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 8 maximum 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. 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.

ARTD 351. 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 352. 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 370. Digital Imaging. 4 Credits.

ARTD 371. Digital Drawing. 4 Credits.

ARTD 372. Digital Letterform. 4 Credits.

ARTD 373. Introduction to Animation. 4 Credits.
Introduction to principles of animation, timing, sequence; key frames, in-betweeners, 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 374. Digital Letterform. 4 Credits.

ARTD 375. Digital Letterform. 4 Credits.

ARTD 376. Digital Letterform. 4 Credits.

ARTD 377. 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 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 402. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTD 403. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

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

ARTD 405. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD 406. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTD 407. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

ARTD 408. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

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

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

ARTD 411. Experimental Animation. 4 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 412. 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 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 414. 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 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 416. 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.

ARTD 417. 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 a 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 a 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 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 a maximum of 10 credits.
Prereq: ARTD 4/571.

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.

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

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

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

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