All EDM summer classes are in the EXTENDED SESSION 1 and run from 6/1-7/22/20

SU'20 classes are fully ONLINE

ART 21068   HISTORY OF GRAPHIC DESIGN
This course approaches the study of graphic design as a tool for communicating, reinforcing and shaping socially constructed ideals by tracing the role of graphic arts from pre-historic to contemporary postmodern aesthetics. Prereq.: Art 10000 + one 20000-level writing course.

1XM	Tu/Th	2-4:50 pm	Professor Justin Campoy

ART 29500   TYPOGRAPHY 1
Type as abstract structure and its relation to problems of graphic communication. Application of typographic design in the creation of posters, brochures, magazine and book design, print ads and packaging.
Prereq: Art 10100t

1XC	M/W	2-4:50 pm	Professor Elizabeth Smith

ART 29510   GRAPHIC DESIGN CONCEPTS
Relationship of image and type in graphic design, with emphasis on conceptual and visual-ization skills. Design and imaging using traditional and digital tools in projects ranging from graphic icons to the design of promotional materials.
Prereq: Art 10100

1XA	M/W	9:00-11:50 am	Professor Michelle Washington

ART 31133 THE GRAPHIC NOVEL
Basic concepts of computer programming for visual artists though projects dealing with im-age processing, animation, and text manipulation. No prior programming knowledge required. Development of problem solving skills.
Art 29526 Computer Imaging or Art 29530 Digital Photo 1 or permission.

1XM	Tu/Th	2-4:50 pm	Professor Ada Price

ART 31939 INTERACTIVE STORYTELLING
This course will explore adaptive and nonlinear narratives in visual novels, interactive films, and dialogue systems. Students will develop interactive stories to focus on new techniques in narrative development in video games and film using flow-chart software, and the game engine Unity.
Prereq: 39528 2D Animation Principles, OR Art 39570 3D Imaging 1 OR Art 39552 Programming for Artists OR Permission of Instructor.

1XC	M/W	2-4:50 pm	Professor Phillip Birch

ART 39510   ELECTRONIC DESIGN 1
Design for print media with focus on page layout, integration of text and graphic illustra-tion, and corporate ID systems. The computer as a design and production tool; introduc-tion to vector and raster-based software for design and illustration. Prereq: Art 29500 and 29510.

1XA	M/W	9:00-11:50 am	Professor Orit Mardkha-Tenzer

ART 39540   WEB DESIGN 1
Interface design, information structuring and interactivity for the Web. Emphasis on design, eutility and interactivity. Development of HTML documents & images, design and prototype testing of a logical information structure. Prereq: Art 29500 and 29526.

1XA	M/W	9:00-11:50 am	Professor Katya Rozanova

ART 49590   DIGITAL DESIGN PORTFOLIO
Advanced projects and portfolio evaluation for students planning design careers. Graphic pre-sentation techniques; the business of graphic design; career resources and business practices. Portfolio preparation; creation of self-promotion materials. Prereq: 3 300 level courses in the major and 49510.

1XA	Tu/Th	9:00–11:50 am	Professor Carol Hamilton