Biomedical Visualization (BVIS)

Courses

BVIS 500. Biomedical Visualization Techniques. 2 hours.
An introduction to methods and techniques specific to biomedical visualization, including but not limited to: illustration, 3D modeling, animation, interactive and mobile media, computer programming, gaming, haptics, augmented and virtual reality. Course Information: Extensive computer use required. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 502. Clinical Sciences for Biomedical Visualization. 3 hours.
Students experience the clinical setting under supervision of UIC residents and attending physicians. Includes an introduction to the surgical specialties, surgical techniques and surgical sketching. Course Information: Previously listed as BVIS 400. Field work required. Prerequisite(s): BVIS 505 and BVIS 510 and BVIS 552; and consent of the instructor.

BVIS 505. Visual Learning and Visual Thinking I. 2 hours.
Provides students with the foundation of visual thinking and learning as it applies to life science, healthcare, and medicine. Class Schedule Information: To be properly registered, students must enroll in Lecture and one Laboratory-Discussion.

BVIS 510. Anatomical Visualization. 3 hours.
Graphic manipulation and representation of human morphology and gross anatomy. Graphic construction skills, visual standards and conventions, data collection methods, and personal sketch style development. Course Information: Previously listed as BVIS 405. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 518. Web Development. 2 hours.
Design and development of web-based Internet applications for healthcare, marketing communications, and social media including interface design, usability, information architecture and services such as Search Engine Optimization (SEO). Course Information: Previously listed as BVIS 415. Extensive computer use required. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 519. Modeling I. 3 hours.
Introduces the aesthetic and technical aspects of digital modeling, texturing, lighting, rendering and compositing techniques used in biomedical images and visualization. Course Information: Previously listed as BVIS 540. Extensive computer use required. Prerequisite(s): BVIS 500 and BVIS 510. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 520. Modeling II. 3 hours.
Advanced instruction in the aesthetic and technical aspects of digital modeling, including model optimization, advanced modifiers, and application of advanced concepts in several modeling programs. Course Information: Extensive computer use required. Prerequisite(s): BVIS 519. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture-Discussion.

BVIS 521. Modeling III. 2 hours.
Advanced instruction in the aesthetic/technical aspects of digital modeling, including advanced sculpting/painting techniques, material manipulation, lighting, model optimization, and application of advanced concepts in several 3D modeling programs. Course Information: Extensive computer use required. Prerequisite(s): BVIS 520. Class Schedule Information: To be properly registered, students must enroll in one Lecture-Discussion and one Laboratory.

BVIS 522. Illustration Techniques. 3 hours.
Introduction to line, continuous tone and color rendering techniques. Digital image creation and manipulation, color theory and design, print and electronic publication issues. Course Information: Previously listed as BVIS 420. Prerequisite(s): BVIS 510 Anatomical Visualization. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 530. Surgical Illustration. 4 hours.
Students attend surgery, research surgical procedures and prepare illustrations for educational and commercial use. Students integrate knowledge of instructional design, anatomy, graphic design, and illustration techniques. Course Information: Prerequisite(s): ANAT 441 and BVIS 522 and BVIS 528 and BVIS 535 and BVIS 552. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 532. Introduction to Anaplastology & Prosthesis Fabrication. 2 hours.
Introduces the fundamental technical process of prosthesis fabrication. Design, mold-making and color concepts will be addressed. Course Information: Prerequisite(s): ANAT 441 and consent of the instructor. Recommended background: BVIS graduate students with an interest in anaplastology. Course may be audited with permission of the instructor. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 535. Visual Learning and Visual Thinking II. 2 hours.
Provides students advanced skills in visual learning and thinking, including information hierarchy, information graphics, selection of evaluation methods for testing of visual message(s) and advanced paper prototyping. Course Information: Previously listed as BVIS 440. Prerequisite(s): BVIS 505. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 538. Medical Legal Visualization. 2 hours.
Advanced visualization and application of radiographic imaging data for effective communication of both complex and sequential concepts used in the medical legal and courtroom environment. Course Information: Prerequisite(s): BVIS 505 and BVIS 510 and BVIS 522. Class Schedule Information: To be properly registered, students must enroll in one Lecture-Discussion and one Laboratory.

BVIS 541. Animation I. 2 hours.
Introduces principles of the animation production pipeline (e.g. choosing a specific target audience, script, storyboard, audio, motion, lighting, rendering, compositing). Course Information: Previously listed as BVIS 545. Extensive computer use required. Prerequisite(s): BVIS 518 and BVIS 535. Recommended background: BVIS 500. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.
BVIS 542. Animation II. 3 hours.
This intermediate course explores lighting, basic special effects, in-camera visual effects, basic particle systems, motion modifiers, production management and use of a render farm. Course Information: Extensive computer use required. Prerequisite(s): BVIS 518 and BVIS 540 and BVIS 541. Recommended background: BVIS 520. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 543. Animation III. 4 hours.
Focuses on molecular visualization, rigging, camera mapping, advanced camera moves, advanced lighting and advance materials. Introduction to node-based particle systems (PFlow) and dynamic simulations (MassFX). Course Information: Extensive computer use required. Prerequisite(s): BVIS 542. Recommended background: BVIS 519 and BVIS 520. Class Schedule Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

BVIS 544. Animation IV. 4 hours.
Instruction in advanced lighting, advanced special effects, Maxscript, rigging, particle systems, morph targets, compositing, development of a demo reel, and optimization/exporting assets for game engines. Course Information: Previously listed as BVIS 525. Taught in English. Extensive computer use required. Prerequisite(s): BVIS 543. Recommended background: BVIS 519 and BVIS 520. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 546. Virtual Reality and Stereography in Biomedical Visualization. 2 hours.
Introduction to 3D perception; digital 3D model creation; 3D presentation methods; computer configuration for 3D display; virtual reality in medicine. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 548. Advanced Illustration Techniques. 3 hours.
An investigation of advanced biomedical illustration techniques through the process of topic research, goal analysis, concept and sketch development, and technique and style exploration. Course Information: Extensive computer use required. Prerequisite(s): BVIS 510 and BVIS 515 and BVIS 522. Class Schedule Information: To be properly registered, students must enroll in one Discussion and one Laboratory.

BVIS 550. Animation V. 3 hours.
Focuses on advanced animation, special effects, Maxscript, rigging, particle systems, morph targets, compositing, development of a demo reel, and optimization/exporting assets for game engines. Course Information: Extensive computer use required. Prerequisite(s): BVIS 544 and BVIS 545. Recommended background: BVIS 519 and BVIS 520. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 552. Graphic Design. 2 hours.
Core concepts of graphic design in relation to the health sciences. Course Information: Previously listed as BVIS 450. Extensive computer use required. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 554. Techniques and Technology in Anaplastology. 2 hours.
Hands-on laboratory experience with prosthetic materials, design techniques and technology. Emphasis on digital technology and technique selection; health and safety issues related to laboratory equipment and clinical procedures. Course Information: Prerequisite(s): ANAT 441. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture-Discussion.

BVIS 555. Clinical Anaplastology. 4 hours.
Clinical course applying knowledge, techniques and materials in prosthetic rehabilitation including osseointegration. Provision of facial/somato prosthetic services in a clinical setting requiring direct interaction with patients with disfigurements. Course Information: Prerequisite(s): ANAT 441 and and BVIS 554 or consent of the instructor. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 560. Molecular Pharmacology for Biomedical Visualization. 3 hours.
Foundation in molecular pharmacology with advanced research and visual communication skills to solve scientific communication problems for all audiences: scientist, investor, business and medical professional. Course Information: Extensive computer use required. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture-Discussion.

BVIS 562. Advanced Graphic Design. 3 hours.
Advanced concepts of graphic design communication including symbolic graphic translation, logo mark design with a focus on concept development, and branding for the health sciences. Course Information: Previously listed as BVIS 515. Extensive computer use required. Prerequisite(s): BVIS 552. Class Schedule Information: To be properly registered, students must enroll in one Laboratory and one Lecture.

BVIS 563. Visual Communication. 2 hours.
Focuses on visual communication skills to solve scientific communication problems in their field, document a visualization project or write a paper, understand the research process, and deliver an oral presentation. Course Information: Satisfactory/Unsatisfactory grading only. Prerequisite(s): Consent of the instructor.

BVIS 566. Independent Study. 1-4 hours.
For graduate students who wish to pursue independent study of special problems in the student's area of interest not related to their project/thesis research. Course Information: May be repeated. Prerequisite(s): Consent of the instructor.

BVIS 567. Project Research. 0-4 hours.
Independent investigation that draws upon the professional experience and knowledge synthesis of the student. Students investigate a topic/problems in their field, document a visualization project or write a paper, and deliver an oral presentation. Course Information: Satisfactory/Unsatisfactory grading only. May be repeated. Prerequisite(s): BHIS 499 and BHIS 500; and consent of the instructor.

BVIS 599. Research in Biomedical Visualization. 0-16 hours.
Independent research in biomedical visualization directed by a faculty member. Course Information: Satisfactory/Unsatisfactory grading only. May be repeated. Students may register in more than one section per term. Prerequisite(s): BHIS 499 and BHIS 500; and consent of instructor.