

University of Michigan
School of Art & Design – Fall 2009
Elective Courses

- 300, 1 *More with Less: A 3-D Design Study of Sustainable Materials and Form* TTh 8:30-11:30am Jan-Henrik Andersen
This course focuses on developing a sustainable material future; how material use and form are integral to designing objects, and how to design with a keen eye on resources, energy and environmental impact. The visual/physical form language of sustainability is an important component. The focus is hands-on with direct approaches to reducing the carbon footprint of objects by way of planning, fabricating, testing and evaluating functional prototypes. This practical approach is supported by readings and course literature, discussions and demonstrations. It is a great advantage if students have previous experiences in 3-D modeling. Skills in material based (wood and metal) fabrication are a prerequisite.
For more information: <http://www-personal.umich.edu/~janhande/MwL/>
Prerequisite: TMP I: Construction and CFC I: The Human Being or permission of instructor.
- 300 2 *The Moving Image* TTh 1:30-4:30pm tba
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 3 *Organizing Visual Space: An Introduction to Oil Painting* TTh 1:30-4:30pm Cogswell
The visual surface of a painting invites imaginative engagement by implying space and movement that do not exist except in a viewer's acts of perception. This course will focus on building knowledge of the basic tools of oil painting in order to intelligently create this engagement. Through a series of paintings from observation as well as from imagination, students will investigate the potential of color, surface, mark, and form to create spaces and movement that refer to the external world as well as those that are unique to the pictorial plane. Any student who anticipates enrolling in more advanced painting classes is encouraged to begin here, as this course will prepare students for more advanced topics, and may serve as a prerequisite for some advanced courses.
Prerequisite: TMP II: Messages or permission of instructor.
- 300 4 *Exploring Contemporary Video* MW 1:30-4:30pm Even
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 5 *The Artist-Designer and the World: The Web as a Point of Convergence* TTh 8:30-11:30am Gloeckner
Artists have relied (and still do) on the interest and approval of entities such as galleries, the Press, juried exhibits, publishers, and benefactors to make the public aware of their work. Creators today have additional ways to disseminate their ideas and their work (originally created digitally or not), and the ability to directly control the way it is presented. While engaging in a semester-long discussion of identity and the history of the artistic "persona," each student develops and launches a "web presence" expected to go far beyond a simple "internet portfolio." Emphasis is on concept, content, and design rather than technical instruction. Programs and techniques are discussed, but it is assumed that students have basic software skills (i.e. Adobe Creative Suite) or are motivated to acquire these skills independently (a list of instructional books and on-line tutorials will be provided).
Prerequisite: Digital Studio I, TMP II: Messages or permission of instructor.
- 300 6 *Structure & Expressiveness in Visual Communication* MW 1:30-4:30pm Hesseltine
This course introduces grid based systems and how to construct and deconstruct them to enhance clarity and creativity. Visual communication has become a complicated discipline. A single document can require a complex rational structure and an expressive and innovative display of elements. Instruction includes history and current practices of design for document presentation. Structural foundation of the page including hierarchical, column, and modular grids are analyzed and utilized. The page structure is explored by examining the interrelationships among typographic elements, pictorial elements, and graphic elements of line and shape. Problems involve transitions from strict order to calculated deconstruction.
Prerequisite: Sophomore status.
- 300 7 *Multiples: Clay Elements and Installation* MW 8:30-11:30am Inuzuka
In this course students explore the meaning and history of multiple objects and images, how meanings change when a single object is reproduced, and what is implied in the gesture of repetition. Students learn techniques of mold making and casting in ceramics.
Prerequisite: Sophomore status.
- 300 8 *Photo Magic* TTh 1:30-4:30pm Jacobsen
Students shoot their own photographs and combine them with found photographs to produce large scale, digital images that synthesize and re-contextualize mainstream representations as well as critical and/or fantastical counter-statements. The focus is on shooting, gathering, montages, and printing large images. Students study and discuss contemporary photographic practices within a social context through assigned readings and viewing creative and experimental works by various artists and photographers. Approaches to image making are explored through humor, satire, poetry, critique, diary and other expressions.
Prerequisite: Sophomore status.

- 300 9 *3-D Anatomy: From Skeletal Structure to Surface Topography* MW 1:30-4:30pm Marinaro
 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 10 *Smartsurfaces* F 11:00am-5:00pm 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 11 *Multiples & Mechanisms in Metals* TTh 8:30-11:30am Mondro
 In this metals course, students learn how to fabricate multiple components and mechanisms to create a collection of small metal objects. From assigned research and three-dimensional sketching, students develop their ideas into a series of work based on their interests and curiosity. Several lectures explore the possibility of metal as an art form for both wearable and sculptural work. Some techniques covered include casting, hinges, and stone setting.
 Prerequisite: TMP I: Construction or permission of the instructor.
- 300 12 *Vibration: A Sensory Adventure in Sound-Image-Object Exploration & Movement* MW 6:30-9:30pm Moss
 This course explores vibrations that occur as sound and are part of other movement that is not audible without assistance. Attention is given to movement in subtle and profound forms, in obvious and more concealed locations and conditions. Students collect and/or generate movement and/or evidence of movement or vibration, then use the found and generated forms of vibration to produce work (*poams*: products of acts of making) in which something about the vibrations found and generated is investigated. Movement may be visual or invisible (within human perception); some visual movement may be the outcome of invisible vibration (such as time, wind) affecting objects. **Access** is an important consideration in the display and/or experience of the students' projects. Attention is given to consideration of what experiencing the work offers a variety of human sensory compromises, resulting in work that is able to resonate with wider ranges of human perception. Students **work toward** realization of work (*poams*) as a system investigating **vibrations as aspects of sound, movement, and objects**, including how the work can/will/should be displayed/experienced. For more information, contact Professor Moss <thyliasm@umich.edu>
 Prerequisites: Sophomore, junior, or senior A&D major or permission of instructor.
- 300 13 *Text, Image & Visual Communication* TTh 8:30-11:30am Overmyer
 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.
- 300 14 *Aspects of Graphic Language* MW 8:30-11:30am Overmyer
 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 15 *Video Installation: Enhancing Architectural Space with Moving Images* MW 7:00-10:00pm Pachikara
 This is a "meet together" course with Architecture that provides students a platform for studying the marriage of video projection and environmental space. Special emphasis is placed on light as a medium and on the use of video projectors as complex lamps that can both cast moving images while also creating spatial definition by "illuminating" the installation sites. Students use Final Cut Pro as the generative software and exploit the portability of cameras, projectors, and generators, moving to interior and exterior spaces to explore ideas.
 Prerequisite: TMP III or permission of the instructor.
- 300,16 & 301,1 *Persuasive Graphics: Communicating Climate Change Through Art and Design* Poskovic/Andronova
 M 1:30-4:00pm and 4:00-6:00pm/W 1:30-4:30pm
 Climate change is a multi-disciplinary field of research, ranging from knowledge of the climate system, studying the effects of climate change to finding ways to reduce the human influence as well as to adapt to the projected changes. This team-taught course investigates ways of communicating the climate change and options for its mitigation and adaptation through methods of art and design. One course result is uncovering ways to optimize the process of transferring information from scientists and engineers to policy makers and general public using visual representation. Class lectures and demonstrations, studio assignments, and on/off-site engagements, ask (1) students in science and engineering to master their skills to verbalize main tipping points in the scientific ideas of engineering climate change; (2) students in policy and economics to discover challenges associated with facilitating societal responses to environmental changes; (3) art students to investigate a range of established, new and unorthodox graphic image making strategies through prints and multiples. Students pursue individual and team-based projects and consider diverse forums to carry out ideas about climate change and engage their work in a broader social, political, and cultural context.

This is a team-taught interdisciplinary learning experience. Students must register for both 300,16 and 301,1.
Prerequisite: TMP II or permission of the instructor.

- 300 17 *Directions with Fibers* TTh 8:30-11:30am Smith, S
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.
- 300 18 *Entanglement* TTh 8:30-11:30am Smith, S
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, 17 not permitted.
- 300 19 *Design for Exhibitions* MW 1:30-4:30pm Smotrich
This course centers on the communication of ideas and information in the context of large-scale and 3d interpretive exhibition environments. Students will explore the use of typography and imagery relative to physical form and human interaction (flow). Coursework will include readings, research, field trips, individual design experiments and collaborative team projects.
Prerequisite: TMP II or permission of the instructor.
- 300 20 *Digital Character Development* TTh 1:30-4:30pm Van Gent
Focusing on the depiction of character--an individual's distinctive physical traits and behavior, this workshop utilizes 3-D computer modeling and animation techniques to design digital character studies. Ideas related to identity, embodiment, and transformation are considered as they are re-presented and re-figured by digital 3-D technologies. Portrayals of human and animal forms - real and imagined - from many different time periods and cultures provide historical and social context.
Prerequisites: TMP III, 3-D Modeling & Animation, and A&D major or permission of instructor.
- 300 21 *Analytical Product Design* MW 3:00-5:00pm Skerlos/Daly
A Mechanical Engineering course available to A&D seniors by permission of the instructor only. Please contact Steve Skerlos at skerlos@umich.edu or Shanna Daly at srdaly@umich.edu
- 300 22 *Perception & Notation: Light* TTh 1:30-4:30pm West
Light is a primal force, a force fundamental to our existence. Without light there is no image. This cross-disciplinary studio seminar explores light as an art making source and resource. Students develop a personal relationship to their topics of study through studio work and reading. Sample assignments concern fire, the electromagnetic spectrum (X-ray), light from the sky, as well as more theoretical investigations. Students may conduct their investigations in a variety of materials relevant to their research. A journal helps students to track their individual paths as a workbook capturing vocabulary, cultural references, and visual precedents.
Prerequisite: TMP II or permission of instructor.
- 300 23 *Building Furniture* TTh 1:30-4:30pm tba
Students carry on the tradition of propping up our skeletons by considering ergonomic, economic, esthetic and engineering aspects of making furniture -- as preparation to designing and building well-crafted chairs, tables, or other furnishings that entice the eye, tease the mind, and cradle the body. Students with skills in 3-D computer modeling may use 3-D models for visualization and for cutting out parts on a computer-controlled 4-axis mill. A refresher on joinery and characteristics of wood provided. Some "sketching" in 3-D materials to aid invention of furniture ideas used. The final project is one or more pieces of furniture that manifest a vigorous conceptual and formal synergy. Students must be ready for the physical labor of making furniture.
Prerequisite: A&D major or permission of instructor.
- 300 24 *Interactivity & Kinetics* TTh 1:30-4:30pm tba
Want to make things that move, light up, or respond to human interaction? This course focuses on the aesthetic possibilities of sensing and control. Using electronic sensors, electrical actuators, and computers/microcontrollers to embody artistic intentions, students create works that combine traditional and electronic media. Students learn basics of electronics, electricity, and programming to employ in making work in a variety of forms including kinetic sculptures, lightworks, functioning electrical prototypes, and interactive environments.
Prerequisite: TMP Construction or permission of the instructor.
- 300 25 *Models and Sketches: The Front End of Complex Work* MW 7:00-10:00pm tba
This course focuses on developing ideas through physical model-building and sketching. A range 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 26 *Color* TTh 1:30-4:30pm Paul
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 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 study the theory of color as it relates to the visual arts and to put into practice the results of their studies.
Prerequisite: A&D major or permission of instructor.
- 300 27 *Arts and Bodies* MW 7:00-10:00pm tba
This course is offered to coincide with the 2009-2010 theme of *Arts on Earth*. Its objective is to develop a wide range of new work across the arts that relates to the human body. Of particular interest is work that connects the arts to other disciplines at the University.
Prerequisite: A&D major or permission of instructor.
- 300 28 *Figure Painting* MW 1:30-4:30pm 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: Messages or permission of the instructor.

- 300 29 *Maps and Territories: Creating and Navigating* TTh 7:00-10:00pm tba
 This course explores creating both maps and the real and imaginary territories represented by maps. Both physical and virtual maps are examined. A variety of mapping concepts are introduced and utilized including Global Positioning Systems (GSP).
 Prerequisite: A&D major or permission of instructor.
- 300 30 *Creating Outdoors Year-Round in Ann Arbor* MW 1:30-4:30pm tba
 This course endeavors to engage the physical elements which typically keep creators working indoors most much of the academic year in Ann Arbor. Rain, snow, ice, fog, cold, darkness are engaged as media rather than obstacles to work around.
 Prerequisite: A&D major or permission of instructor.
- 300 31 *3-D Modeling and Animation* MW 6:30-9:30pm 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. The course provides technical skills and conceptual understanding in preparation for further advanced study in a variety of areas utilizing 3-D digital technologies—digital sculpture, character animation, solid modeling and rapid prototyping, industrial/product design, digital installation, interactive multimedia, motion capture, or visual effects.
 Offered every term. Prerequisite: Freshman through senior A&D major and Digital Studio I, or permission of instructor.
- 303 1 *So Called: Multi-Ethnic Identity/ Mixed Race* 10:00-11:30am West
 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. Permission of the instructor only. Contact Professor Edward West (ewest@umich.edu).
- 310 1 *Ways of Seeing: Working with the Visually Impaired* MW 1:30-4:30pm Inuzuka
 This course is taught in collaboration with the Ann Arbor Center for Independent Living. Students gain a technical knowledge of ceramics and work collaboratively with visually impaired individuals. There are guest speakers, discussion, and studio sessions. One class each week is held off-campus at the Center in South Ann Arbor and allows students to apply their understanding as they assist clients of the center to create art works in clay. Students learn about alternate modes of perception and the skills to work with people who have limited visual abilities. The objective of this course is to give students and clients confidence and find a creative outlet through the sculptural potential of clay.
 Prerequisite: A&D major or permission of instructor.
- 310 3 *Video Diaries* TTh 7:00-10:00pm Jacobsen
 Students use video cameras as a diaristic tool to document time-based experience of self and/or other/s within a social or cultural environment that gives larger meaning to the personal. Campus resources such as the Bentley, Clements, Museum of Natural History, Kelsey Museum, Museum of Art, University Library, Campus Musical or Performance Events and/or other regional environments are encouraged as a larger, cultural or social context for personal reflection and questioning. Assigned readings, films and photographic lectures will expand our ideas and discussions.
 Prerequisite: A&D major or permission of instructor.
- 310 4 *Detroit Connections: In the Classroom* F 9-12 noon & 1-4pm Paul
 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.
- INTPERF 150, 1 *Live Art Survey* MW 5:00-6:30pm Hughes
 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 *Interarts Performance Forum* Hughes/Tulip
 Interarts forum is a new 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.