

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
ARTH	550	02	LEC	56984	Art History Topic: Asian Art		Tsang, Wing	This course highlights the art and architecture of East, South, and Southeast Asia from antiquity through today. Emphasizing visual analysis, we investigate origins, continuations, history, religions, politics, the role of art, and diverse responses to common influences in Asian societies. Attention is given to cross-cultural comparisons as well as artistic media and techniques.	scheduled
DDDD	517	01/01 S	LEC/LAB	53224	Experimental Workshop: <b>Real Time Characters</b>	C-441	Perez Sanchez,Alejandro	The course focuses on implementing, advanced, newly developing ideas in three-dimensional computer graphics. The specific topic varies and is determined by the instructor. A specific course outline is provided each time the course is taught. Potential topics include the creation of interactive installations, game asset design, digital performances, cyber fashion, network art, locative media, scientific visualization, information visualization, event design, projection design, or any new area in digital design. This course has a subtopic and may be repeated with different subtopics; subtopics cannot be	scheduled
DDDD	517	02/02 S	LEC/LAB	53658	Experimental Workshop: <b>Adv Rigging</b>		Foster,Shaun C	This experimental workshop covers techniques for using rigs to control objects and characters including forward and inverse kinematics, deformers, scripts, muscles, and dynamics in designs developed by the students.	scheduled
DDDD	517	04/04 S	LEC/LAB	55641	Experimental Workshop: <b>Adv Compositing</b>	C-443	TBD	The topic for this section of DDDD-517 is Advanced Compositing. Students will learn to design projects compositing graphics created with a variety of renders and other methods. The course content will cover the use of advanced compositing software, systems for developing and managing advanced compositing projects, and design considerations related to advanced compositing projects. Students will complete individual and group projects which may include green screen	scheduled
FNAS	550	01	STU	53579	Topics in Fine Arts Studio: <b>Plants and Animals Art</b>	C-397	Glass, Emily	This class will explore plants and animals in our current culture through a range of 2D and 3D media such as charcoal, paint and clay. The transition from direct observation to conceptual work will be a central focus of the class. Within the context of plants and animals, readings will be used as a jumping off point to discuss contemporary themes such as identity, the body, time, memory, place, language, science and spirituality. This course will provide a technical overview of observational	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
FNAS	650	01	STU	53597	Topics in Fine Arts Studio: <b>Plants and Animals Art</b>	C-397	Glass, Emily	This class will explore plants and animals in our current culture through a range of 2D and 3D media such as charcoal, paint and clay. The transition from direct observation to conceptual work will be a central focus of the class. Within the context of plants and animals, readings will be used as a jumping off point to discuss contemporary themes such as identity, the body, time, memory, place, language, science and spirituality. This course will provide a technical overview of observational	scheduled
ILLM	550	01	STU	56555	Studio Topics in Medical Illus: <b>3D Viz Allied Health</b>		Gesek, Alan	After completing this course, students will be able to represent human anatomy on a gross and microscopic level using three-dimensional software. They will also learn to create 3D representations of organelle and molecules. In addition, the learners will be introduced to fundamental tools for planning and creating lessons utilizing three dimensional virtual models and	scheduled
ILLS	550	01/01 L	LEC/LAB	53717	Topics in Illustration: <b>3D Vis Game Assets</b>		Howard, Donivan	After being introduced to a theoretical game, students will be asked to create thumbnails and formal sketches visualizing the characters, settings, and props one might consider building for the game. Students will narrow their initial collection of images into a finite set and will then model them virtually. Initial models will then be retopologized to meet game engine specifications.	scheduled
ITDI	101	01	LEC	53362	Honors Leadership: <b>San Francisco</b>		Larson, Brian	This course will give students in the Honors program an experiential learning opportunity through travel to San Francisco. Students will discuss history, culture and current events as they experience different locations and relevant landmarks. They will form a deep understanding of how these factors influence art, design, and architecture; and discuss possible relationships with their own areas of study. Students will help plan, organize and fundraise for the travel, and will present on their experiences upon return. They will also journal about the travel as part of their participation grade, as well as propose and develop a project based on their experience. Air travel is required for this course, so additional costs will be incurred.	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
MAAT	550	01	LEC	53622	Topics in Media Arts, Sciences: <b>Sustainability</b>		TBD	This course will focus on sustainability from an operational perspective in the context of a graphics arts organization where there is a priority to reuse, repurpose and do more with less. Students will leverage case study examples and detailed documentation from real companies to discover how to manage priorities of sustainability, quality, safety, and the bottom line.	scheduled
PHAP	350	01	LEC	53626	AD Photo Topic: <b>Memory</b>		Russotti,Patricia A	This class is for students interested in pursuing ideas, concepts and research on creating personal memorials. This is a collaborative class where each participant will do research and share findings and concepts with each other. Loss, (national, personal, spiritual) grief, the anticipation of loss and change and its associated memories all create states of change. The creation of shrines, memorials, niches, retables have been used and are currently being made to encapsulate the memory and process of change. We will investigate different cultural and ethnicity based practices where memorials have been used historically and how they have been incorporated into contemporary context. A look at the use of social media will also be pursued. Discussions asking "is memory true or does it evolve and shift with time and remembering?". There will be small projects throughout the semester and the class will culminate in each person creating their version of The Where Abouts of Memory.	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
PHAP	350	02	LEC	56302	AD Photo Topic: Curiosity & Getting Lost		Russotti, Patricia A	<p>This class is designed for students who are interested in exploring ways to change and maximize a creative mindset. We will look at what happens when we let go of the ideas, notions, concepts and practices we are most comfortable with to enter a new creative space. Wandering, curiosity and becoming lost can be powerful tools for understanding how we create new ideas and shifts in one's work. This is a collaborative, conceptually based class where students will read, discuss, respond and make work that may not have been possible without first becoming lost. This is a collaborative, conceptually based class where students will read, discuss, respond and make work that may not have been possible without first becoming lost.</p> <p>Class readings will include excerpts from a variety of books and resources that address the creative process. There will be small projects throughout the semester and the class will culminate in creating new work based on the semester's discoveries. this course, so additional costs will be incurred.</p>	approved? Is Scheduled as LEC; should be LEC/LAB?
PHAP	351	01/01 L	LEC/LAB	53624	ST Advertising Photo: Composite Imaging		Russotti, Patricia	<p>Composite imaging involves the process of digitally assembling multiple frames into a final image. This class will explore the rationale for making composites vs creating the image within one single frame. We will begin with the historical context for composite imaging then delve into contemporary practices. Uses of composites range from telling a story, selling a product to purely aesthetic. Planning, sketching and comping ideas, workflow and best practices for creating successful composites will be emphasized. End products will be discussed and made: screen, print and large format output will be investigated and made. This class is designed for image-makers who want to create rich, aesthetic and complex images that appear to occur within one frame. The class will be a mix of discussion, research, demonstration and hands on making and critique. There will be additional material costs for this class.</p>	scheduled
PHFA	311	02	LEC	55686	Contemporary Issues: Making of Gay Sensibility		Larkin, Daniel		scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
PHFA	351	01/01 L	LEC/LAB	55687	ST Fine Art Photo: <b>Ireland</b>		Kelly,Angela	This class explores a unique rural landscape of the Burren, Ireland through photography. We will examine the history of the region with its unique eco system, its ancient culture of archeological monuments and forts and review contemporary artist's responses to landscape, as a starting point for developing a body of contemporary creative work. Students in this class will conduct original research, maintain a digital journal, and create a portfolio of photography on the topic. The question, 'What is a landscape' will be posed critically, historically and aesthetically. Ongoing critiques will facilitate the development of each student work. International Travel is required for this course, so additional costs will be incurred.	scheduled
PHPJ	350	01	LEC	56406	Topics in PJ: <b>Community Journalism</b>		Davenport,Meredith L	As mainstream newsrooms shrink, fewer stories about issues relevant to their local communities are written and photographed. Community journalism's focus on hyper local issues and their effects on local audiences is increasingly becoming an important source for local news and information. This course introduces students to the principles and practices of community journalism. Students will learn about the importance of community journalism and practice writing and photographing stories about community leaders and organizations, neighborhood stability factors, meetings, sports, crime and changes in a small community near Rochester. The course will be structured around class discussions, workshops and live reporting from the community.	scheduled
PHPJ	350	02	LEC	56407	Topics in PJ: <b>Intro to Doc Forms</b>		Davenport,Meredith L	This course will introduce students to the history of the different forms of documentary work and contemporary projects that use a variety of tools and approaches. The course will explore the forms of written documentary, audio and visual forms as well as the film format. Students will analyze and evaluate classic and contemporary examples of each form with the intention of applying this knowledge to their own documentary projects. In the second half of the course students have the opportunity to apply the knowledge gained to a short documentary project or research paper.	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
PHPJ	351	01/01 L	LEC	53643	Studio Topics in PJ: <a href="#">Interactive Non-Fiction Storytelling</a>		Meltzer, Joshua H	This course will enable students to develop a strong foundation in elements of non-fiction web production including learning basic mark-up and programming languages commonly used in web development, UI/UX design, typography and content editing. Students will complete the course by working collaboratively with students in other field-production and/or photo editing courses to develop effective and innovative ways to tell non-fiction multimedia stories in digital environments. Students will learn usability testing and preparation of	scheduled
PHPJ	351	02/02 L	LEC	56252	Studio Topics in PJ: <a href="#">Interactive Non-Fiction Storytelling</a>		Meltzer, Joshua H	This course will enable students to develop a strong foundation in elements of non-fiction web production including learning basic mark-up and programming languages commonly used in web development, UI/UX design, typography and content editing. Students will complete the course by working collaboratively with students in other field-production and/or photo editing courses to develop effective and innovative ways to tell non-fiction multimedia stories in digital environments. Students will learn usability testing and preparation of	scheduled
PHPJ	351	03	LEC	56254	Studio Topics in PJ: <a href="#">Sports Photography</a>		Snyder, William D	This course will introduce you to the skills and techniques needed to produce effective sport images for publication in newspapers, magazines, wire services and web sites. You will learn how to produce sports action, feature, portraits ("Sportraits") as well as a sports picture story for your portfolio. It will also provide you the opportunity to acquire the skills necessary to produce quality images on deadline. We will cover the equipment, technical requirements – inc. remote cameras - and strategies for covering athletic events	scheduled
SOFA	562	01	LEC	52948	International Film History: <a href="#">Alfred Hitchcock</a>		Carageorge, Adrienne	The work of Alfred Hitchcock presents to the film student an opportunity to access the creative genius of one of the most remarkable film directors. This course will provide a historical and theoretical context for analysis of key films from the Hitchcock filmography. Using a variety of critical methods; including auteur, psychoanalytic, feminist, genre, and narrative theory, we will work through a selected chronology of films to gain an understanding of their aesthetic value.	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
SOFA	571	01	LEC	53374	Advanced Production Immersion: <a href="#">Advanced Camera</a>	C-386	Goldsmith, Karl	This course will introduce and explore the art, mechanics, and dynamics of the professional camera assistant, camera operator and media manager. Further, it will provide demos and practice of available advanced camera equipment: i.e. ARRI SR3, Sony FS400, Various 35mm cameras and professional HD like the Red Camera.	scheduled
SOFA	571	02	LEC	53501	Advanced Production Immersion: <a href="#">A/V Maintenance</a>	C-328	Lamark, Kevin	This course will instruct the student on performing basic maintenance duties to film-related equipment. Topics include lighting fixture re-wiring, soldering skills, camera sensor cleaning, tripod and fluid head rebuilding, and other topics.	scheduled
SOFA	662	01	LEC	55718	International Film History: <a href="#">Alfred Hitchcock</a>	C-62	Carageorge,Adrienne	The work of Alfred Hitchcock presents to the film student an opportunity to access the creative genius of one of the most remarkable film directors. This course will provide a historical and theoretical context for analysis of key films from the Hitchcock filmography. Using a variety of critical methods; including auteur, psychoanalytic, feminist, genre, and narrative theory, we will work through a selected chronology of films to gain an understanding of their aesthetic value.	scheduled
SOFA	671	01	LEC	53671	Advanced Production Immersion: <a href="#">Advanced Camera</a>	C-396	Goldsmith, Karl	This course will introduce and explore the art, mechanics, and dynamics of the professional camera assistant, camera operator and media manager. Further, it will provide demos and practice of available advanced camera equipment: i.e. ARRI SR3, Sony FS400, Various 35mm cameras and professional HD like the Red Camera. Students will meet individually with the instructor, discuss project goals and needs, then write a summary paper of the cinematographic research for a	scheduled
SOFA	671	02	LEC	53516	Advanced Production Immersion: <a href="#">A/V Maintenance</a>	C-328	Lamark, Kevin	This course will instruct the student on performing basic maintenance duties to film-related equipment. Topics include lighting fixture re-wiring, soldering skills, camera sensor cleaning, tripod and fluid head rebuilding, and other topics.	scheduled

College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
VCDE	617	01/01 S	LEC/STU	55706	Experimental Workshop: <b>Real Time Character</b>	C-441	Foster,Shaun C	The course focuses on implementing, advanced, newly developing ideas in three-dimensional computer graphics. The specific topic varies and is determined by the instructor. A specific course outline is provided each time the course is taught. Potential topics include the creation of interactive installations, game asset design, digital performances, cyber fashion, network art, locative media, scientific visualization, information visualization, event design, projection design, or any new area in digital design. This course has a subtopic and may be repeated with different subtopics; subtopics cannot be repeated. This course will explore some of the interactive and visual design possibilities available when implementing a character within a game engine. This will include rigging, state machines, shading, and some physics assets as well as design of an environment, <b>which should relate to the character.</b>	scheduled
VCDE	617	02/02 S	LEC/STU	55708	Experimental Workshop: <b>Adv Rigging</b>	C-451	Foster,Shaun C	This experimental workshop covers techniques for using rigs to control objects and characters including forward and inverse kinematics, deformers, scripts, muscles, and dynamics in designs developed by the students.	scheduled
VCDE	617	03/03 S	LEC/STU	53684	Experimental Workshop: <b>Motion UI Desgin</b>		DeLuna,Daniel	Motion tells stories and opens a world of options for user experience designers. Motion can communicate that the screen content has changed, or an item needs to be addressed, or user input is required. This course explores combining motion design principles with user interface design to add excitement and context to interactive applications. Motion will also be explored from a psychological perspective as it assists the user's cognitive load by animating in content when it's needed and leaving it out when it's not. Students will build motion libraries for user interface prototyping and design. Emphasis will be on precise and lean animation	scheduled



College of Imaging Arts & Sciences									
Shell Courses Offered with Topics									
Term: 2165									
Thursday, October 20, 2016								updated	10/24/16
Subj	Cat	Sec	Class Type	Class Nbr	Course Title	Com Sect	1st Instructor Name	Topic Description	Status
VCDE	617	04/04 S	LEC/STU	55710	Experimental Workshop: <a href="#">Adv Compositing</a>	C-443	Perez Sanchez,Alejandro	The course focuses on implementing, advanced, newly developing ideas in three-dimensional computer graphics. The specific topic varies and is determined by the instructor. A specific course outline is provided each time the course is taught. Potential topics include the creation of interactive installations, game asset design, digital performances, cyber fashion, network art, locative media, scientific visualization, information visualization, event design, projection design, or any new area in digital design. This course has a subtopic and may be repeated with different subtopics; subtopics cannot be repeated.This section of the course addresses themes and methods of traditional 3D compositing Techniques. Students will learn how to set up render passes and the processes used to combine and manipulate these render passes to create a wanted final result. The student will also learn how to create 3D camera data from raw video for use within a 3D scene. Students will also learn how to import and manipulate 3D objects directly in a compositing package.	scheduled