Digital Arts

Digital Arts is a major focused on investigating the use of digital technology as a means of creative expression. The major prepares students for multi-disciplinary collaboration and large-scale project management, skills which are essential for both graduate studies and careers in new media, music technology, digital video, 3D animation, graphic design, game design, and audio production.

The curriculum brings together faculty with specializations in visual art, computer science, and music technology to provide students with an environment where they can explore the inter-relationships between various media, stretch the boundaries of creative practice, and develop a strong conceptual framework. Courses within the program emphasize the completion of original creative projects, allowing students to develop hands-on experience with a variety of hardware and software tools. The curriculum culminates in a capstone experience, the senior thesis exhibition, in which digital art and studio arts majors work together to present a group exhibit showcasing each participant’s work.

The School of Music also offers a Bachelor of Music degree program that is administered by the Digital Arts faculty. See Music Technology (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/music/bachelor-music-music-technology) elsewhere in the Catalog for more information.

This program is an integral part of the Department of Creative Arts (http://www2.stetson.edu/creative-arts), which brings together faculty and students engaged in the study and practice of creative pursuits. See relevant sections elsewhere in the Catalog to learn more about the department’s other programs in Studio Art (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/art), Art History (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/art), and Theatre Arts (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/theatre-arts). The Department is the hub for the University’s Off-Center for Creative Practice, an academic constellation designed to promote collaboration across all creative disciplines at Stetson.

More information can be found online at http://www.stetson.edu/academics/programs/digital-arts.php.

Majors

Majors in Digital Arts

- Bachelor of Arts in Digital Arts (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/digital-arts/digital-arts-ba)
- Bachelor of Science in Digital Arts (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/digital-arts/digital-arts-bs)

Minors

Minor in Digital Arts - 5 units

Minor Requirements

Select 3 of the following 4 courses:

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>DIGA 101A</td>
<td>Digital Art Fundamentals</td>
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<tr>
<td>DIGA 161A</td>
<td>Digital Audio Fundamentals</td>
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<tr>
<td>CSCl 111Q</td>
<td>Introduction to Computing</td>
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<tr>
<td>DIGA 222</td>
<td>Web Design</td>
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Select 1 of the following sequences:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>DIGA 231 &amp; DIGA 331</td>
<td>Interactivity and Art and Advanced Interactivity and Art</td>
</tr>
<tr>
<td>DIGA 131A &amp; DIGA 321</td>
<td>Digital Photography and Graphic Design</td>
</tr>
<tr>
<td>DIGA 251 &amp; DIGA 351</td>
<td>Digital Video Fundamentals and Advanced Digital Video</td>
</tr>
<tr>
<td>DIGA 301 &amp; DIGA 302</td>
<td>3D Modeling and Animation and Advanced 3D Modeling and Animation</td>
</tr>
<tr>
<td>DIGA 361 &amp; DIGA 362</td>
<td>Audio Recording and Production I and Audio Recording and Production II</td>
</tr>
<tr>
<td>DIGA 365 &amp; DIGA 366</td>
<td>Electronic Music and Sound Design I and Electronic Music and Sound Design II</td>
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Total Units: 5
Advising Course Plans

• Digital Arts Major (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/digital-arts/advising-plan-ba-bs)
• Digital Arts Major (http://catalog.stetson.edu/archived-catalogs/2017-2018/undergraduate/arts-sciences/digital-arts/advising-plan-transfers) - Plan for Transfer Students

Faculty

Chen, Dengke
Assistant Professor of Digital Arts, 2015
B.A., China Central Academy of Fine Arts
M.F.A., The Pennsylvania State University

Pras, Amandine
Visiting Assistant Professor of Digital Arts, 2016
Diplomas de Physique et Acoustique, University Paris 7-Denis Diderot;
Conservatoire National de Région d'Aubervilliers-La Courneuve, France
MSc, Conservatoire National Supérieur de Musique et de Danse de Paris
Ph.D., McGill University

Roberts, Matthew
Associate Professor of Digital Arts, 2001
B.F.A., University of Florida
M.F.A., University of Illinois

Wolek, Nathan E.
Associate Professor of Digital Arts, 2005
Chair of Creative Arts Department, 2012
B.M., Stetson University
Ph.D., Northwestern University

Courses

DIGA 101A. Digital Art Fundamentals. 1 Unit.
An introduction to digital arts as a tool for artistic expression. Topics include digital imaging for print and screen, raster and vector graphics, video, animation and interactivity. Students will be exposed to the work and ideas of important artists working in digital arts. Emphasis is on the application of acquired skills in the completion of creative projects.

DIGA 131A. Digital Photography. 1 Unit.
An introduction to digital photography as a means of creative expression. Students will learn basic camera techniques, digital image software, and aesthetic considerations of the medium.

DIGA 161A. Digital Audio Fundamentals. 1 Unit.
An introduction to digital audio as a tool for artistic expression. Topics include digital audio encoding, recording hardware and techniques, basic audio processing, MIDI applications, and multitrack sequencing. Students will be exposed to the work and ideas of important artists working in electronic music and sound design. Emphasis is on the application of acquired skills in the completion of creative projects.

DIGA 190. Special Topics in Digital Arts. 1 Unit.

DIGA 222. Web Design. 1 Unit.
This course is an introduction to the design and creation of websites. Students will learn to utilize sound, graphics, interaction and programming to create and publish dynamic web sites. It additional to web site creation students will be exposed to contemporary issues surrounding web culture and technologies. Prerequisite: DIGA 101A or DIGA 131A.

DIGA 231. Interactivity and Art. 1 Unit.
This course explores concepts and techniques of computer interactivity by exploring human computer interactions, software programming, sensor acquisition, and the translation of human movements into expressive multimedia art forms. Students will learn how to create custom software interfaces and use an array of sensors to create advanced interactive projects. Prerequisite: DIGA 101A or DIGA 161A or CSCI 111Q.

DIGA 251. Digital Video Fundamentals. 1 Unit.
This course is an introduction to digital video as a tool for artistic expression. Students will learn basic principles of composition, lighting and narrative, as well as non-linear editing and basic operation of video hardware. Students will be exposed to the work and ideas of important artists working in the medium and will be expected to produce artwork in a creative and personal way. Pre-requisite: DIGA 101A or DIGA 131A or DIGA 161A.
DIGA 285. Independent Study. 0.5 or 1 Units.

DIGA 290. Special Topics in Digital Arts. 0.5 or 1 Units.

DIGA 301. 3D Modeling and Animation. 1 Unit.
An introduction to 3D modeling, rendering and animation. Includes creation, editing and mapping of materials for the models in a 3D scene, material editors, paint and image manipulation software, lighting, tracking and keyframing, curve/path animation, inverse kinematics, morphing, raytracing, file conversion/compression and required formats. Prerequisite: DIGA 101A or DIGA 131A or CSCI 111Q.

DIGA 302. Advanced 3D Modeling and Animation. 1 Unit.
A continuation of DIGA 301. A project based class where students complete advanced 3D animation and modeling projects. Covers a wide range of topics and techniques in 3D modeling, shading, rendering, and animation, including character-design for game animation and film. Prerequisite: DIGA 301.

DIGA 321. Graphic Design. 1 Unit.
This course explores the principles of design, and typography through digital media. Students are introduced to a wide range of practices used in the fields of graphic design and professional visual communication. Prerequisite: DIGA 101A.

DIGA 331. Advanced Interactivity and Art. 1 Unit.
A continuation of DIGA 231. A project based class where students complete advanced interactive projects. Covers a wide range of topics and techniques in computer vision, physical computing, and programming for art and games. Prerequisite: DIGA 231.

DIGA 351. Advanced Digital Video. 1 Unit.
A continuation of DIGA 251. This course is an advanced workshop where students are expected to develop substantial time-based projects. Students will have the flexibility to work in any genre including narrative forms, non-linear forms video installations and multi-channel projections. Students will be exposed to artists who use the medium of digital video in nontraditional ways and challenge the viewer's expectations of time-based media. Prerequisite: DIGA 251.

DIGA 361. Audio Recording and Production I. 1 Unit.
An introduction to composing and recording music in a computer-based studio environment. Students learn about tools and techniques for MIDI sequencing, multi-track hard disk recording and music production. Original composition projects are an integral component of this course. Prerequisite: DIGA 161A or MUSC 259.

DIGA 362. Audio Recording and Production II. 1 Unit.
A continuation of DIGA 361. Students complete advanced projects in a computer-based studio environment. Readings and discussion in this course focus on the social impact of audio recording technology and contemporary aesthetics of studio production. Prerequisite: DIGA 361.

DIGA 365. Electronic Music and Sound Design I. 1 Unit.
An introduction to sound synthesis, audio processing and interactive music composition. This course uses both software and hardware to examine techniques such as additive synthesis, modulation synthesis, filters, delays, and sampling. Emphasis is on the students developing original creative projects and solving problems using sound. Prerequisite: DIGA 161A or MUSC 259.

DIGA 366. Electronic Music and Sound Design II. 1 Unit.
A continuation of DIGA 365. Students complete advanced projects using a variety of software and hardware tools. This course explores topics such as immersive audio, gestural controllers, live performance practices, instrument design, sound installations, and software programming. Prerequisite: DIGA 365.

DIGA 385. Independent Study. 0.5 or 1 Units.

DIGA 390. Special Topics in Digital Arts. 1 Unit.
An advanced course that focuses on the intense study of a topic related to digital arts. The specific topics offered will vary each semester and depend on student interest and faculty availability. May be repeated for credit. Prerequisite: Permission of Instructor.

DIGA 395. Teaching Apprenticeship. 0.5 Units.
Pass/Fail only. Students assist a faculty member with the teaching and management responsibilities related to one of the program’s existing courses. Prerequisite: Permission of instructor. May be repeated once.

DIGA 397. Internship in Digital Arts. 0.5 or 1 Units.
Students work with a faculty supervisor and an outside supervisor and are placed at an outside institution where the student’s background in digital arts can be used. Guidelines for internships are available from the internship supervisor. Prerequisites: Junior or senior standing and approval of the faculty supervisor. Enrollment in an internship course requires students to attend an orientation prior to beginning work at their internship site. For more information regarding internship orientations, please contact Career & Professional Development at career@stetson.edu or 386-822-7315.

DIGA 398. Advanced Digital Arts Studio. 1 Unit.
Seminar course structured to cover a wide variety of digital media. Students pursue projects of their own design, producing a body of work that is composed of screen-based 2D images, multimedia, animations, video, or other experimental digital artwork. The course includes ongoing discussions and critiques of student-designed projects. May be repeated for credit. Prerequisite: Permission of Instructor. Offered every year in the spring semester.

DIGA 465. Scoring for Multimedia. 1 Unit.
Explores the coordination of music with the visual and narrative elements of a multimedia production. Students compose for both electronic and traditional media in a variety of musical genres. A survey of film music is an integral component of the course. Prerequisite: DIGA 361 and MUSC 279.
DIGA 485. Independent Study. 0.5 or 1 Units.

DIGA 490. Special Topics in Digital Arts. 1 Unit.

DIGA 498. Senior Project Proposal. 1 Unit.
Preparation and planning for the senior project. The student produces a proposal for the senior project and presents it before a faculty jury. Prerequisite: DIGA 398. Offered every year in the fall semester.

DIGA 499. Senior Project. 1 Unit.
The student develops and exhibits a significant work in the digital arts. Planning and installing the Senior Thesis Exhibition are part of the class. Prerequisite: DIGA 498. Offered every year in the spring semester.