

DIGITAL ARTS (DART)

DART 102N: Introduction to 2d Digital Art and Technology

3 Credits

DART 102N Introduction to 2d Digital Art and Technology (3) A General Education Integrative Studies, digital arts course introducing 2D graphics software through explorations of the 2d digital art medium. This is a General Education Integrative Studies, digital arts course introducing 2D graphics software through the creation of original digital artwork and the exploration of the 2d digital art medium. Course content explores technology, digital art, and visual culture, and concepts of identity, digital culture, and propaganda. Students create original artwork using graphic software such as Adobe Photoshop. They acquire skills and methods of research and development, creative production, critical review, reflection, and strategies for revision. Learning focuses on problem solving, exploration of creative options, visual communication, critique of images and ideas, and reflective writing. Students apply this process of visual research as a personal means of exploring topical issues and ideas, responding in informed ways to the images created by others, and reacting critically and creatively to the visual world around them. The course looks at topics such as the impact of technology on personal identity and community practices as they are represented in the mix of visual culture. Methods of visual expression and graphic communication such as advertising, messaging and propaganda are examined and critically analyzed as cultural practices that serve many purposes, from education, entertainment, marketing, and politics. The purpose of the course is to introduce students to the creative use of digital technologies in responding critically and imaginatively to this changing visual world of image, text and story in which they live. By developing original digital artwork, students learn to formulate and communicate their ideas related to the course topics from a personal perspective and build an understanding of how they make an impact on a world beyond the classroom.

Bachelor of Arts: Arts

General Education: Arts (GA)

General Education: Humanities (GH)

General Education - Integrative: Interdomain

GenEd Learning Objective: Effective Communication

GenEd Learning Objective: Crit and Analytical Think

GenEd Learning Objective: Key Literacies

DART 213: 3D Printing for Artists and Designers

3 Credits

DART 213 3D Printing for Artists and Designers (3) This course explores the potential of 3D printing as a vehicle for creative expression. Studio sessions include hands-on printing with materials both hard and soft, from bio-plastics to ceramics. The class is designed to be collaborative and interdisciplinary. We will investigate the role 3D printing can play in the working processes of Artists & Designers presently and in the future. We'll ask questions about the potential of this technology and we'll discuss our answers and opinions. Our class will spend a significant amount of time making and iterating designed objects and sculptural forms via 3D modeling, 3D scanning, and 3D printing. We will become familiar with 3d modeling software programs and printer control programs via course projects, tutorials, and one-on-one instruction. Our software and hardware choices will be focused particularly on tools that are open source and free, emphasizing a D.I.Y. approach to this emerging

technology. We will also spend a great deal of time investigating a range of approaches to 3D printing from craft processes to industrial applications, large and small. Each week we will introduce a discussion topic and a hands-on project.

DART 296: Independent Studies

1-18 Credits/Maximum of 18

Creative projects, including research and design, which are supervised on an individual basis and which fall outside the scope of formal courses.

DART 297: Special Topics

1-9 Credits

Formal courses given infrequently to explore, in depth, a comparatively narrow subject which may be topical or of special interest.

DART 302: Digital Painting Studio

4 Credits

DART 302 Digital Painting (4) A digital arts studio course that focuses on creating and critically evaluating digital painting. This digital arts studio course focuses on creating and critically evaluating digital painting and builds upon previous digital arts studio courses by extending students experience with the creative exploration of the digital medium. This course will engage art and design students on the principles, techniques and relevant technologies to advance their skills and critical competencies in digital painting and concept art through hands-on studio production in collaboration with SoVA studio faculty. The course is for students enrolled in the Art BA, Art BFA, Art Education BS, Digital Arts and Media Design BDes or Photo BDes degree programs

Prerequisites: DART 202, ART 250

DART 305: Mobile and Touch Studio

4 Credits

DART 305 Mobile and Touch Studio (4) A studio course focusing on designing and developing interactive stories, games and expressive applications targeting mobile and touch screen devices This course teaches students how to design and develop interactive applications for mobile and touch screen devices. Through lectures, discussions and exercises, students are exposed to the latest methods of gestural interface design. They produce through an iterative design process a series of short projects and learn to integrate interface elements, interactive storytelling techniques, and implement design patterns using a scripting language.

Prerequisites: DART 202, DART 205, and enrollment in the Art BA, Art BFA, Art Education BS, Digital Arts and Media Design BDes or Photo BDes degree program

DART 404: Animation Studio

4 Credits/Maximum of 8

DART 404 Animation Studio (4 per semester, maximum of 8) An in-depth digital arts production course focusing on exploring animation and time-based media through the development of self-initiated projects. This course will build upon previous digital arts studio courses and provide students with an in-depth studio experience to produce animated and time-based media works. In animation studio, students will explore

animation and time-based media in relationship to their creative interests and studio practice while seeking to integrate course lectures, discussions and screenings into the realization of new work. This course is receptive to all forms of traditional and experimental animation techniques (analog, digital, hybrid) as well as creative and time-based media approaches.

Prerequisites: DART 303; DART 304; DART 314 Recommended
Preparation: DART 204

DART 495: Internship

1-18 Credits/Maximum of 18

Supervised on or off-campus, nongroup instruction including field experiences, practica, or internships. Written and oral critique of activity required.

DART 496: Independent Studies

1-18 Credits/Maximum of 18

Creative projects, including research and design, which are supervised on an individual basis and which fall outside the scope of formal courses.

DART 497: Special Topics

1-9 Credits

Formal courses given infrequently to explore, in depth, a comparatively narrow subject which may be topical or of special interest.