MOVING IMAGE FOCUS AREA

GATEWAY COURSE

ART 4686C Video Art – This course emphasizes video as a fine art medium, rather than a vehicle for narrative storytelling. The course is geared toward conflict and resolution and focuses on creating works primarily concerned with concept and affect, with an interest in the formal aspects of digital video.

FOUNDATIONS PREREQUISITES

ART 2204C Cont. Art Foundations

FOUNDATIONS COREQUISITES

ART 1000 Success Strategies
ART 1201C 2D Foundations
ART 1203C 3D Foundations
ART 1300C Foundations Drawing
ART 1602C Digital Foundations

CHOOSE AT LEAST 3 OF THE FOLLOWING:

PREREQUISITES

ART 3651 Art & Electronic Media - Exploring the relationships between art and electronic media, this course focuses on the shift from industrial to information-driven economies. Specific historical trajectories are examined, from the invention of photography to film, gaming, 3D printing, architecture, and inter-disciplinary art practices.

All Foundations

ART 4652C Interactive Art 1: Creative Coding - This course introduces the possibilities that computational processes hold for visual artists and designers. Students gain a basic and intermediate knowledge of computer programming and discover how this awareness can advance computers beyond their role as simple tools and into a true artistic medium.

All Foundations

ART 4928C Advanced Workshop: Experimental Animation - This course explores the basics of 2D and AI-produced animation, including editing and sound. Projects created for installation and social media are expected. Integrating animation into the student's time-based art practice is a primary focus.

All Foundations
ART 4686 Video Art

ART 4928C Advanced Workshop: 3D Animation – The class is structured to explore a broad range of theories, concepts, and techniques related to foundational digital modeling, animation, visual effects, and time-based artmaking. The class incorporates professional animation tools and techniques used in the industry.

All Foundations
ART 4686 Video Art

ART 4928C Advanced Workshop: Virtual Environments - This class will cover art production using Virtual Reality, Augmented Reality, and 3D game building using Unity software. Artistic themes and goals are decided within the class and are based on the student's interests. Use of VR headsets, alternate forms of input/output, and/or projection is expected.

All Foundations
ART 4686 Video Art
ART 4652C Interactive Art I