

Art: Art & Technology (ARTD)

Courses

ARTD 198. Technical Workshop: [Topic]. 1-3 Credits.

Possible topics include DreamWeaver, InDesign, PhotoShop. Repeatable when change of topic for maximum of 15 credits.

Repeatable 14 times for a maximum of 15 credits when topic changes

ARTD 199. Special Studies: [Topic]. 1-5 Credits.

Repeatable.

Repeatable 99 times

ARTD 250. Print Media Digital Arts. 4 Credits.

Examines application of print media in contemporary visual culture; explores its use in a fine art context. Introduces digital drawing, digital photo editing, and typographic layout to visually communicate expressive concepts. Laboratories, lectures. Repeatable once for 8 maximum credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 251. Time-Based Digital Arts. 4 Credits.

Explores the notion of time as a medium in relation to contemporary art through which concepts of sequence, narration, scoring, and motion are expressed. Laboratories, lectures. Repeatable once for a maximum of 8 credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 252. Interactive Digital Arts. 4 Credits.

Introduces resources that the computer offers the artist. Concentrates on animation, interaction, and the web as expressive mediums. Laboratories, lectures. Repeatable once for a maximum of 8 credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 256. Introduction to Production. 4 Credits.

Traditional camera, sound, and lighting techniques in production; nonlinear editing; and key theoretical, historical, and aesthetic approaches to video art.

Requisites: Prereq: JCOM 201; ENG 260M or CINE 260M; two from CINE 265, CINE 266, CINE 267.

ARTD 350. Digital Drawing. 4 Credits.

Applies technology as a drawing medium to communicate concepts visually. The entire creative process is researched in an experimental studio environment.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 250.

ARTD 360. Digital Imaging. 4 Credits.

Intermediate-level focus on the proper preparation and presentation of digital images for use in print and on screen. Covers color theory.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 250.

ARTD 361. Introduction to Animation. 4 Credits.

Introduction to principles of animation, timing, sequence; key frames, in-betweens, and metamorphosis. Uses various methods to record and edit animation tests.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 251.

ARTD 362. Digital Letterform. 4 Credits.

Concepts in the history, use, and appreciation of digital typography. Considers issues in communicative power of type and situations where it functions as message.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 250.

ARTD 370. Digital Interactivity. 4 Credits.

Students will learn programming to interactive artworks. This class will include how to program microcontrollers and use electronics to create responsive and expressive interactive systems.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 252.

Repeatable 1 time for a maximum of 8 credits

ARTD 378. Computational Aesthetics. 5 Credits.

Introduces screen-based programming and data navigation; use of motion, duration, and time-based interaction as a means of artistic expression. Students build navigational structures and explore stochastic principles in developing an individual approach to interactivity. Repeatable once for a maximum of 10 credits.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 252.

Repeatable 1 time for a maximum of 10 credits

ARTD 379. Introduction to Video Art. 4 Credits.

Intermediate video-audio production and nonlinear editing, including camera, sound, and lighting techniques. Key theoretical, historical, and aesthetic approaches to time-based art in video and sound are surveyed.

Requisites: Prereq: ART 116 or ARTS 288; ART 233; ARTD 251.

ARTD 401. Research: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 404. Internship: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 405. Special Problems: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 406. Practicum: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 407. Seminar: [Topic]. 1-4 Credits.

Repeatable.

Repeatable 99 times

ARTD 408. Workshop: [Topic]. 1-6 Credits.

Repeatable.

Repeatable 99 times

ARTD 409. Terminal Creative Project BFA. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 410. Experimental Course: [Topic]. 1-6 Credits.

Repeatable.

Repeatable 99 times

ARTD 412. Experimental Animation. 5 Credits.

Intermediate to advanced students explore personal creative practice and experiment with film, video, and computer animation techniques. Integrates readings, screening, and discussion with production.

Requisites: Prereq: ARTD 361 or equivalent.

ARTD 413. Emerging Technologies. 5 Credits.

Explores use of emerging technologies in art. Create works using emerging technologies and techniques and explore contemporary artworks, philosophies, and cultural trends.

Requisites: Prereq: ARTD 370, ARTD 378 or ARTD 416.

ARTD 415. Video Art: Experimental Film. 4 Credits.

Repeatable. Video and sound art practices, from conceptual deconstructions of the film-video apparatus to self-reflexive socio-political and/or cultural critique, are examined through short format and video installation. Repeatable once for a maximum of 8 credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 463. Communication Design. 4 Credits.

Repeatable. Explores the communication of ideas and information through visual means. Introduces design process and principles, visual language, and the art of problem solving in visual communication. Repeatable once for maximum of 8 credits.

Requisites: Prereq: ARTD 350.

Repeatable 1 time for a maximum of 8 credits

ARTD 471. 3-D Computer Imaging. 5 Credits.

Repeatable. Introduces 3-D computer graphic arts: 3-D digital space and form, model building, scene composition, surface properties, lighting, and rendering 3-D images. Repeatable once for maximum of 10 credits.

Requisites: Prereq: ARTD 350 or ARTD 361.

Repeatable 1 time for a maximum of 10 credits

ARTD 472. 3-D Computer Animation. 5 Credits.

Repeatable. Introduces 3-D computer animation arts. Includes time and space in the digital 3-D environment, animation concepts and techniques in 3-D space, production techniques for various multimedia applications. Repeatable once for maximum of 10 credits.

Requisites: Prereq: ARTD 471.

Repeatable 1 time for a maximum of 10 credits

ARTD 490. Issues and Practices in Digital Arts. 1-5 Credits.

Intensive critique, discussion, readings, and presentations. Repeatable up to nine times.

Requisites: Prereq: B.F.A. standing.

Repeatable 9 times for a maximum of 50 credits

ARTD 507. Seminar: [Topic]. 1-4 Credits.

Repeatable.

Repeatable 99 times

ARTD 508. Workshop: [Topic]. 1-6 Credits.

Repeatable.

Repeatable 99 times

ARTD 510. Experimental Course: [Topic]. 1-6 Credits.

Repeatable.

Repeatable 99 times

ARTD 512. Experimental Animation. 5 Credits.

Intermediate to advanced students explore personal creative practice and experiment with film, video, and computer animation techniques. Integrates readings, screening, and discussion with production.

ARTD 513. Emerging Technologies. 5 Credits.

Explores use of emerging technologies in art. Create works using emerging technologies and techniques and explore contemporary artworks, philosophies, and cultural trends.

Requisites: Prereq: ARTD 516.

ARTD 515. Video Art: Experimental Film. 4 Credits.

Repeatable. Video and sound art practices, from conceptual deconstructions of the film-video apparatus to self-reflexive socio-political and/or cultural critique, are examined through short format and video installation. Repeatable once for a maximum of 8 credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 563. Communication Design. 4 Credits.

Repeatable. Explores the communication of ideas and information through visual means. Introduces design process and principles, visual language, and the art of problem solving in visual communication.

Repeatable once for maximum of 8 credits.

Repeatable 1 time for a maximum of 8 credits

ARTD 571. 3-D Computer Imaging. 5 Credits.

Repeatable. Introduces 3-D computer graphic arts: 3-D digital space and form, model building, scene composition, surface properties, lighting, and rendering 3-D images. Repeatable once for maximum of 10 credits.

Repeatable 1 time for a maximum of 10 credits

ARTD 572. 3-D Computer Animation. 5 Credits.

Repeatable. Introduces 3-D computer animation arts. Includes time and space in the digital 3-D environment, animation concepts and techniques in 3-D space, production techniques for various multimedia applications. Repeatable once for maximum of 10 credits.

Requisites: Prereq: ARTD 571.

Repeatable 1 time for a maximum of 10 credits

ARTD 601. Research: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 604. Internship: [Topic]. 1-12 Credits.

Repeatable.

Repeatable 99 times

ARTD 605. Reading and Conference: [Topic]. 1-16 Credits.

Repeatable.

Repeatable 99 times

ARTD 606. Practicum: [Topic]. 1-16 Credits.

Repeatable.

Repeatable 99 times

ARTD 607. Seminar: [Topic]. 1-4 Credits.

Repeatable.

Repeatable 99 times

ARTD 608. Workshop: [Topic]. 1-16 Credits.

Repeatable.

Repeatable 99 times

ARTD 609. Terminal Creative Project MFA. 1-16 Credits.

Repeatable.

Repeatable 99 times

ARTD 610. Experimental Course: [Topic]. 1-6 Credits.

Repeatable.

Repeatable 99 times