ADA - ART: DIGITAL ART

ADA 2210 Introduction to Digital Practices Cr. 3  
Introductory survey of digital methods of art production; digital painting and drawing, 3D modeling, and photo manipulation. Offered Fall, Winter.  
**Prerequisites:** (ACO 1200 with a minimum grade of D-) OR (ACO 1230 with a minimum grade of D-) OR (ACO 1270 with a minimum grade of D-) OR (APH 2400 with a minimum grade of D-)

ADA 2220 Time-Based Media I: Video Art Cr. 3  
Experimental digital video production techniques: complete workflow from camera to post production and DVD authoring. Technical tuition supplemented by readings, critiques, discussions and screenings of key examples of video art. Offered Winter.  
**Prerequisites:** (ACO 1200 with a minimum grade of D-) OR (ACO 1230 with a minimum grade of D-) OR (ACO 1270 with a minimum grade of D-) OR (APH 2400 with a minimum grade of D-)

ADA 3220 Introduction to Interactivity in Graphic Arts Cr. 3  
Exploration of a variety of art-making strategies that utilize digital technologies and interactive media; emphasis on computer-based and online art practices and web-oriented programming languages. Offered Yearly.  
**Prerequisites:** (ACO 1200 with a minimum grade of D-) OR (ACO 1230 with a minimum grade of D-) OR (ACO 1270 with a minimum grade of D-) OR (APH 2400 with a minimum grade of D-)  
**Equivalent:** AGD 3260

ADA 4220 Time-Based Media II: Experimental Animation Cr. 3  
Strategies for creating animation-based artworks by combining traditional techniques with digital technologies. Technical tuition supplemented by readings, critiques, discussions and screenings of key examples of animation art. Offered Yearly.  
**Prerequisites:** (ACO 1200 with a minimum grade of D-) OR (ACO 1230 with a minimum grade of D-) OR (ACO 1270 with a minimum grade of D-) OR (APH 2400 with a minimum grade of D-)

ADA 4230 Time-Based Media III: Experimental 3D Animation Cr. 3  
3D modeling and animation techniques. Technical tuition supplemented by readings, critiques, discussions and screenings featuring various mainstream and experimental examples of 3D animation. Offered Winter.  
**Prerequisites:** (ACO 1200 with a minimum grade of D-) OR (ACO 1230 with a minimum grade of D-) OR (ACO 1270 with a minimum grade of D-) OR (APH 2400 with a minimum grade of D-)

**Repeatable for 6 Credits**

ADA 4240 Advanced Interactivity: Experimental Video Games Cr. 3  
Studio course focusing on video game creation from a fine arts perspective; emphasizing 2D and 3D experimental and unconventional approaches. Offered Winter.  
**Prerequisites:** (ADA 3220) OR (AGD 3260)

**Repeatable for 6 Credits**

ADA 5830 Directed Projects in Digital Arts Cr. 1-3  
Individual problems in electronic arts. Offered Fall, Winter.  
**Repeatable for 6 Credits**

ADA 6230 Advanced Projects in Digital Arts Cr. 3  
Research- and project-oriented studio class for intermediate students. Discussion, critique, development and refinement of technical and conceptual approaches to the application of digital technologies within the fine arts. Offered Winter.  
**Repeatable for 15 Credits**

ADA 6250 Advanced Time-Based Media Cr. 3  
Advanced projects in time-based media surveying the intersections of 3D Animation, 2D Animation, and video art. Offered Yearly.  
**Repeatable for 9 Credits**

ADA 6830 Special Topics in Digital Arts Cr. 3  
In-depth specializations supplementing and building on digital arts courses. Topics may include: programming for artists; sound design and sonic arts. Offered Fall, Winter.  
**Repeatable for 12 Credits**