DEPARTMENT OF KINETIC IMAGING

Pam Turner
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.

- Kinetic Imaging, Bachelor of Fine Arts (B.F.A.) (http://bulletin.vcu.edu/undergraduate/arts/kinetic-imaging/kinetic-imaging-bfa)

KINE 208. Introduction to Media Arts Technologies. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Enrollment requires successful completion of Art Foundation Program and permission of department chair. Covers basic techniques and software necessary for contemporary video, animation and sound art practice.

KINE 233. Media Arts Survey. 3 Hours.
Semester course; 3 lecture hours. 3 credits. A historical overview of contemporary media art to include experimental animation, video art, sound art, the Internet and other technology-based art movements.

KINE 234. Animation I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. An introduction to the techniques and principles of animation as frame-by-frame sequential media, covering preproduction methods particular to animation, and a survey of historical techniques with an emphasis in viewing and responding to animated work.

KINE 235. Animation II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: KINE 208 and KINE 234. Students will build on skills learned in KINE 234. Topics covered include principles of animation and timing, intermediate digital skills, narrative and experimental structures in animation.

KINE 236. Video I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 208. A survey of video as a creative medium, including but not limited to narrative, abstract and experimental approaches. This course will also cover basic video production and editing.

KINE 237. Sound Communications I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 208. The basic theory and production of media-based sound.

KINE 291. Special Topics. 1-4 Hours.
Semester course; 1-4 variable hours. 1-4 credits. May be repeated for a maximum of eight credits. Various topics of special interest will be offered on a changing basis.

KINE 292. Seminar. 1-2 Hours.
Semester course; 1-2 lecture and 1-2 studio hours. 1-2 credits. May be repeated for a maximum of 9 credits. Prerequisite: KINE 237. Continues the focus and specialization of sound design introduced in the prerequisite course, supporting video and animation production as well as developing an awareness of sound art. Conventional and experimental approaches to sound design are covered, along with the use of both standard audio equipment and more specialized technology. Varies in focus from semester to semester, covering such topics as performance and improvisation, field recording and sampling, sound installation, and soundtrack composition.

KINE 308. Web Technologies for Media Artists. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 208. This course investigates current and potential uses of online media. Students create content and/or disseminate their work using Internet technology; this includes inquiry into online media, social media tools and emerging web technologies.

KINE 335. Motion Graphics. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 235. Students will study the creation of moving graphic elements as an extension of animation and video art. The history and development of motion graphics in art, broadcast and effects studios will be examined. Students will engage in innovative development of motion graphics using current digital technology combined with experimental techniques.

KINE 336. Video II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 236. Focuses on developing a unique artistic voice with an emphasis on video content and how various visual techniques can be used to express concept, mood, narrative and individual truth. This course will also cover advanced production and editing.

KINE 337. Sound Communication II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 9 credits. Prerequisite: KINE 237. Continues the focus and specialization of sound design introduced in the prerequisite course, supporting video and animation production as well as developing an awareness of sound art. Conventional and experimental approaches to sound design are covered, along with the use of both standard audio equipment and more specialized technology. Varies in focus from semester to semester, covering such topics as performance and improvisation, field recording and sampling, sound installation, and soundtrack composition.

KINE 338. 3-D Computer Animation I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 208. A comprehensive introduction to the use of the computer for modeling, rendering and animating three-dimensional objects and environments.

KINE 357. Critical Issues in the Media. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: UNIV 200 or HONR 200. Topics, theory and genre affecting media and time-based mediums are explored through critical discourse, readings, screenings and lectures.

KINE 392. Research/Individual Study. 1-4 Hours.
Semester course; 1-2 lecture and 3-6 studio hours. 1-4 credits. May be repeated for a total of 8 credits. Enrollment requires permission of instructor, approval of faculty adviser and chair. The structuring, research, execution and presentation of an independent project in visual communications under the direction of a faculty adviser. The student will be encouraged to become a self-generating problem-seeker and -solver with the ability to carry out self-stated goals.

KINE 403. Senior Studio. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: senior status. To be taken in the last semester of the senior year. Critical analysis and development of the student’s exit portfolio with emphasis on strengthening focus and concept inherent in the body of work.
KINE 434. Animation III. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 9 credits. Prerequisite: KINE 235. Students will work with advanced analogue and digital experimental animation techniques. Developing creative problem-solving strategies, students will be introduced to animation as a fine art practice, to animation on and off the screen, and in an installation and performance context.

KINE 436. Video III. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 9 credits. Prerequisite: KINE 336. An advanced course in video art that varies in topic and approach from semester to semester.

KINE 438. 3-D Computer Animation II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 6 credits. Prerequisite: KINE 338. Advanced study of three-dimensional computer animation, exploring a variety of aesthetic and conceptual applications of the technology.

KINE 457. Socially Engaged Media. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 6 credits. Prerequisite: KINE 357. A studio multimedia course involving the creation of diverse artworks in a social, political and public context. Students engage in weekly projects, both independent and collaborative, along with presentations, discussions and ongoing blog entries.

KINE 458. Virtual Interactive Worlds. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Maybe repeated for a maximum of 6 credits. Prerequisite: KINE 338 or permission of instructor. A transdisciplinary course exploring alternative game strategies, virtual environment aesthetics, interactivity and mixed-reality in a team project setting.

KINE 464. Animation IV. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. May be repeated for a maximum of 9 credits. Prerequisite: KINE 434. An advanced course in animation studies. Students will produce a self-directed project, with progress reviewed in class critiques through the semester, culminating in a final animation-based project.

KINE 491. Studio Topics. 1-4 Hours.
Semester course; variable credit (1 lecture and 2 studio hours per credit). 1-4 credits. May be repeated for a total of 12 credits. Topical studio focusing on research and experimentation in specialized visual communication media.

KINE 492. Internship. 1-3 Hours.
Semester course; variable hours. 1-3 credits. May be repeated for a maximum of 6 credits. Prerequisite: permission of the chair. Open to kinetic imaging majors only. Creative learning experiences in the professional realm under the direction and supervision of qualified practitioners.