



## JOIN OUR STUDENTS IN A CLASS

1pm to 3pm

### Photo Techniques: Color Craft & Image

**ROOM 100**

*Eric Weeks*

This introductory level class emphasizes color theory and the importance of control over materials, machines and concepts. They will learn color theory and apply its principles to the formal and expressive content of their work.

### Printmaking I

**ROOM 203/205**

*Becky Blosser*

This course introduces a range of printing methods including relief, intaglio and silkscreen. The unique image, the multiple, and layering will be explored.

### Drawing and Multimedia

**ROOM 204**

*Aaron Thompson*

This course refines the student's ability to develop and interpret a concept in a manner that explores diverse media. Students will initiate an idea and carry it to completion through the creation of a series of exhibition ready works.

### Sophomore Illustration Studio I

**ROOM 306**

*Andrew Haener*

This course is an introduction to the markets, applications, and skills necessary for contemporary professional illustrators. Students will complete assignments modeled after real illustration jobs.

### Digital Imaging

**ROOM 311**

*Paul Rider*

This course centers on the formal and conceptual aspects of lens-based image making such as depth of field, control of perspective and use of light.

### Visual Development I

**ROOM 316**

*Todd Ulrich*

This course explores elements and processes involved in the production of visual development artwork in the animation, film, and gaming industries. Students will be presented with assignments that require the generation of character, environment, vehicle and prop design.

### Senior Thesis I

**ROOM 402**

*David Johanson*

This course requires students to pursue a self-generated project with the goal of producing work for their senior exhibition and portfolio.

### Traditional Animation

**ROOM 501**

*Matt Novak*

This course introduces and explores the 12 principles of animation through hand-drawn animation exercises using digital tools.

### Senior Studio I with Guest Speaker Terrance Masson

**ROOM 406 FROM 1PM - 2PM**

The AGA Dept is excited to welcome Terrance Masson, Chair of School of Visual Art's MFA Computer Arts program. Join us to learn more about their department, and the experience/benefits of a graduate degree in animation.