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 a 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 a 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): 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 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 consultive 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 consultive 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 consultive 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 consultive 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 Discussion.

ART 561. Advanced Photography. 5 hours.
Individualized graduate study; creative projects and research in
photography by each student through consultive agreement with
graduate advisor. Course Information: Previously listed as AD 561. May be
repeated for credit. Prerequisites: Graduate standing and consent of the
School graduate faculty committee and the student's advisor(s). 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 consultive
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 consultive agreement
with 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 one 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.