	3	FASH26 Flat Pattern Design I	3
FD1101 Draping	3	FASH27 Fashion Draping	3
FD2223 Trends & Concepts in Apparel Marketing	3	FASH53 Fashion Forecasting	3
FD3315 Surface Design	3	FASH64 Surface Design I	3
Internship	3	<b>One of the following:</b> FASH61 Work Experience in the Fashion Industry FASH62 Experience in Image Consulting FASH63 Fashion Design and Production Internship	3 3 2

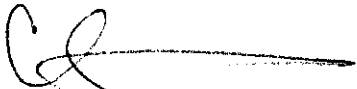
<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Fashion Marketing</u>			
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
FD2225 Textiles	3	FASH22 Textile Analysis	3
<b>The following to be awarded based on a portfolio review.</b>			
FD2223 Trends & Concepts in Apparel Marketing	3	FASH53 Fashion Forecasting	3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Interior Design</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing DSGN110 Rapid Visualization	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS111 Drawing, Proportion , and Perspective	3	ARCH20 Orthographic Projection, Descriptive Geometry, Perspective, and Shades and Shadows	3
FS103 Color Theory	3	<b>One of the following:</b> ART126 Color DSGN150 Color in Design ARCH26A Color Media ARCH26B Color Media	3 3 2 2
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
ID1123 Basics of Interior Design	3	ARCH18A Residential Interior Design <b>or</b> ARCH21 Basic Design	3 3
ID1123 Basics of Interior Design	3	ARCH18B Residential Interior Design	3
ID4419 Business Management for Interior Designers	3	ARCH30A Professional Practice / Interior Design <b>and</b> ARCH30B Professional Practice / Interior Design	6
ID1135 Design Basics 3-D	3	ARCH33A-B Architectural Model Building	2
ID1117 Basic Drafting	3	ARCH50 Architectural Technology – Drafting	4
ID3325 Environmental Design	3	ARCH51 Architectural Technology	4
ID1129 Introduction to AutoCAD	3	ARCH52A Architectural CADD	3
ID1139 Intermediate AutoCAD	3	ARCH52B Architectural CADD	2

ID3327 Codes – Barrier-free Design	3	ARCH158 Building Code Applications and ARCH159 Code Review of Structural Plans	6
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<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>City College of San Francisco</u>	<u>Credits</u>
<u>Visual &amp; Game Programming</u>			
FS101 Fundamentals / Observational Drawing	3	<b>One of the following:</b> ART130A Basic Drawing ART130B Intermediate Drawing ART132A Beginning Figure Drawing	3 3 3
FS102 Fundamentals of Design	3	ART125A Basic Design <b>or</b> DSGN101 Design Fundamentals	3 3
FS103 Color Theory	3	ART126 Color <b>or</b> DSGN150 Color in Design	3 3
FS104 Computer Applications	3	<b>One of the following:</b> CS100M Introduction to Computers Using Macs CS101 Intro to Information Systems GRPH25 Introduction to Graphic Arts Microcomputer	3 3 3
FS122 Image Manipulation	3	GRPH98A Digital Imaging <b>or</b> PHOT60A Beginning Photoshop	3 2
VG1106 Operating Systems & Shell Scripting	3	CS160A Introduction to Unix/Linux <b>and</b> CS160B Unix/Linux Shell Scripting	4
VG1112 Principles of Programming	3	CS110A Intro to Programming <b>and</b> CS110B Programming Fundamentals I	3 3
Elective 1: VG1126 Object-Oriented Programming	3	CS110C Programming Fundamentals II <b>or</b> CS113A Introduction to Perl Programming <b>and</b> CS113B Object-Oriented Perl Programming	3 6

Elective 1: MM3323 Advanced Web-based Programming	3	CS130A PHP Programming and CS131A Python Programming	6
Elective 2: Special Topics in VGP	3	CS150A Intro to Databases Using T-SQL	3
Elective choice	3	CS155A MySQL Databases	3
VG3327 Games for the Net	3	CS183B Multimedia Programming and CS183C Advanced Multimedia Programming	6



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The Art Institute of California—San Francisco  
Representative(s)

3/13/06

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Date



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City College of San Francisco  
Representative(s)

3/28/06

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Date