300.001  
**Trains of Thought**  
Andersen, Jan-Henrik  
This course addresses "trains" both as a symbol and system of transportation. Students will develop experimental, exploratory, commemorative, and critical approaches embracing their responses to public and/or private transportation. The course is open to all media, but with instruction focused on design aspects. During the course there will be excursions and field trips to automotive as well as rail based design operations. The course will culminate in a public exhibition that opens in January 2011 at Work•Ann Arbor on State Street and Work•Detroit at the corner of Mack and MLK in Detroit.  
Prerequisite: TMP I: Construction and CFC I: The Human Being or permission of instructor.

300.002  
**The Moving Image**  
Chung, David  
This course examines how movement and animation are created through the use of sequential images, drawing, and software tools. Instruction in digital motion graphics, hand drawing and rotoscoping are covered. Students develop filmmaking skills from concept to a finished work through group projects, classroom workshops, and an individual final project.  
Prerequisites: TMP III and A&D major or permission of instructor.

300.003  
**Where Do Paintings Come From?**  
Cogswell, Jim  
This course focuses on the generation of paintings to explore how images and ideas emerge from an encounter between a physical knowledge of the materials, an external stimulus, and the skills and desires that an individual artist brings to the encounter. Students will be given four separate problems to address, each requiring a process of informal exploration directed toward creating four developed paintings. Students will also be responsible for researching generative processes in the work of contemporary artists. The course presupposes a working knowledge of oil paint as a material, although students might also be asked to step beyond that medium.  
Prerequisites: Prior course in painting and A&D major or instructor approval.

300.004  
**Contemporary Video**  
Even, Tirtza  
The goal of the course is to understand, analyze, and confront in practice various aspects of contemporary video and digital video art.  
The course will focus on themes such as point of view, character/speaker, depiction of space and time, personal and collective memory, the frame and its margins, sound and texture. The examples shown in accordance with each topic will demonstrate various solutions to the issues discussed in class. Each topic will involve a short exercise that will itself entail further discussion in the students’ solutions. Throughout the course we will look at principles of editing, videotaping and lighting, as well as at compression schemes and video capturing techniques.  
Prerequisites: TMP III and A&D major or permission of instructor.

300.005  
**Persuasive Communication**  
Hesseltine, Douglas  
Projects will involve the exploration of design and art as applied to specific visual communications. The desire for personal expression will be examined within the context of traditional structure and pertinent cultural references. Exploration of various media will be encouraged. All projects will require multiple explorations of form and content to thoroughly examine cultural and style implications.  
Course content will involve print media, traditional and experimental illustration, and exploration of typography. Adobe CS3 working knowledge is required.  
Prerequisite: Digital Studio I, TMP II: Messages or permission of instructor.

300.006  
**Beyond Multiples: Clay Elements and Installation**  
Inuzuka, Sadashi  
This course is an exploration of multiple objects within the practice of installation: the meaning and history of multiple objects and images and how contemporary ceramics is redefined through installation work. Ceramic techniques such as advanced mold making - slip cast and press mold- will be taught, and casting techniques in ceramics, glass and other materials will also be covered. Students will gain technical ceramics knowledge and an understanding of how to integrate concept, object and space in creating an installation.  
Prerequisite: Sophomore status and A&D major.

300.007  
**Adaptive Art: Aesthetic Possibilities of Algorithms, Computation and Machine Learning**  
Khan, Osman  
The impact of computational and machine learning techniques can be seen everywhere: from movie suggestions in Netflix, through computer vision systems that can recognize objects from images, to computational biology algorithms to understand our genome. The course focuses on exploring possibilities of using programming, computation and the latest developments in machine learning as medium for creative production. The course will expose EECS and A&D students to the content, methods and pedagogical processes found in each other’s academic disciplines and will focus on developing synergy between the two disciplines in order to explore the potentials of new interdisciplinary practices. Through both individual and group projects the course will allow students to experiment, develop, learn and capitalize each other’s expertise. The course will culminate in a final public exhibition of student’s projects.  
Prerequisite: Sophomore status.

300.008  
**Animation for Broadcast**  
Kumao, Heidi  
Throughout most of the twentieth century, the production of films was completely different from the creation of traditional animation, and their looks were easy to distinguish from one another. Today, with the computerization of all areas of moving image production, the same techniques are used for television, advertising, narrative feature films, animated features or music videos. The ability to create moving images that juxtapose and composite many layers of imagery such as moving with still, 2D with 3D, camera-based with hand drawn, video with 3D elements and type, and to change any parameter over time has created a new norm for broadcast media: hybrid aesthetics. This aesthetic is prevalent in short moving image forms from TV ads and graphics and short animations to film titles and broadcast graphics. This class will focus on the production of short form pieces for Play Gallery and Michigan Public Television (www.playgallery.org) using this hybrid language, while also tracing the histories of animation and alternative broadcasts through
readings and screenings. Software to be utilized includes: After Effects, Frame Thief, Final Cut Pro, Photoshop, Illustrator, various sound programs.
Prerequisite: Digital Studio I and familiarity with software or permission of instructor.

300.009 3-D Anatomy: From Skeletal Structure to Surface Topography  Marinaro, Lou
Students learn precise ways of analyzing the form of the human figure. Lectures will include the skeletal structure, joint movements, superficial muscles, and the topography of the surface form of the human figure. Students work from life in the third dimension. They construct armatures that are proportioned to the model and develop form based upon observation and analysis.
Prerequisite: TMP I: Construction or permission of the instructor.

300.010 Smartsurfaces: A Multidisciplinary, Hands-on Think Tank  Marshall/Daubmann/Shtein
Smartsurfaces offers a collaborative, project-based learning experience in which artists, designers, architects and engineers come together to build physical systems and structural surfaces that have the capability to adapt to information and environmental conditions. The course operates as a multidisciplinary, hands-on think-tank where participants pool their knowledge and skill sets to work together to produce environmentally sound and socially responsible projects. Public exhibition of these funded projects provides an opportunity for participants to present their work to a wider audience and to review their achievements. Projects make use of the resources available to all participating university units, such as: parametric modeling, digital fabrication, networked sensors, micro-controller programming, and energy harvesting using solar cells and nano-structured materials. This course is a collaborative endeavor led by three professors who will advise and contribute to all team projects. Teams will make use of visiting lecturers, specialists, site visits, and relevant stakeholder organizations. The course is limited to 24 junior and senior undergraduates (8 from each unit).
Prerequisite: Junior or senior standing. Permission of the instructor only. To register please contact the Professor from your unit for an override: TCAUP: kmdaub@umich.edu  A&D: johnjm@umich.edu  MSE: mshtein@umich.edu

300.011 Working with Metals to Create Wearable Narratives  Mondro, Anne
This course focuses on creating wearable pieces that explore narrative through imagery and form. Relying on literature and expressive writing as source material for inspiration, students will construct their own visual narratives to be worn on the body. The class will investigate form, composition, material, and imagery within traditional and unconventional jewelry formats to illustrate the narrative. An introduction to contemporary jewelry and sculptural adornment will be provided along with a basic foundation in metalsmithing.
Prerequisite: TMP I: Construction or permission of the instructor.

300.012 Maps and Territories: Graphic Approaches  Nunoo-Quarcoo, Franc
The course objective is to provide an open and creative design experience for the public audience. The course takes the position that the most important skill for almost everyone in the next decade and beyond will be the ability to create valuable, compelling, and empowering information and experiences for others/users. To do this, we must observe established ways of organizing and presenting data and information as well as develop new ones. Whether we do this through traditional print products, electronic means or interactive experiences makes little difference. The methods of creating anything, solving problems, responding to audiences, and communicating to others are roughly the same. The same issues apply across media and experiences, because they directly address the phenomena of information overload, information anxiety, media literacy, media immersion, and technological overload—important problems that need better solutions.
Prerequisites: Sophomore, junior, or senior A&D major or permission of instructor.

300.013 Aspects of Graphic Language  Overmyer, Dwayne
This course focuses on the representation of attributes, relationships, processes, and directives. It is an exploration of the communicative potential of the basic elements of two-dimensional design (point, line, plane), a study in limitations as well as possibilities. Special emphasis will be placed on the applicability of language-based notions such as syntax and metaphor to non-representational graphic displays. Studio projects will be supplemented by reading assignments.
Prerequisite: Junior or senior A&D major or permission of instructor.

300.014 Video Installation: Enhancing Architectural Space with Moving Images  Pachikara, Cynthia
This is a meet-together course with Architecture that provides students a platform for studying the marriage of video projection and environmental space. Students will use Final Cut Pro as the generative software and will exploit the portability of cameras, projectors, and generators, moving to locations around Ann Arbor explore ideas. Special emphasis will be placed on light as a medium and on the use of video projectors as complex lamps capable of casting moving images, creating spatial definition, and "illuminating" installation sites.
Prerequisite: Junior or senior A&D major or permission of instructor.

300.015 Color  Paul, Janie
This course provides an objective study of color as a visual phenomenon utilizing both wet and dry mixed media primarily on a 2-dimensional surface. Lectures, projects and assignments will include studies of the work of modern and contemporary artists and the theory and understanding of temperature, intensity, hue, tint, shade, elements of perspective and composition. Students will have an opportunity to study the theory of color as it relates to the visual arts and to put into practice the results of their studies. Class visits to museums and collections in the area will be included.
Prerequisite: A&D major or permission of instructor.

300.016 Directions with Fibers  Smith, Sherri
This course focuses on individual projects for students who have already completed Entanglement. It provides an opportunity for the student to pursue in depth work in area(s) of most interest.
Prerequisites: TMP I, previous weaving course, and A&D major or permission of instructor.
Entanglement  
Smith, Sherri  
Students learn the basic skills for exploration of contemporary fibers work. Techniques include weaving, silk screening fabrics in repeat, and other techniques of students’ choices. Students design and execute several finished projects.  
Prerequisites: TMP I and A&D major or permission of instructor. Concurrent registration for 300.016 not permitted.

300.018  
3-D Digital Character Development: Morphologies  
Van Gent, Elona  
This course is the first of two courses investigating the topic of character. Digital Character Development: Morphologies focuses on how a character looks—its anatomy and distinguishing physical traits. To understand the contemporary significance of character design and its historical context, students will consider portrayals of humans and animals from a variety of time periods and geographic locations. The concept of embodiment will also be explored in order to draw correlations between designed characters and our own experience of living in/as a body. 3-D computer modeling and sculpting tools will be used to produce 2-D and 3-D prints as well as short animated videos of characters and environments. Digital Character Development: Motion will be offered in the winter and focus on character animation.  
Prerequisites: TMP I, 3-D Modeling & Animation, and A&D major or permission of instructor.

300.019  
Models and Sketches: The Front End of Complex Work  
tba  
This course focuses on developing ideas through physical model-building and sketching. Ranges of projects, from fanciful to practical, are undertaken. The semester’s work progresses from simple short projects to more complex projects.  
Prerequisite: A&D major or permission of instructor.

300.020  
Exploring Contemporary Printmaking: Relief & Monotype  
Poskovic, Endi  
This course focuses on multiplicity, reproduction, serialization, and sequence related to the printed image. Students create prints through a variety of matrix-based technologies and digital processes. Emphasis is on the print in larger social, political, and cultural contexts and on the relationship of contemporary print practices to the larger visual culture.  
Prerequisite: TMP II: Messages and Digital Studio or permission of the instructor.

300.021  
Digital Photography  
tba  
A first course for students who have not completed a college level photo course. Students generate their own work in response to class discussions and motion picture viewings, which focus on still photography and the roles of photographers in society. Students must have their own adjustable digital camera, a laptop computer, and Adobe CS3 for photo editing.  
Prerequisite: TMP II: Messages and Digital Studio or permission of the instructor.

300.022  
Figure Painting  
tba  
Using the painted figure as a vehicle of insight and expression, students explore how the figure embodies a worldview, a critical spirit, and a cultural dynamic. Students work with male and female models blending pictorial composition with observational skills and utilizing the technical aspects of oil paint to build the structure and volume of the human form through line, shape, and color.  
Prerequisite: TMP II or permission of instructor.

300.023  
Large-Scale Sculpture  
tba  
No description available.  
Prerequisite: A&D major or permission of instructor.

300.024  
3-D Modeling and Animation  
tba  
This course focuses on the techniques and creative potential of three-dimensional computer modeling and animation. Activities include designing objects, arranging them in virtual space, and animating them as they change over time. Short skill-building tutorials will be followed by assignments in which newly acquired skills are applied within the parameters of a given problem or topic. Along with technical skills, participants will learn how to gather germane resource material, refine concepts and forms through iterative design processes, and critically reflect on the qualities of their work. Relevant examples of projects by artists and designers working with 3-D digital tools—particularly those using 3-D computer technologies in innovative ways—will be shown and discussed.  
Offered every term. Prerequisite: Digital Studio and A&D major, or permission of instructor.

300.025  
Analytical Product Design (wCoE)  
Papalambros, Panos  
A Mechanical Engineering course available to A&D seniors by permission of the instructor only. Please contact Panos Papalambros at pyp@umich.edu or Jan-Henrik Andersen at janhande@umich.edu

300.026  
Integrated Product Development  
Jackson, Shaun  
IPD is a cross-disciplinary course through which teams of students from Business, Engineering, Art & Design, and Architecture simulate a competitive product development environment. Each team acts as an independent firm in competition with other teams (firms), designing and building a fully functional product. A wide variety of solutions are encouraged. Each team works through the process of market research, concept generation and selection, technical development, production process design, pricing, inventory stocking and advertising. A physical trade show will be held the first Wednesday after Thanksgiving. Here, members of the community are invited to view the products and listen to teams’ promotions, and vote for their favorites.  
Offered every fall term. Permission of instructor is required.

300.027  
Mixed Media: Contrasts & Harmonies  
Porter, Marianetta  
This course will explore the role of contrast and harmony in examining the interrelationship of materials, forms and spaces. The studio will stress working hands-on with materials and structures, concentrating on the visual and tactile qualities of objects as well as environments. Activities will afford students an opportunity to extend their thinking and expression regarding visual relationships and composition.  
Prerequisite: A&D major or permission of instructor.
300.028  **Graphic Narratives**  Gloeckner, Phoebe
No description available.
Prerequisite: A&D major or permission of instructor.

300.029  **Multimedia Stories**  Moss, Thylia
Students will adapt narrative forms of an idea to multiple modes of expression: sonic forms, and/or (other) tactile forms (because sound is tactile too in how it enters the ear and touches parts of the auditory system even in malfunctioning auditory systems), and/or text, and/or other visual forms, still and moving. Emergence of hybrid forms is encouraged by this exploration. As idea takes on various modes of expression, idea transforms and is responsive to properties of those modes. Idea is incredibly configurable, and students will build narrative environments inhabited by a range of narrative species that may include any possible narrative species and mutations of narrative species. Students will consider the narrative environment as a community of stories told in diverse ways whose sum is a crystalline structure, whose geometry may be complex and beautiful even if some of the content is difficult and/or (deceptively) simple. Prerequisite: A&D major or permission of instructor.

300.030  **Text, Image, and Visual Communication**  Overmyer, Dwayne
This course is an introduction to the range of ways in which typographic texts (of varying degrees of complexity) and images (of many kinds) interrelate in typical communicative contexts. Text is considered both as linguistic code and as graphic pattern; images are considered both as sources of information and means of evocation. Prerequisite: Sophomore, junior, or senior A&D major or permission of instructor.

303.001  **So Called: Multi-Ethnic Identity/ Mixed Race**  West, Edward
This academic seminar focuses on the evolution and current status of mixed race studies as a transnational phenomenon and the exploration of the formation of identities utilizing legal, social and familial links. Geographic areas of particular investigation include, South Africa, the US, the Caribbean, and the Pacific where populations have emerged as distinct communities and under particular conditions. These enclaves have histories illustrative of the issues and students explore this terrain. Topics of interest include, but are not limited to: linguistic designations for mixed race populations (i.e. naming and name calling), miscegenation, trans-racial adoption, passing, and personal history and memoirs. Resources are drawn from the visual arts, literature, film, popular culture, memoir and biographies, as well as theory to trace issues of common concern to peoples of mixed race. Methodologies include research into oral history and critical race theory. Outcomes include exhibition and publication. Pre-requisite: Junior or senior status.

310.001  **MetroParks: Engaging the Environment**  Rodemer, Michael
Get out of the gallery! Public works have the power to reach audiences in ways that go beyond the white box. The antithesis of that pristine white space is Nature, which places serious demands on work while enabling sensibilities in ways no other site can. The 13 Huron-Clinton Metroparks contribute enormously to the quality of life in Southeast Michigan. As a student in this course, you will have the chance to work with park personnel and resource people to engage the environment of the parks and to make your own contribution to the enhancement of one or more of the parks. A portion of the course will be devoted to learning about the history of parks as a phenomenon, in order to better understand the cultural locus of the particular parks with which we'll be working. We'll also look at the work of some people who work with the land and Nature. And we will, of course, go to the parks, learn about the environment there, and think of appropriate ways that one could intervene. Students will have a great deal of freedom to propose projects; these proposals will necessarily consider the constraints of the situation along with its possibilities, forming a realistic, responsible, feasible project that can be carried out. Because this is the first time we are offering the course, your input and ideas are especially important in helping form the experience. The course will be offered in both Fall 2010 and Winter 2011; students may take the course both semesters if desired, thus enabling multiple projects or a more ambitious project. Prerequisite: A&D major or permission of instructor.

310.002  **Touching the Spirit**  Inuzuka, Sadashi
Students will learn about ceramics sculpture instruction for individuals with disabilities and about disability issues in current society. This outreach course is offered in collaboration with the Ann Arbor Center for Independent Living. Students will partner up with an individual with disabilities who uses the resources of the AACIL, and together students and their partners will create sculptural ceramic works. Classes will be held at the ceramics studio, School of Art and Design, and at the AACIL in south Ann Arbor. The goal of this course is to instill knowledge of ceramics instruction, an appreciation for and greater community connections. Prerequisite: A&D major or permission of instructor.

310.003  **Design for Change: An Introduction to Social Entrepreneurship**  Tobier, Nick
The course will respond to pressing social needs through design thinking processes of empathetic research, creative experimentation, extensive prototyping and refinement. Students will be provided with a broad conceptual framework of social entrepreneurship, and meet local, national, and international social entrepreneurs to explore the skill sets necessary to respond to complex social questions in order to effect sustainable change through design. Multidisciplinary student teams will work on entrepreneurial design projects focused on food, education, health care and income with our community partners, applying what you have learned in the course to create possibilities, products and systems for responding to real world problems. This course is taught concurrently and collaboratively with Engineering 390.002 Prerequisite: A&D major or permission of instructor.

310.004  **Video Collaboration with Prison Inmates**  Even, Tirtza
The United States is now one of the most incarcerating nations in the world. The prison industry is growing at a rapid rate with increasingly higher percentages of African-American, Hispanic, and Native American men, women and teen-agers serving time. In many states, including Michigan, educational and recreational activities have been eliminated from the prisons. This class gives students the opportunity to work inside a prison by participating in a video workshop whereby a group of students will join a group of inmates to produce short videos scripted, directed and edited collaboratively by both teams. The workshop will include tutorials in screenwriting, storyboarding, editing concepts and various other issues illustrated and critiqued through examples demonstrated to both groups (inmates/students). Readings, films and discussion will provide background and training for working in a prison setting. Prerequisite: A&D major or permission of instructor.

310.005  **Sound: Capturing the Stories of Elders**  
Rowden, Stephanie  
This course is about the art and craft of listening -- interviewing, recording and shaping stories using the intimate and expressive medium of sound. In part of the course, students will converse and collaborate with senior citizens in an assisted living facility to record and present life stories as part of a podcast and CD. Students will learn basic digital audio skills (recording, editing and mixing) and will have the opportunity to develop self-generated audio works with possibilities ranging from personal audio essays, oral histories to experimental sonic narratives, sound poetry and beyond. The course features works by contemporary sound, radio and performance artists. The technical skills learned in this course are applicable for sound design for video, animation, radio, web and performance works. No previous technical experience required, just an open ear.

310.006  **Detroit Connections**  
tba  
Connecting A&D students with fourth graders at the Butzel elementary school in Detroit through semester long art projects, this class is a combination of work with the children and contextual studies that address issues of urban schools and the radical transformation creative projects have on cognitive development. Working intensively in Detroit every Friday, students learn first hand some of the city's history and contemporary culture with field visits and projects. Planning for and reflecting on class projects, students develop close ties with the children and produce vibrant art that transforms the physical nature of the schools, and shared experiences across generations and cultures that transform the nature of connected creative work. Prerequisite: A&D major or permission of instructor. Students must be able to spend all day in Detroit from 9am to 4pm.

**Interarts Performance Courses**

INTPERF 150.001  **Live Art Survey**  
Tulip, Malcolm  
Performance Art - what is it? How is it different from theater? What does it have to do with visual art and design? The course begins by asking who's your Dada, as we revisit the role of live art in the European avant garde, then look at the performances and practices of other cultures; we'll go camping with the Fluxus movement, find out what happened in the happenings, and sample the many flavors of contemporary performance art. Required for Interarts Performance majors; open to all. Satisfies the A&D humanities requirement.

INTPERF 160.001  **Interarts Performance Forum**  
Tulip, Malcolm  
Interarts forum is a 1-credit course, lecture discussion group, exploring topics in time-based work. Lead by Holly Hughes and Malcolm Tulip, there are many visitors to broaden the discussion, including other Interarts Performance faculty (Nick Tobier, Danielle Abrams, Andy Kirshner) and Theatre/Drama professors, as well as other artists and scholars working in time based media. By permission only.