DEPARTMENT OF KINETIC IMAGING

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Professor and interim 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. Prerequisite: KINE 234. Students will build on skills learned in prerequisite course. 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. 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 Communication I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. 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 238. 3-D Computer Animation I. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. A comprehensive introduction to the use of the computer for modeling, rendering and animating three-dimensional objects and environments.

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 animation, 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 II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 238. Students will study the creation of three-dimensional graphics as an extension of animation and video art. The history and development of three-dimensional computer graphics will be examined. Students will engage in innovative development of three-dimensional graphics using current digital technology combined with experimental techniques.

KINE 339. Motion Graphics II. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 335. 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 animation, 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 340. Sound Communication III. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 337. 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 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. Prerequisite: successful completion of departmental prerequisite course. 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 402. 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 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 403. Senior Studio. 3 Hours.
Semester course; 3 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 402. Critical analysis and development of a culminating project with emphasis on implementation, execution and presentation.

KINE 404. Senior Research. 3 Hours.
Semester course; 3 lecture and 3 studio hours. 3 credits. Critical analysis and development of a culminating project with emphasis on research, experimentation and conceptual development. By using and expanding upon the technical skills learned in other classes, students will identify the conceptual, aesthetic and technical concerns that are critical to their individual art practice.

KINE 405. Senior Research II. 3 Hours.
Semester course; 3 lecture and 3 studio hours. 3 credits. Prerequisite: KINE 404. Critical analysis and development of a culminating project with emphasis on implementation, execution and presentation.
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 454. Live Coding. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. This course introduces live coding as a performance practice that involves real-time computer programming to create interdisciplinary work including visuals, sound, choreography and more. Students will explore a range of tools and environments for coding and examine other art forms that inform this methodology.

KINE 457. Socially Engaged Media. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. 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 460. Wearable Technologies. 3 Hours.
Semester course; 2 lecture and 3 studio hours. 3 credits. An exploration of digital technologies on and interfacing with the body. Skills from physical computing and maker culture will be utilized to create innovative wearable designs. Topics include sensing, haptics, biofeedback and 3-D printing.

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.