

Summer 2017 Course Schedule

Liberal Arts Courses:

ARTH 111 - Development of Art & Ideas - Heather Lundy

Tuesday/Thursday 3:30PM to 7:15PM

Academic Center 207

Introductory art history survey. Presents important masterworks from across the globe, from the prehistoric period to the present. Considers art within cultural and historical contexts. Prerequisite(s): none

LMST 282 - Literature & Media Studies - Jacqueline Smith

Tuesday/Thursday 12:30PM to 4:15PM

Academic Center 208

Introduction to literary study and critical thinking about media. Prerequisite(s): none.

SBSC 250 - Gender, Race and Culture - Robert Philen

Tuesday/ Thursday 8:30AM to 12:15PM

Academic Center 218

Explores the ideas of race and gender as cultural constructs. Examines their historical development and contemporary impact in relation to forms of prejudice and discrimination. Prerequisite(s): none.

Computer Animation & Game Art Courses:

ELEC 280X - PBR Materials and Lighting - Ryland Loncharich

Tuesday/Wednesday/Thursday 9:30AM to 3:30PM

Searing 301

This course will provide intensive instruction to establish a master level of PBR materials and lighting. Utilizing Unreal Engine 4, an industry leading software package, student will create stunning surface definitions by use of functions, vectors, and nodes. With this knowledge, students will create visually sophisticated and dynamic materials that push the limits of the latest technology available. Prerequisite: GA 222.

ELEC 285X Realtime Visual Effects for Games - Martin Murphy

Tuesday/Wednesday/Thursday 9:30AM to 3:30PM

Searing 308

In this hands-on studio class, students will explore, experiment, and gain firsthand knowledge of the purpose and practice of creating visual effects for real-time games. Emphasis will be placed on the analysis of motion in nature and the principles of animation through the lens of preparing and choreographing effects sequences. The student will learn workflows, processes and how to utilize Maya, Houdini, and the Cascade Editor in the Unreal engine to create real-time effects. Students will also increase their knowledge of performance and optimization technical terminology including overdraw, draw calls, shader complexity, particle and emitter counts. Prerequisite(s): GAME 221

ELEC 380X Creature Animation - Jeremy Cantor

Tuesday/Thursday/Friday 9:30AM to 3:30PM

Searing 321

Advanced study of character animation, with an emphasis on body dynamics, such as locomotion cycles, climbing, falling, dying, and fighting, as applied to bipeds as well as non-bipedal creatures, including horses, cats, insects, birds, and snakes. Introduction to animating CG characters interacting with live-action counterparts. Prerequisite(s): ANIM222 or GAME222