Art: Art & Technology (ARTD)

Courses

ARTD 198. Technical Workshop: [Topic]. 1-3 Credits.
Possible topics include DreamWeaver, InDesign, PhotoShop.
Repeatable 14 times for a maximum of 15 credits when topic changes

ARTD 199. Special Studies: [Topic]. 1-5 Credits.
Experimental course - topic varies.
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 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 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 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: ARTD 350.

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.
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.
Disciplined inquiry of a topic with varying techniques and assignments suited to the nature and conditions of the problem being investigated. Often pursued in relation to a dissertation or thesis.
Repeatable 99 times

ARTD 404. Internship: [Topic]. 1-12 Credits.
Professional practice in an organization that integrates concepts studied at the university with career-related work experience.
Repeatable 99 times

ARTD 405. Special Problems: [Topic]. 1-12 Credits.
Specialized inquiry into a particular topic by a student and discussed with a faculty member.
Repeatable 99 times

ARTD 406. Practicum: [Topic]. 1-12 Credits.
A series of clinical experiences under academic supervision designed to integrate theory and principles with practice.
Repeatable 99 times

ARTD 407. Seminar: [Topic]. 1-4 Credits.
A small group of students studying a subject with a faculty member. Although practices vary, students may do original research and exchange results through informal lectures, reports, and discussions.
Repeatable 99 times

ARTD 408. Workshop: [Topic]. 1-6 Credits.
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
Repeatable 99 times

ARTD 409. Terminal Creative Project BFA. 1-12 Credits.
A presentation incorporating the knowledge and skills acquired from course work completed for a degree.
Repeatable 99 times

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

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.
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 1 time for a maximum of 8 credits

ARTD 463. Communication Design. 4 Credits.
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.
Requisites: Prereq: ARTD 350.
Repeatable 1 time for a maximum of 8 credits

ARTD 471. 3-D Computer Imaging. 5 Credits.
Introduces 3-D computer graphic arts: 3-D digital space and form, model building, scene composition, surface properties, lighting, and rendering 3-D images.
Requisites: Prereq: ARTD 350 or ARTD 361.
Repeatable 1 time for a maximum of 10 credits

ARTD 472. 3-D Computer Animation. 5 Credits.
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.
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.
Requisites: Prereq: B.F.A. standing.
Repeatable 9 times for a maximum of 50 credits

ARTD 507. Seminar: [Topic]. 1-4 Credits.
A small group of students studying a subject with a faculty member. Although practices vary, students may do original research and exchange results through informal lectures, reports, and discussions.
Repeatable 99 times

ARTD 508. Workshop: [Topic]. 1-6 Credits.
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
Repeatable 99 times

ARTD 510. Experimental Course: [Topic]. 1-6 Credits.
Experimental course - topic varies.
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.
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 1 time for a maximum of 8 credits

ARTD 563. Communciation Design. 4 Credits.
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 1 time for a maximum of 8 credits

ARTD 571. 3-D Computer Imaging. 5 Credits.
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 1 time for a maximum of 10 credits

ARTD 572. 3-D Computer Animation. 5 Credits.
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.
Requisites: Prereq: ARTD 571.
Repeatable 1 time for a maximum of 10 credits

ARTD 601. Research: [Topic]. 1-12 Credits.
Disciplined inquiry of a topic with varying techniques and assignments suited to the nature and conditions of the problem being investigated. Often pursued in relation to a dissertation or thesis.
Repeatable 99 times

ARTD 604. Internship: [Topic]. 1-12 Credits.
Professional practice in an organization that integrates concepts studied at the university with career-related work experience.
Repeatable 99 times

ARTD 605. Reading and Conference: [Topic]. 1-16 Credits.
A particular selection of material read by a student and discussed in conference with a faculty member.
Repeatable 99 times

ARTD 606. Practicum: [Topic]. 1-16 Credits.
A series of clinical experiences under academic supervision designed to integrate theory and principles with practice.
Repeatable 99 times

ARTD 607. Seminar: [Topic]. 1-4 Credits.
A small group of students studying a subject with a faculty member. Although practices vary, students may do original research and exchange results through informal lectures, reports, and discussions.
Repeatable 99 times

ARTD 608. Workshop: [Topic]. 1-16 Credits.
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
Repeatable 99 times

ARTD 609. Terminal Creative Project MFA. 1-16 Credits.
A presentation incorporating the knowledge and skills acquired from course work completed for a degree.
Repeatable 99 times

ARTD 610. Experimental Course: [Topic]. 1-6 Credits.
Experimental course - topic varies.
Repeatable 99 times