

# A T-ART AND TECHNOLOGY

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## **A T 5803 History and Theory of Art and Technology Seminar 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course surveys the history and theory of art and technology from prehistory to the present. Presenting the major historical developments alongside key works and texts in art and design practice, their critical and historical reception, and their theorization, the course provides students with a comprehensive foundation in the past of their field. (F, Sp, Su)

## **A T 5813 Creative Coding Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course provides an introduction to the computer as a usable art production tool. Students work to understand computer code as a malleable form within the context of New Media Art. Students learn the basic structure of OOP (Object Oriented Programming) as it pertains to the navigation of current technologies. (F, Sp, Su)

## **A T 5823 Emerging Art and Technology Seminar 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course helps students position themselves within the field of art and technology by equipping them with knowledge necessary to anticipate the future shape of its fast-paced development. Specific topics covered tend to involve big-picture changes on the horizon, new technologies in development, and the shifting relationship of society to technology. (F, Sp, Su)

## **A T 5833 Video and Sound Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course provides students with an overview of audio and video capture and post-production. This technique-intensive lab features weekly sequences of video tutorials covering introductory to advanced techniques for video capture, video lighting and exposure, audio capture, technical equipment, and industry standard software post-production methods. (F, Sp, Su)

## **A T 5843 3D Animation Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course teaches students how to produce 3D models and 3D animations with the latest industry-standard software. This technique-intensive lab features weekly sequences of in-depth video tutorials covering introductory to advanced techniques for creating high-quality 3D objects, environments, characters, keyframe animations, procedural animations, and simulation FX. (Sp, Su)

## **A T 5853 Motion Graphics Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course provides students with a technical overview of using motion graphics, including but not limited to, effective communication in moving text, interactive media, and basic digital compositing. This technique-intensive lab features weekly sequences of in-depth video tutorials covering techniques for key components in the successful creation of imagery, sound, video, and animation for use in motion graphic projects. (F, Sp, Su)

## **A T 5863 Moving Image Production 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This studio course provides students with one-on-one and group feedback for self-directed projects of time-based media. Students will develop their work within a theoretical and conceptual framework, learning and applying the principles of interactivity in art and design. The course includes screenings, discussions, and critiques. (F, Sp, Su)

## **A T 5873 Game Engine Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course provides students with an overview of 3D game engine software to produce narrative and experimental screen-based video games. This technique-intensive lab features weekly sequences of in-depth video tutorials covering introductory to advanced techniques for importing, animating, scripting, and exporting computer games. (F, Sp, Su)

## **A T 5883 Interactive Media Production 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This studio course provides students with one-on-one and group feedback for self-directed projects in interactive media. Students will develop their work within a theoretical and conceptual framework, learning and applying the principles of interactivity in art and design. The course includes screenings, discussions, and critiques. (F, Sp, Su)

## **A T 5893 Mixed Reality Techniques 3 Credit Hours**

Prerequisite: Graduate standing and Master of Arts in Art and Technology majors only. This course teaches students to how to create virtual and augmented reality experiences. This technique-intensive lab features weekly sequences of in-depth video tutorials covering introductory to advanced techniques for creating art and design projects in advanced, emerging visual technologies. (F, Sp, Su)

## **A T 5913 Professional Project 3 Credit Hours**

Prerequisite: Graduate standing, Master of Arts in Art and Technology majors only, and concurrent enrollment in AT 5923. The purpose of this culminating project is to synthesize the student's knowledge in the field of art and technology through the production of a work or body of works in art or design that demonstrates professional skills and will serve the student well as a key component of their portfolio moving forward in their career. (F, Sp, Su)

## **A T 5923 Professional Forum 3 Credit Hours**

Prerequisite: Graduate standing, Master of Arts in Art and Technology majors only, and concurrent enrollment in AT 5913. This group seminar course is intended to provide a forum for peer feedback on the professional project as it evolves from conception to completion. Students will discuss their ideas and their practices, developing both greater clarity about their working process as well as a deepened capacity to talk about their work and present it coherently to the public. (Sp, Su)