

Electronic Design & Multimedia

FULL TIME FACULTY

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[on leave, Fall 2020]

ADJUNCT FACULTY

Prof. Krisia Ayala

Prof. Anne Bartoc

Prof. Phil Birch

Prof. Justin Campoy

Prof. Lynne Foster

Prof. Yvette Francis

Prof. Andrew Harrington

Prof. Anthony Hamboussi

Prof. Carrie Hamilton

Prof. Amy Huelsman

Prof. Brian LaRossa

Prof. Robert Levy

Prof. Orit Mardkha-Tenzer

Prof. Steve Messner

Prof. Lora Morgenstern

Prof. Donald Partyka

Prof. Farideh Sakhaeifer

Prof. Nate Sensel

Prof. Monique Saunders

Prof. Broderick Shoemaker

Prof. Gail Tauber

Prof. Juan Villanueva

Prof. Michele Washington

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ART 21067 HISTORY OF DESIGN

Historical and cultural influences and technical developments in the design of objects for uses.
Prereq.: Art 10000 + one 20000-level writing course.
3GJ W 6:15–9:05 pm room 118 Professor Justin Campoy

ART 21068 HISTORY OF GRAPHIC DESIGN

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.
2PR Tu 2:00–4:50 pm room 118 Professor Gail Tauber

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 10100.

1AD	M	9:00–11:50 am	room 119	Professor Elizabeth Smith
3GJ	W	9:00–11:50 am	room 122	Professor Yvette Francis
5EF	F	2:00–4:50 pm	room 119	Professor Juan Villanueva

ART 29510 GRAPHIC DESIGN CONCEPTS

Relationship of image and type in graphic design, with emphasis on conceptual and visualization skills. Design and imaging using traditional and digital tools in projects ranging from graphic icons to the design of promotional materials. Prereq: Art 10100.

1EF	M	2:00–04:50 pm	room 119	Professor Michele Washington
1GJ	M	6:15–9:05 pm	room 119	Professor Michele Washington
2KN	Tu	9:00–11:50 am	room 119	Professor Anne Bartoc
2SU	Tu	6:15–9:05 pm	room 119	Professor Lora Morgenstern

ART 29520 ILLUSTRATION

Contemporary illustration in various media. Editorial illustration (book, magazine), advertising illustration, and promotional illustration. Pre- or Co-Req: Art 10100.

2SU	Tu	6:15-9:05 pm	room 118	Professor Lynne Foster
4PR	Th	2:00-4:50 pm	room 118	Professor Nate Sensel

ART 29526 COMPUTER IMAGING AND ILLUSTRATION

Electronic illustration and image processing. Overview of approaches from painting to montage. Imaging techniques using masks, channels, filters and special effects. Issues of color management, color correction, resolution, and printing. Prereq: Art 10100 and 29520.

1GJ	M	6:15–9:05 pm	room 122	Professor Farideh Sakhaeifer
4SU	Th	6:15–9:05 pm	room 122	Professor Lynne Foster

ART 29530 DIGITAL PHOTOGRAPHY

Introduction to digital photographic practices. Technical concerns and aesthetic issues of digital image capture and digital photo manipulation and output/display. Exploration of contemporary digital photography and concept development. Prereq: Art 10400 or permission.

3GJ	W	6:15–9:05 pm	room 119	Professor Robert Levy
4PR	Th	2:00–4:50 pm	room 119	Professor Anthony Hamboussi

ART 31918 SPECIAL TOPICS: UX/UI FOR NATIVE APPS

Design user experiences (UX) for native applications for mobile devices. Usability heuristics, research and competitive analysis, information architecture, rapid prototyping and usability testing for native UI elements on Apple and Android platforms. Prereq: 29510 and 39540

2KN	Tu	9:00–11:50 am	room 121	Professor Katya Rozanova
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ART 39500 TYPOGRAPHY 2

Typography I continued. Communication systems, cohesive identity packages, logo development and publication design with orderly, logical and aesthetically appropriate type usage.

Prereq: Art 29500-

4SU	Th	6:15–9:05 pm	room 122	Professor Donald Partyka
5AD	Th	9:00–11:50 am	room 122	Professor TBA (class zeroed)

ART 39510 ELECTRONIC DESIGN 1

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

1AD	M	9:00–11:50 am	room 122	Professor Orit Mardkha-Tenzer
2PR	Tu	9:00–11:50 am	room 122	Professor Anne Bartoc

ART 39512 NEW TITLE: PRODUCTION FOR DIGITAL MEDIA

Print production for graphic design, from concept to execution. Development of concepts from visualization to comprehensives to mechanicals for black and white and color printing.

Techniques in printing: embossing, die cut and paper selection. Prereq: Art 39510.

6X	S	9:00–11:50 am	room 122	Professor Steve Messner
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ART 39520 ILLUSTRATION 2

Advanced projects in illustration in various media. Editorial illustration (book, magazine), advertising illustration, and promotional illustration. Prereq: Art 29520

2KN	Tu	9:00–11:50 am	room 118	Professor Amy Huelsman
3AD	W	9:00–11:50 am	room 118	Professor Amy Huelsman

ART 39528 2D ANIMATION PRINCIPLES

Introduction to basic principles, techniques, and processes involved in the development of 2D animation. Exercises and projects exploring the classical principles of animation as applied in a digital environment. Pre-requisites: Art 29526 Computer Imaging or Art 29530 Digital Photo 1.

1EF	M	2:00–4:50 pm	room 121	Professor Pilar Newton-Katz
1GJ	M	6:15–9:05 pm	room 121	Professor Pilar Newton-Katz

Electronic Design & Multimedia

GPA 2.5?
you must have
a 2.5 GPA to be
an art major

'zeroed out'
courses are only
opened after other
courses of the same
level and area are
closed and there is
sufficient demand .

**We are holding
sections for :**
29500 Type 1
29510 GD Concepts
29520 Illustration 1
39500 Type 2
39510 E Design 1
39552 Programming

**ALL CLASSES ARE 3
HOURS/3 CREDITS
EXCEPT FOR THESIS**

**SENIOR THESIS
ART 49598
is for BFA only.**

Thesis proposals must
be approved in the
semester BEFORE
registration for THESIS.

Deadline for proposals is
December 1 for SP20
May 1 for FA20.

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ART 39530 DIGITAL PHOTOGRAPHY 2

This course builds on the concepts and skills learned in Art 29530. A further examination of conceptual and technical concerns surrounding digital photography. Prereq: Art 29530.
2KN Tu 9:00–11:50 am room 122 Professor Andrew Harrington

ART 39540 WEB DESIGN 1

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

1AD	M	9:00–11:50 am	room 121	Professor Broderick Shoemaker
2PR	Tu	2:00–04:50 pm	room 121	Professor Stalgia Grigg

ART 39544 UX/UI DESIGN

Projects in user experience and user interface design for interactive media. Graphic design and front-end (web) design focusing on usability heuristics, information architecture, rapid prototyping and usability testing. Prereqs: 29510 Electronic Design 1 and 39540 Design for the Web 1.
5EF F 2:00–04:50 pm room 122 Professor Monique Saunders

ART 39552 PROGRAMMING FOR ARTISTS

Basic concepts of computer programming for visual artists though projects dealing with image 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.

5AD	F	9:00–11:50 am	room 121	Professor Stalgia Grigg
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ART 39560 DIGITAL VIDEO 1

In-depth introduction to the creation of animation, interactive video, and motion graphics. Survey of ways in which electronic video images have been used in an art and design context using Adobe Premiere and Adobe After Effects. Strong Photoshop skills essential. Prereq.: Art 29526, or 29530.

3EF	W	2:00–4:50 pm	room 121	Professor Hajoe Moderegger
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ART 39570 3D IMAGING 1

Overview of creative and technical aspects of 3D image creation on the computer. Modeling, texture maps camera and light sources, and rendering techniques for still image rendering and animation. Prereq: Art 29526 or permission of the instructor.

3AD	W	9:00–11:50 am	room 121	Professor Phil Birch
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ART 39580 GAME WORKSHIP

This course teaches the fundamentals of game play design. Students are introduced to a variety of games and will work individually and collaboratively to create new online and app games, emphasizing an iterative design process incorporating animation, 3D modeling and programming. .

Prereq: Art 29428 OR Art 39552 OR Art 39570

5EF	F	2:00–4:50 pm	room 121	Professor Stalgia Grigg
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ART 39590 CRITICAL ISSUES IN DESIGN, TECHNOLOGY AND NEW MEDIA

Seminar exploring the visual language of image and type and its function in mass communications; syntax of video, audio and interactive works; and the aesthetic and social challenges raised in design for print, time-based media and telecommunications. Prereq: One 200-level Art History course.

1GJ	M	6:15–9:05 pm	room 118	Professor Brian LaRossa
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ART 49510 ELECTRONIC DESIGN 2

Continuation of ED I. Investigation of contemporary design styles and exploration of issues in typography and information design through advanced projects in publication design and graphic illustration. Prereq: Art 39510.

2PR	Tu	2:00–4:50 pm	room 119	Professor Yvette Francis
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ART 49518 DESIGN AND PUBLISHING PROJECTS

An advanced exploration of the creative and production process for print media, organized around a semester-long group collaboration. Interdisciplinary collaborations will be encouraged. Prereq: 49510.

4KN	Tu	9:00–11:50 am	room 122	Professor Sherry He
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ART 49528 TOPICS IN ANIMATION

Topics in animation chosen from among a variety of animation processes, methods, and techniques. Coursework includes both group and individual projects and may address topics such as rotoscoping, cutout animation, direct animation, puppet animation and claymation. Prereq.: Art 39528 or Permission.

4KN	Th	9:00–11:50 am	room 121	Professor Pilar Newton-Katz
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ART 49590 DIGITAL DESIGN PORTFOLIO

Advanced projects and portfolio evaluation for students planning design careers. Graphic presentation 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.

2SU	Tu	6:15–9:05 pm	room 119	Professor Yvette Francis
4KN	Th	9:00–11:50 am	room 122	Professor Sherry He
5AD	F	9:00–11:50 am	room 119	Professor Carol Hamilton

ART 49598 SENIOR THESIS (BFA & BY PERMISSION ONLY WITH PROPOSAL)

Advanced design seminar to develop a sustained individual project in a major area of concentration. Semester-long project encourages extended development and the synthesis of communication skills and related design discipline. Final req. for graduation in the BFA.

Prereq.: completion of all major requirements. 6 cr./6 hr.

4KN	Th	9:00–11:50 am	room 119	Professor Mark Smith
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