



Articulation Agreement

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

Agreement Between

and

Merritt College
12500 Campus Drive
Oakland, CA 94619

The Art Institute of California-San Francisco and Merritt College agree to enter into an articulation agreement to benefit those Merritt College students who have successfully completed the course(s) listed in the following table. Under this agreement, Merritt College 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 Merritt College.
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 Merritt College and meet the Associate Degree Graduation Requirements 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.¹

¹ General education courses must be completed in accordance with Requirements for the Associate Degree or the IGETC Transfer Curriculum. Additional courses may be awarded on a case-by-case basis. 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.

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 2.5.¹
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 Merritt College 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. Student must meet all prerequisite requirements specified in the Art Institute of California – San Francisco's current curriculum.

The following courses based on The Art Institute of California-SF 2005 – 2006 Catalog
and Merritt College 2005 – 2007 Catalog.

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Graphic Design</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 Units 3 Units
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4 Units
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Advertising</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4
AD2220 Fundamentals of Marketing	3	BUS70 Introduction to Marketing and CIS 1 Introduction to Computer Information Systems	3 4
AD1110 Fundamentals of Advertising	3	BUS74 Introduction to Advertising and ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	3 4 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Media Arts & Animation</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3
MA1112 Drawing & Anatomy	3	ART 30 and ART 31 Beginning and Continuing Figure Drawing: Anatomy or either ART 32 or ART 33 Intermediate or Advanced Figure Drawing: Anatomy	4 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Game Art & Design</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3
MA1112 Drawing & Anatomy	3	ART 30 and ART 31 Beginning and Continuing Figure Drawing: Anatomy or either ART 32 or ART 33 Intermediate or Advanced Figure Drawing: Anatomy	4 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Interactive Media Design</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Fashion Design</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Fashion Marketing</u>			
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Interior Design</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4

<u>The Art Institute of California-San Francisco</u>	<u>Credits</u>	<u>Merritt College</u>	<u>Units</u>
<u>Visual & Game Programming</u>			
FS101 Fundamentals / Observational Drawing	3	ART 20 and ART 21 Beginning and Continuing Drawing and Composition or either ART 22 or ART 23 Intermediate or Advanced Drawing and Composition	4 3
FS104 Computer Applications	3	CIS 1 Introduction to Computer Information Systems	4
FS111 Drawing, Proportion, and Perspective	3	34A and B. Freehand Perspective Drawing with Art20 and ART21 or with ART22 or ART23	4 4 3
VG1106 Operating Systems & Shell Scripting	3	CIS 5 Introduction to Computer	5
VG1112 Principles of Programming	3	One of the following: CIS 6 Introduction to Computer Programming,	5

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

Merritt College
Representative(s)

Date

Date

