



ART380 Game Theory

This seminar offers an in-depth treatment of historical, philosophical, and theoretical issues related to game design and play. The course traces the origins of gaming and follows its evolution into the contemporary idiom. Analysis will also cover how multi-person independent decision-making and strategic situations provide insight on political science, anthropology, economics, sociology, and biology.

ART383 Sound Design

Pre-req: ART213

This course treats sound as an aesthetic equal to image in works of time-based and interactive media. It explores image sound relationships and focuses on designing effective soundtracks by developing students' skills in field, foley, and studio recording; scoring; mixing; and sound-image synchronization.

ART 341 Introduction to Animation.

Pre-req: ART213

An introductory course in the creation of animated works. In addition to screenings and analysis of animated films, students will explore the expressive potential of classic and nontraditional animation techniques: stop motion, cut-paper, direct-on-film and drawing techniques will be explored via various media. Students will work individually on projects and learn the skills of effective group collaboration.

ART 343 History of Animation

This is a survey course studying the international development of animation. The course will emphasize two major aspects in this evolution: the rise and decline of American studio production and the independent artist/ animator.

ART382 Interactive Media

Pre-req: ART213

This course provides an introduction to the diverse scope and potential of screen-based interactive media. Emphasis is placed on the production and critique of projects that explore interactive navigation, non-linear narrative, interactive animation and sound in 2D environments. Online and internet based art will be covered. Basic scripting concepts and techniques are introduced to provide students with the necessary skills to begin exploring their own creative approaches to interactivity.

ART 384 Computer Animation

Pre-req: ART213

This course will build a foundation for the creation of animation with computers. Students will explore 3-D techniques through a study of modeling, motion, transformation, lighting and texturing

ART387 Expression in Time and Motion

Pre-reqs: ART341

This course focuses on the expressivity of motion for representational and nonrepresentational visual content. Students will explore the subject through screenings of animated works, analysis, and workshops involving primarily hand-drawn techniques. Emphasis will be placed on motion, not illustration.

ART 447 Advanced 2D Animation and Compositing.

This course explores the creation of motion graphics utilizing advanced techniques in multilayered time-based compositions as it relates to both 2D and 3D applications. The conceptual process and content incorporating these techniques are studied through screenings of contemporary works and critiques of student class work.

ART 484 Advanced 3D Animation Techniques

Pre-req: ART 3xx, ART 384

This course will continue a student's exploration of 3D computer animation. Advanced techniques for modeling and procedural rendering will be introduced, as well as animation techniques that utilize scripts, expressions, deformations and inverse kinematics. Students will utilize these skills in the context of strengthening their own artistic voice.

ART486 Interactive Media II

Pre-reqs: ART382, ART380

This studio course is a rigorous exploration of creative and applied problems in interactive media. Advanced scripting concepts are combined with animation, video, image and sound to create complex user experiences in interactivity.

ART 488 Advanced Topics in Animation/Interactive Media

This course offers an investigation of current directions in Animation and Interactive Media.

ART 489 Senior Projects

An advanced course that focuses on the production of individual and collaborative projects, emphasizing class discussion and critique. This course constitutes the "capstone" experience and should be taken in the student's final semester.