IM. INTEGRATIVE MEDIA

IM-198/289/398. TOPICS IN INTEGRATED MEDIA
Credits: Varies with topic.
A study of topics of special interest not extensively treated in regularly offered courses.

Click here for course fee.

IM-101. INTEGRATIVE MEDIA FOUNDATIONS I
Credits: 3
This course is an introduction and multiple media survey of artists, styles, and techniques influential in the development of contemporary media. Through this exposure and readings, a creative process will be developed and absorption will stimulate, motivate, and inspire a personal aesthetic vision. In addition, through intensive thought, analysis, and critique, we will explore media as it affects our society and our responsibility as media content generators.

Click here for course fees.

Pre-Requisites
[[IM-101]].

IM-201. INTEGRATIVE MEDIA FOUNDATIONS II
Credits: 3
This course is an introduction to the foundational design principles as they apply to digital new media applications. Students will produce digital projects through the introductory application of various digital tools with a continued focus on the constant evolution of a personal aesthetic vision. A survey of new media applications, terminology, and techniques will be researched and discussed, along with our responsibility as communicators to mass media markets.

Click here for course fees.

Pre-Requisites
[[IM-101]].

IM-255. INTEGRATIVE MEDIA PRACTICUM
Credits: 1-2
The Department Practicum may be taken for one to two credits per semester. Students may earn credit for major roles and positions of major responsibility in the co-curricular activities in the Creative Production Studio, Studio 020. Credit for participation in these activities is optional, and voluntary participation (without credit) is also encouraged. The department, through the advisor or instructor of the activity, has the authority to approve or reject any contract for credit under this designation. Credits earned are applicable toward graduation, but do not count toward the requirements of the IM core. Written approval for credit must be by advisor or department chairperson.

Click here for course fees.

Pre-Requisites
[[IM-201]].

IM-301. INTEGRATIVE MEDIA PRINCIPLES OF MOTION AND LAYERING
Credits: 3
This course will address the foundational concepts of assembling digital imagery, relational to short format projects, focusing on historical and contemporary principles of montage, timing, and pacing. In addition, the technical and aesthetic principles of compositing will be covered producing multi-layered projects for a variety of media.

Click here for course fees.

Pre-Requisites
[[IM-201]].

IM-302. INTEGRATIVE MEDIA PRINCIPLES OF INTERACTIVITY
Credits: 3
Technical and aesthetic principles of interactivity will be conveyed and practiced to produce a range of interactive media. Addressing issues of human static and dynamic interactive ergonomics as they apply to contemporary commercial and artistic applications.

Click here for course fees.

Pre-Requisites
[[IM-201]].

IM-320. INTEGRATIVE MEDIA CONCEPT DEVELOPMENT AND PRACTICES
Credits: 3
Through research, writing, and example, students will gain an advanced understanding of the creative generating processes in a new media environment. These processes will be used to formulate solid, cohesive concepts and present storyboards that are visually communicative and professional. With discussion, critique, and reiteration, the concepts are refined and reinforced.

Click here for course fees.

Pre-Requisites
[[IM-201]].

IM-350. 3 DIMENSIONAL ENVIRONMENTS AND ANIMATION
Credits: 3
This course will explore the foundations of 3-dimensional animation processes as they apply to multiple media. Students will build computer-based models and environments, texture, light, animate, and render content for Integrative Media projects, stand-alone projects of 3-D foundations used within the CS gaming track. (Cross-listed with [[CS-350]].)

Click here for course fees.

Pre-Requisites
IM students—IM 301; CS students—CS 125.
Integrative Media

IM-355. DIGITAL AUDIO PRINCIPLES AND EDITING
Credits: 3
The foundational concepts behind music theory, sound design, and digital studio editing techniques will be addressed in this course. This knowledge can then be applied to creating and adapting sound components for use within the variety of Integrative Media projects.
Click here for course fees.

Pre-Requisites
[[IM-201]].

IM-368. 3 DIMENSIONAL GAME DEVELOPMENT
Credits: 3
An overview of simulation, engine-based, and real-time game systems with a focus on theory, creation, and animation of three-dimensional models used within a game context. Cross-listed with [[CS-368]].
Click here for course fees.

Pre-Requisites
[[IM-350]] (CS 366) or [[CS-367]].

IM-391. INTEGRATIVE MEDIA PROJECT I
Credits: 3
This project-based course will begin to assemble production teams to produce project(s) from concept to completion. Students will develop storyboards and, through creative and organizational work sessions, define a completion plan and production schedule. All phases of the production process will be addressed under creative, financial, and deadline benchmarks. Note: This course must be completed with a minimum final grade of 25 in order to meet degree requirements
Click here for course fees.

Pre-Requisites
[[IM-320]].

IM-392. INTEGRATIVE MEDIA PROJECT II
Credits: 3
Students will initiate new or continue team-oriented integrative media productions. The production process will be optimized to continue the experience of industry scenarios. Expanded business practices and production techniques will build upon prior skill sets. Note: This course must be completed with a minimum final grade of 25 in order to meet degree requirements
Click here for course fees.

Pre-Requisites
[[IM-391]].

IM-399. COOPERATIVE EDUCATION
Credits: 1-6
Pre-Requisites
Sophomore standing, minimum 2.0 cumulative GPA, consent of academic advisor, and approval of placement by the department chairperson.

IM-400. INTEGRATIVE MEDIA PORTFOLIO CAPSTONE
Credits: 3
As the capstone of the IM curriculum, this course will focus on the compilation of visual materials produced throughout the set of courses, as necessary in the job submission process. Creating a self 'brand' will be a concentration, along with the compilation of written works, flatbook, and reel. Understanding the perspective of the employer will be heavily discussed and the various positions, procedures, and environments that produce IM products. Note: This course must be completed with a minimum final grade of 25 in order to meet degree requirements.
Click here for course fees.

Pre-Requisites
[[IM-391]].