Disclaimer: The course information below is current as of April 8, 2015, is intended for informational purposes only, and does not constitute a legal contract between the University of Utah and any person or entity.

**2000 Computers and the Arts** (3) (fall, spring, summer)
The course introduces a number of computer applications as visual and expressive tools. Students will learn through hands-on tutorials and projects that implement elements of raster and vector imaging, web design, interactive animation, and digital video editing. Each project integrates previously learned theory with new concepts to create multifaceted interactive artwork.

**Art 2060 NM Digital Photography** (3) (fall, spring, summer) Meets with ART 2060. This class introduces the history, mechanics and application of digital photography as well as basic photographic combination of lectures, guest lectures, viewing the work of master photographers, class assignments and in-class critiques of student work which will be projected on the screen.

**2600 Introduction to Animation Techniques** (4) (fall) Cross listed as FILM 2600
This course presents an introduction to the fundamentals of animation and 2D computer animation techniques. The basic techniques of Photoshop (digital imaging), Aftereffects (digital motion graphics), and Flash (multimedia) will be introduced as the means to produce 2D animated images. With a combination of studio activities, screening, critiques, readings, writings, and discussions focusing on issues related to contemporary animated images and arts, students will understand various 2D computer animation techniques and be exposed to various animation styles.

**2700 Intro to Videogames and Virtual Worlds** (3) (fall, spring) Cross-listed as FILM 2700.
History and culture impact of interactive video games and virtual worlds. Explore and discover the socio-cultural influences of the ever-expanding presence of interactive entertainment. Evolution of computer and video games design from its beginnings to the present: storytelling, strategy, simulation, technology, 3D first-person games. Cultural, business, and technical perspectives explored.

**3000 Design for the Net I** (4) (fall) Prerequisite: “C” or better in FA 2000 or Instructor Consent
The course is an introduction to creating rich content for the internet. Topics covered range from developing web site concepts, organizing content, creating sites, publishing, and updating content on the web. The focus of this course is to learn principles of web design, writing functional html and xhtml code, and using Dreamweaver to create a well designed website.

**3300 Introduction to Computer Music Technology** (4) (fall, spring)
Introduction to music production using computer technology. Topics include music notation, MIDI control, digital audio editing, and software synthesis as it relates to digital arts technology. Fundamental operation and interfacing of current digital audio computer hardware examined. For both musicians and non-musicians.

**3400 Digital Visual Effects** (4) (fall, spring) Prerequisite: C- or better in FA 2000 or Instructor Consent
The class follows the contemporary artistic movement of using traditional art-making techniques of composition and collage in new digital formats. Grounded in contemporary art theory and a historical overview of the underpinnings of digital art, the course uses Adobe After Effects, Photoshop, and Apple Final Cut Pro as a toolset for creating cutting edge time- and motion-based artistic work.

**3600 Writing for New Media** (3) (fall, spring, summer) Prerequisite: WRTG 2010 or equivalent. Fulfills Upper Division Communication/Writing.
The course provides a theoretical basis and practical approaches for writing interactive, non-linear documents for the World Wide Web and other multimedia environments. Through readings, writings, and discussions, class members explore how interactive digital media are shaping public discourse and creative possibilities. Students complete projects applicable to business, communications, education, the arts, entertainment, and personal interests. Topics include the relationship between medium and message, the history of hypertext, blogging, storyboards, web-specific organizing strategies, evaluating and choosing information sources, persuasive writing techniques, and developing multimedia scripts for video games or hyper fiction.

**3700 Multimedia Graphics** (4) (fall, spring) Prerequisite: C- or better in FA 2000 or Instructor Consent
The class focuses on making images that are meaningful, creative, and communicate, through an exploration of Adobe Photoshop and Illustrator. These applications have become standard tools used by fine artists, photographers, graphic
designers, web designers, and broadcast and video professionals. Working on fine art projects students will develop an understanding of these tools, and learn to contextualize their work within a framework of contemporary and historical artistic practice.

3710 Game Development I: Historical and Traditional Genres (4) (fall) Cross-listed as FILM 3710. Prerequisite: FA 2000 or instructor's consent.
This course examines several aspects of video games and gaming through a variety of theoretical lenses. This course will serve as an introduction to game design and survey the many roles behind video game development, both amateur and professional. Students will study the fundamentals of game design theory and incorporate them into 2D gaming projects. Students should be familiar with image editing and other basic computer skills. Students will assume various roles as they work in teams to make fully functional video games.

3720 Game Development II: Contemporary and Alternative Genres (4) (spring) Cross-listed as FILM 3720. Prerequisite: FA 2000 or instructor's consent.
Students in this course will examine contemporary and alternative development techniques and processes of video games, moving beyond commercial gaming to map the realm of user and community created content such as mods, and web games, as well as alternative uses form video games that include edutainment, military, health and political games. Students will explore the various industry roles in videogame development cycles, providing students the opportunities to enact those roles in teams, creating video games together.

3800 Special Topics in Arts Technology (1 to 4) Prerequisite: “C” or better in FA 2000 or instructor's consent.
A variety of topics in arts and technology. This class is not offered every year.

4100 Designing for the Net II (4) (spring) Prerequisite: “C” or better in FA 3000 or instructor's consent.
The course focuses on advanced topics in developing interactive web content, ranging from writing and using multiple CSS, creating Flash and ActionScript interactive content, and embedding video and audio to create multimedia websites. Individual projects aim to develop advanced web design techniques and students' individual interests.

4900 Independent Research Project (1 to 5) Prerequisite: Acceptance to the ArtsTechnology program and departmental consent.
Individual projects in Arts Technology research.

4950 Interdisciplinary Capstone Project (4) (spring) Prerequisite: Department consent required.
As the culmination of the Arts Technology program, the capstone experience allows students to utilize and expand on the knowledge and skills they have acquired in their previous course work. This class also aims to give students experience with the collaborative nature of many large-scale media projects. Students will form groups to develop, create, and present in a public venue a multimedia research projects that is unique, engaging, relevant, and esthetically involving.