Art: Art & Technology Courses

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.

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

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 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.

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.

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.
Prereq: J 201, ENG 260; two from ENG 265, 266, 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.
Prereq: ART 115, ART 116, 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.

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.
Prereq: ART 115, 116, 233 & ARTD 251 or ENG 260, J 201; two from ENG 265, 266, 267; one from ARTD 256, CINE 270, J 208.

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.

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.
Prereq: ARTD 252, ART 115, ART 116, ART 233.

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.
Prereq: ART 115, ART 116, ART 233, ARTD 252.

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.
Prereq: ART 115, 116, 233 & ARTD 251 or ENG 260, J 201; two from ENG 265, 266, 267; one from ARTD 256, CINE 270, J 208.

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

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

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

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

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

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

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

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

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.
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.
Prereq: ARTD 370, 378 or 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.

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.
Prereq: ARTD 350.

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.
Prereq: ARTD 350 or 361.
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.
Prereq: ARTD 471.

ARTD 490. Issues and Practices in Digital Arts. 1-5 Credits.
Intensive critique, discussion, readings, and presentations. Repeatable up to nine times.
Prereq: B.F.A. standing.

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

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

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

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.
Prereq: ARTD 361, 395 or equivalent.

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.
Prereq: ARTD 378 or 4/516.

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.

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.
Prereq: ARTD 362, 394 or equivalent.

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.

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.
Prereq: ARTD 4/571.

ARTD 590. Seminar: [Topic]. 1-5 Credits.
Repeatable.

ARTD 598. Workshop: [Topic]. 1-6 Credits.
Repeatable.

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

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

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

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