

ATC-ART, TECHNOLOGY, AND CULTURE

ATC 2823 Space - Introductory Studio Practice 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043. Establishes a foundational perspective that considers embodiment and space in the digital age. Examines how networked information spaces might be understood, intervened with, repurposed, and inhabited as socially navigable spaces. This examination will be supported by an equal commitment to the physical via site specificity and emerging forms of public art practice. The goal is first of all, to engage the term 'space', and secondly, to examine possibilities as that engagement is extended into practice. (Irreg.)

ATC 2853 Introduction to Photography 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043 or concurrent enrollment. An introduction to light and lens-based imaging with a specific emphasis on photography and the photographic image. Instructor determines content and methodology; all courses will include refinement of basic technical skills as well as critical engagement with photography and its ontology. Readings and writings will supplement class discussion. (Irreg.)

ATC 2873 Video for the Artist I 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043. Introduces students to a variety of temporal experience given form in film, video, and uses of the Internet. Time is conceived in terms of a succession of passing frames, the presence of another consciousness, the inscription of testimony for an archive, the live performance, and the re-marking of community over the course of technological change. (Irreg.)

ATC 2893 Creative Coding I 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043. This course introduces fundamental programming concepts through creative projects using p5.js, Phaser, and Unity. Designed for beginners with no coding experience, we'll focus on basic coding principles, game development, and interactive media. By the end of the course, you will have created multiple interactive projects and gained foundational skills for further exploration in creative coding and game development. (Irreg.)

ATC 3440 Mentored Research Experience 3 Credit Hours

0 to 3 hours. Prerequisites: ENGL 1113 or equivalent, and permission of instructor. May be repeated; maximum credit 12 hours. For the inquisitive student to apply the scholarly processes of the discipline to a research or creative project under the mentorship of a faculty member. Student and instructor should complete an Undergraduate Research & Creative Projects (URCP) Mentoring Agreement and file it with the URCP office. Not for honors credit. (F, Sp, Su)

ATC 3783 Olfactory Art 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043; May be repeated with change of content; maximum credit 9 hours. This studio course explores the use of scent as a creative medium in contemporary art. Through a hands-on approach, students will investigate the practical and conceptual dimensions of using olfaction and aromatic elements in their studio practice. (Irreg.)

ATC 3843 3D Modeling for Computer Animation 3 Credit Hours

Prerequisite: Majors only. Online intensive digital studio course covers beginning to advanced 3D modeling techniques in industry-standard animation software. Course content includes video tutorials, online discussion forums, projects, and critical feedback. Topics may include using curves, polygon modeling, material shaders, 3D sculpting, texturing, lighting and rendering. (Irreg.)

ATC 3853 Intermediate Traditional Photography 3 Credit Hours

Prerequisite: Majors only; ATC 2853; May be repeated with change of content; maximum credit 6 hours. This course presents the fundamentals of traditional black & white photography. Instruction includes discussion of the film camera, light meter readings, film exposure, film development, contact printing negatives, traditional B&W paper for printing, enlarging negatives, best traditional B&W darkroom practices & printing methods. (Irreg.)

ATC 3863 Intermediate Digital Photography 3 Credit Hours

Prerequisite: Majors only; ART 2853 or ATC 2853. This course explores digital photographic practices, with a focus on developing conceptual frameworks in image-making. Students will explore diverse approaches to creating a cohesive photographic project, emphasizing the refinement of ideas and the ability to construct visual narratives. Students will engage in technical and conceptual workshops complemented by class critiques and discussions. (Irreg.)

ATC 3873 Video for the Artist II: Video Art 3 Credit Hours

Prerequisite: Majors only; ATC 2873. This intermediate studio course class explores video as a medium for artistic expression and social inquiry. Students are encouraged to consider fresh methods of interacting with audio / visual material, rather than staying within the parameters of what has already been established. The course is designed to provide an environment for students to develop their time-based artistic practice. (Irreg.)

ATC 3883 2D Computer Animation 3 Credit Hours

Prerequisite: Majors only; ATC 2823, or ATC 2873 or permission of instructor. Introduction to computer animation as an art form. Course content includes technical tutorials, screenings, projects, and critiques. Topics may include stop motion, 2D animation, 3D animation, abstract motion graphics, effects, character design, and narrative and/or experimental approaches. A personal laptop is required. (Irreg.)

ATC 3893 Experimental Animation 3 Credit Hours

Prerequisite: Majors only; ATC 2823 or permission of instructor. Advanced studio course covers abstract and experimental approaches to animation as an art form. Course content includes technical tutorials, screenings, projects, and critiques. Topics may include advanced motion graphics, dynamics simulation, motion capture, and procedural animation. A personal laptop is required. (Irreg.)

ATC 3913 Interface - Code Is Not Neutral 3 Credit Hours

Prerequisite: Majors only; ART 1033 and ART 1043. This course teaches students to how to design and develop interactive User Interface and Extended Reality web products. Technical instruction covers the design and development process from wire framing, to mockups, to developing, to testing and debugging a usable web product. (Irreg.)

ATC 4823 Advanced Art and Technology 3 Credit Hours

Prerequisite: Majors only; ART 3823; May be repeated with change of content; maximum credit 12 hours. Advanced-level topics are determined by department. Individual topics may include, but are not limited to: AI, gaming, XR, Interactive Objects and Environment, Experimental Electronics, Sound Synthesis, Virtual Space, and hardware/software/wetware. (Irreg.)

ATC 4843 Applied Photo Practice: Photographic Lighting and Constructive Imagery 3 Credit Hours

Prerequisite: ATC 2853 and ATC 3853 or ART 3853. May be repeated; maximum credit 12 hours. This course explores the formal and technical aspects of photographic lighting, providing students with a comprehensive understanding of how light shapes and defines photographic images. Through a combination of lectures, hands-on workshops, and critical discussions, students will explore various lighting techniques, including natural, studio, and mixed lighting. (Irreg.)

ATC 4853 Advanced Photo Practices: Photobooks/Theory and Practice 3 Credit Hours

Prerequisite: ATC 2853 and ATC 3853 or ART 3853; May be repeated with change of content; maximum credit 12 hours. Photographers have increasingly turned to the photobook as an alternative to conventional gallery or museum print exhibitions and as a means to counter the over-saturation of images characteristic of modern visual culture. This course provides a pragmatic investigation into the nature of photobooks, encompassing their structure, the mechanics of their production, and their relevance for contemporary image-makers. (Irreg.)

ATC 4863 BFA Studio 3 Credit Hours

Prerequisites: Majors only; ATC 2823, ATC 2853, and ATC 2873; admission to ATC major. May be repeated with change of content; maximum credit 12 hours. In this course, students develop research techniques in support of their studio practice. Seemingly diverse concentrations (for example: photography, performance, and robotics) synthesize with a common intent to investigate and communicate ideas. Students are exposed to experiences involving professional practices, including critical critique, proposed solutions and examinations of problems, public speaking/discourse, writing about art, and the formal presentation of artworks. Students' effort are concentrated through the series of Studio/Seminar courses that culminate in the public presentation of their thesis. (Irreg.)

ATC 4873 Alternative Photo Practices 3 Credit Hours

Prerequisite: Majors only; ART 2853 or ATC 2853 and ART 3853 or ATC 3853; May be repeated; maximum credit 12 hours. This course is an exploration of analog photography. Specific instruction will include an introduction to light-sensitive photographic materials; tools and techniques for film-based image capture; the exposure, development, and printing of black and white films. The instructor will determine content and methodology, but in addition to technical instruction, this course will emphasize critical engagement with photography and its practice. (Irreg.)

ATC 4883 Narrative Animation 3 Credit Hours

Prerequisite: Majors only; ATC 3843 or ATC 3883 or ATC 3893 or permission of instructor. Advanced studio course covers narrative and cinematic approaches to animation as an art form. Course content includes technical tutorials, screenings, projects, and critiques. Topics may include storyboarding, character design, rigging, sound design, motion capture, dynamics, and advanced rendering techniques. A personal laptop is required. (Irreg.)

ATC 4893 Expanded Animation 3 Credit Hours

Prerequisite: Majors only; ATC 3843 or ATC 3893 or permission of instructor. Advanced studio course exploring special topics in animation which may include virtual reality, augmented reality, motion tracking, motion capture, projection mapping, and immersive media installation. A personal laptop is required. (Irreg.)

ATC 4963 Photography Studio Topics 3 Credit Hours

Prerequisite: Majors only or permission of instructor; May be repeated with change of subject matter; maximum credit nine hours. This course offers you the opportunity to undertake a self-directed, semester-long studio project. In collaboration with the instructor, you will develop and produce a body of work that reflects your formal, technical, creative, and/or critical interests. (Irreg.)

ATC 4973 Film and Video Studio Topics 3 Credit Hours

Prerequisite: Majors with junior standing or permission of instructor; ATC 2873 or permission of instructor; May be repeated with change of subject matter; maximum credit nine hours. Special topics course in film and video for content not currently offered in regularly scheduled courses. (Irreg.)

ATC 4983 Media Art Studio Topics 3 Credit Hours

Prerequisite: Majors with junior standing or permission of instructor; May be repeated with change of subject matter; maximum credit nine hours. Special topics course in media art for content not currently offered in regularly scheduled courses. (Irreg.)