New Media Arts

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Administration:
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Program Codes:
20FS5256MFA

The Department of Art, which is part of School of Art and Art History in the College of Architecture, Design, and the Arts (CADA), offers work leading to the Master of Fine Arts (MFA) degree in New Media Arts. The school also offers programs leading to the MFA degree in Moving Image, Photography, and Studio Arts. Consult the appropriate sections of catalog for more information on these programs.

Admission and Degree Requirements
• MFA in New Media Arts (http://catalog.uic.edu/gcat/colleges-schools/architecture-design-arts/nma/mfa)

Courses
ART 401. Senior Projects: Critique. 6 hours.
Critique/discussion for advanced art majors. Course Information: Previously listed as AD 462. Prerequisite(s): Senior standing or above; and consent of instructor. Class Schedule Information: To be registered properly, students must enroll in one Laboratory-Discussion and one Conference.

ART 402. Senior Projects: Thesis. 6 hours.
Exhibition/thesis production and seminar culminating in an exhibition/final thesis show for graduating seniors. Course Information: Previously listed as AD 453. Prerequisite(s): ART 401; and senior standing or above; and consent of the instructor. Class Schedule Information: To be properly registered, students must enroll in one Laboratory-Discussion and one Conference.

ART 452. Informational Aesthetics I. 4 hours.
Introduction to information visualization and programming in the context of art and design. Project oriented course using computer code and custom software for information analysis, representation and creative expression. Course Information: Same as DES 452. 4 hours. May be repeated to a maximum of 8 hours. Extensive computer use required. Prerequisite(s): DES 319 or DES 322 and sophomore standing or above; or consent of the instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 453. Informational Aesthetics II. 4 hours.
Intermediate course emphasizing the database as cultural form. Creative projects and research in information aesthetics through data driven two, three and four dimensional visualizations and custom computer interfaces. Course Information: Same as DES 453. 4 hours. May be repeated for maximum of 8 hours. Extensive computer use required. Prerequisite(s): DES 452 or ART 452 and junior standing or above; or consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 454. 3D Space I: Modeling. 4 hours.
Introduction to 3D modeling, texturing, lighting and rendering. Students develop a cross-media skill set that can be used for visualizing sculptural and/or architectural installations, filmic animation and compositing, gaming and object design. Course Information: Previously listed as AD 454. Extensive computer use required. Prerequisite(s): Consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 455. 3D Space II: Animation. 4 hours.
Continuation of 3D Space I: Modeling. Includes a focus on environment design with advanced texturing, lighting, rendering and particles. Course Information: Previously listed as AD 455. May be repeated for maximum of 8 hours. Extensive computer use required. Prerequisite(s): ART 454; or consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 456. Embedded Media: Physical Computing. 4 hours.
A practical and conceptual exploration into electronic sensors, processors and actuators as applied to interactive media. Course Information: Previously listed as AD 456. Extensive computer use is required. Prerequisite(s): AD 205; and junior standing or above; or consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 457. Interactive 3D. 4 hours.
An introduction to real-time interactive art theory and to the design and production practices used in creating 3D applications for games and the web. Course Information: Previously listed as AD 457. Extensive computer use required. Prerequisite(s): Senior standing or above; or consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 458. Advanced Interactive 3D. 4 hours.
Advanced theory and practice of real-time interactive art and producing 3D applications for games and the web. Conceptualization, planning, and development of interactive 3D and virtual reality environments. Course Information: Previously listed as AD 458. Extensive computer use required. Prerequisite(s): ART 457; and junior standing or above; or consent of instructor. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

ART 480. Independent Study in Art. 0-5 hours.
Intensive workshops in specific art related topics and techniques directed and announced by the instructor. Course Information: 1 to 4 undergraduate hours. 2 to 5 graduate hours. May be repeated. Previously listed as AD 406. Prerequisite(s): Junior or graduate standing; and consent of the instructor. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.
ART 499. Art Internship. 0-4 hours.
Introduction to professional practice offering students the opportunity to couple academic learning with professional experience in an off-campus placement. Course Information: Satisfactory/Unsatisfactory grading only. May be repeated. Only 8 hours of credit may apply toward Art major requirements. Requirements for the organization offering an internship: understanding/agreement that a student intern is an artist in training (not a volunteer, not a freelancer) positions are paid (at or above federal minimum wage) student is seeking professional experience (not a portfolio piece) setting is a studio environment (the student is not the only artist on site) 15 hours per week expected, 20 hours per week maximum. Prerequisite(s): Approval of the Department.

ART 500. Art Teaching Internship. 0-2 hours.
Practical and theoretical aspects of teaching lecture/lab studio, and/or seminar courses in Art. Course Information: Previously listed as AD 500. May be repeated. Prerequisite: Consent of the instructor and consent of the Director of Graduate Studies. Class Schedule Information: To be properly registered, students must enroll in one Conference and one Practice.

ART 508. Advanced Electronic Visualization and Critique. 4 hours.
Individualized graduate study; creative projects and research in electronic visualization through a consultative agreement with graduate faculty committee. Course Information: Previously listed as AD 508. May be repeated for credit. Prerequisites: Graduate standing and approval of the School graduate faculty committee. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 509. Advanced Electronic Visualization. 5 hours.
Individualized graduate study; creative projects and research in electronic visualization through a consultative agreement with graduate advisor. Course Information: Previously listed as AD 509. May be repeated for credit. Prerequisites: Graduate standing and consent of the School graduate faculty committee and the student's advisor. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 520. Seminar in Contemporary Theory. 4 hours.
Developments and current issues in contemporary design, studio and media arts: major philosophies, debates, and social/environmental aspects (may include visiting lecturers, critics, and discussants). Course Information: Previously listed as AD 502. Must be repeated for a minimum of 16 hours. Prerequisites: Graduate standing and consent of the School graduate faculty committee, and the student's advisor. Class Schedule Information: To be registered properly, students must enroll in one Lecture and one Discussion.

ART 530. Advanced Studio Arts and Critique. 4 hours.
Individualized graduate study; creative projects and research in studio arts by each student through consultative agreement with graduate faculty committee. Course Information: Previously listed as AD 530. May be repeated for credit. Prerequisites: Graduate standing and approval of the School graduate faculty committee. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 531. Advanced Studio Arts. 5 hours.
Individualized graduate study; creative projects and research in studio arts by each students through consultative agreement with graduate advisor. Course Information: Previously listed as AD 531. May be repeated for credit. Prerequisites: Graduate standing and consent of the School graduate faculty committee and the student's advisor. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 560. Advanced Photography and Critique. 4 hours.
A forum for presenting and discussing individual work with all photography graduates and faculty participating. Course Information: Previously listed as AD 560. May be repeated for credit. Prerequisites: Graduate standing and approval of the School graduate faculty committee. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 570. Advanced Moving Image and Critique. 4 hours.
Individualized graduate study; projects for creative research in film, video, and animation by each student through conference and consultative agreement with graduate faculty committee. May involve supportive consultation in other areas. Course Information: Previously listed as AD 540. May be repeated for credit. Prerequisites: Graduate standing and approval of the School graduate faculty committee. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and one Conference.

ART 571. Advanced Moving Image. 5 hours.
Individualized graduate study; projects for creative research in film, video, and animation by each student through conference and consultative agreement with graduate advisor. May involve supportive consultation in other areas. Course Information: Previously listed as AD 571. May be repeated for credit. Prerequisites: Graduate standing and consent of the School graduate faculty committee and the student's advisor. Class Schedule Information: To be registered properly, students must enroll in one Laboratory and Conference.

ART 597. Master's Project. 0-16 hours.
Independent research under faculty supervision in a specific area of interest. Course Information: Previously listed as AD 597. May be repeated for a maximum of 16 hours. Prerequisites: 20 hours of 500-level courses and consent of the instructor.