# UCLA School of the ARTS AND ARCHITECTURE

## "What classes can I take to transfer to UCLA Design Media Arts?"

### A Help Guide for Prospective Transfer Students

This guide is intended to help you best identify coursework at your current institution that lines up with the learning outcomes of the DMA undergraduate curriculum, to aid in your optimal preparation for the major as well as setting up the best chance that your courses will be approved for credit. The table lists all of the lower division required courses in the major, as well as learning outcomes and faculty expectations re: relevant experience and knowledge base. You can use the information in the table to compare with courses available at your institution to determine a best match for learning outcomes and experience.

While it may be beneficial to complete the courses listed as recommended preparation, there is no guarantee they will transfer as exact UCLA equivalents. Substitutions for lower division requirements will be determined by the department in the summer following admission. Syllabi and other descriptive course documentation will be required for consideration.

The Department of Design Media Arts at UCLA does not formally articulate major preparation courses for transfer: as a program centered in experimental research inquiry into design, media, and technology, these types of courses are not always readily available at other institutions so each student's portfolio supplement is considered on an individual basis. Applicants are welcome to submit work done independently, in the community, etc. as well as projects generated in classroom settings.

| DMA Major Prep Course | Learning Outcomes | DMA Faculty Expectations |
|---|---|---|
| **Design Culture** | • Discuss design from a broad cultural and social perspective<br>• Learn to understand how design influences everyday life<br>• Understand the various types of design and the motives guiding its planning, marketing, reception, and uses<br>• Explore the connections between design and technology in the context of historic, economic, and cultural factors | • The student should have a basic understanding of design from a cultural and social (perhaps design historical) perspective. ***Graphic design or introductory art history courses are insufficient.*** |
| **Media Histories** | • Explore optical media and aesthetic movements covering the past two centuries<br>• Understand how such movements can inform generative work<br>• Understand how these media become essential in emerging era of digital humanities | • In general, courses in Art History, Film/TV, or media studies that cover the 20th century may be approved |
| **Drawing & Color** | • Create drawings that demonstrate expressive and experimental characteristics of line, composition, value, texture, and color using both traditional and digital drawing tools | • Experience using Illustrator and Photoshop<br>• A personal and expressive language of representation<br>• Emphasis on line, shape, volume, mark-making (pattern), color, grid, perspective |
| **Form** | • Creating 3D forms using digital and physical fabrication tools<br>• Translate physical materials and ideas into 3D objects<br>• Explore scale, weight, materiality, and interactivity | • Experience using a laser cutter, 3D printer, hand and power tools, sewing, foundational paper, wood, foam, and/or fabric construction techniques |
| **Motion** | • Utilize software to design moving images<br>• Explore principles and aesthetics of moving imagery including timing, pacing, repetition, editing, composition, resolution, process, and the link between sound and image | • Experience using After Effects, Photoshop, Illustrator, Audacity Cinema 4D, and/or Blender |
| **Typography** | • Understand typography, its legibility and meaning of form<br>• Create grids and set columns<br>• Understand visual editing and aesthetics of typography, make perfect column setting<br>• Create meaningful relations between content and form | • Experience using InDesign, Photoshop, and/or Illustrator<br>• Book typography (typography, column-setting, text)<br>• Expressive typography (storytelling, meaning, communication, and form) |
| **Interactivity** | • Write code within the context of the visual arts<br>• Create interactive software, animation, and images with code | • Experience using Processing, p5.js, Java, and/or JavaScript |

*Full details of all supplemental application requirements, deadlines, portfolio advice, and our FAQ are available at:*

## www.arts.ucla.edu/apply