DEPARTMENT OF KINETIC IMAGING

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Associate professor and chair

arts.vcu.edu/kineticimaging (http://www.arts.vcu.edu/kineticimaging)

The Department of Kinetic Imaging prepares students to use video, animation and sound for the purpose of art-making, self-expression and experimentation. The kinetic imaging programs are designed for students who want to study video art, sound design and experimental two-dimensional and three-dimensional animation. Emphasis is placed on artistic uses of the media.

The department offers an undergraduate curriculum leading to a Bachelor of Fine Arts in Kinetic Imaging as well as a graduate level program that results in a Master of Fine Arts in Fine Arts.

- Fine Arts, Master of Fine Arts (M.F.A.) with a concentration in kinetic imaging (http://bulletin.vcu.edu/graduate/school-arts/kinetic-imaging/fine-arts-mfa-concentration-kinetic-imaging)

KINE 500. Graduate Studio. 8 Hours.
Semester course; 16 lab/studio hours. 8 credits. May be repeated for a total of 16 credits. Prerequisite: admission to the kinetic imaging track of the MFA in Fine Arts program or permission of graduate adviser. Emphasis on individual creative production focusing on video, animation and sound, with periodic exposure of student’s work and ideas to the critical attention of the teaching faculty of the Department of Kinetic Imaging. Degree requirement for first-year graduate students in department.

KINE 510. Foundations in Media. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: admission to the kinetic imaging track of the MFA in Fine Arts program or permission of graduate adviser. A seminar focusing on a historical overview of media arts, including video art, experimental animation, sound art, performance, installation and critical theory. Designed to equalize the base of knowledge among graduate students from various backgrounds and levels of familiarity with issues in contemporary media.

KINE 591. Topics in Contemporary Media. 3 Hours.
Semester course; 3 lab/studio hours. 3 credits. Prerequisite: admission to the kinetic imaging track of the MFA in Fine Arts program or permission of graduate adviser. Explores selected topics of current interests or needs relative to digital media. See the Schedule of Classes for specific topic to be offered each semester.

KINE 600. Graduate Studio. 8 Hours.
Semester course; 16 lab/studio hours. 8 credits. May be repeated for a total of 16 credits. Prerequisite: KINE 500. Emphasis on individual creative production focusing on video, animation and sound, with periodic exposure of student’s work and ideas to the critical attention of the teaching faculty of the Department of Kinetic Imaging. Degree requirement for second-year graduate students in the department.

KINE 690. Graduate Seminar. 4 Hours.
Semester course; 4 lecture hours. 4 credits. May be repeated for a total of 12 credits. Prerequisite: admission to the kinetic imaging track of the MFA in Fine Arts program or permission of graduate adviser. Weekly seminar for the purpose of exploring recent developments in media and conducting critiques in which students can discuss the ideas and attitudes manifest in their work. Degree requirement for graduate students in the Department of Kinetic Imaging.

KINE 691. Independent Study. 1-4 Hours.
Semester course; variable hours. 1-4 credits. May be repeated for a maximum of 12 credits. Prerequisite: permission of instructor and kinetic imaging area head. Students will pursue advanced, individually directed study under the guidance of a faculty adviser. Includes project research, creative execution and presentation.

KINE 692. Graduate Seminar. 4 Hours.
Semester course; 4 lecture hours. 4 credits. May be repeated for a total of 12 credits. Prerequisite: admission to the kinetic imaging track of the M.F.A. in Fine Arts program or permission of a kinetic imaging graduate adviser. Weekly seminar for the purpose of exploring artistic developments and critical issues in media. Provides students with critical evaluation of their work in relation to contemporary practice while focusing on their final thesis exhibition. Degree requirement for graduate students in the Department of Kinetic Imaging.

KINE 695. Advanced Sound. 3 Hours.
Semester course; 3 lab/studio hours. 3 credits. May be repeated for a total of 12 credits. Prerequisite: experience with multichannel sound software such as Pro Tools. Focuses on sound as a medium and its connection to animation and video. Designed as an advanced studio course where students develop their own aesthetic in sound and explore creative possibilities. Expands on recording and mixing techniques with a particular focus on 5.1 surround sound mixing for video, animation and sound art.