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