Immersive Arts:

- Winter 2018

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Meeting Time:
MW 2:30pm - 4:20pm

Location:
RAI 205

SLN:
13591

Instructor:
Martin Jarmick
View profile

Ewa Trębacz
View profile

Additional Details:

Immersive Arts: 3D Sound, Stereoscopic Video, Virtual Reality, & Multi-Channel Systems

Using various display systems, production techniques, and compositional strategies to discover immersive media experiences for moving-image and sound based artwork. Students will learn to produce stereoscopic-3D images, utilize multi-channel video and sound systems, and be introduced to 3D modeling, game engine and VR hardware. Primary course goals: to develop an art historical foundation for our inquiry, conduct experiments through in-class labs, and produce / present a final project.

Email the instructor, Martin Jarmick, for add codes at jarmick@uw.edu

Catalog Description:

Taught by UW faculty and visiting artists, engineers, scientists, and humanities scholars.

Credits:
5.0

Status:
Active

Last updated:
January 17, 2018 - 9:43am

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