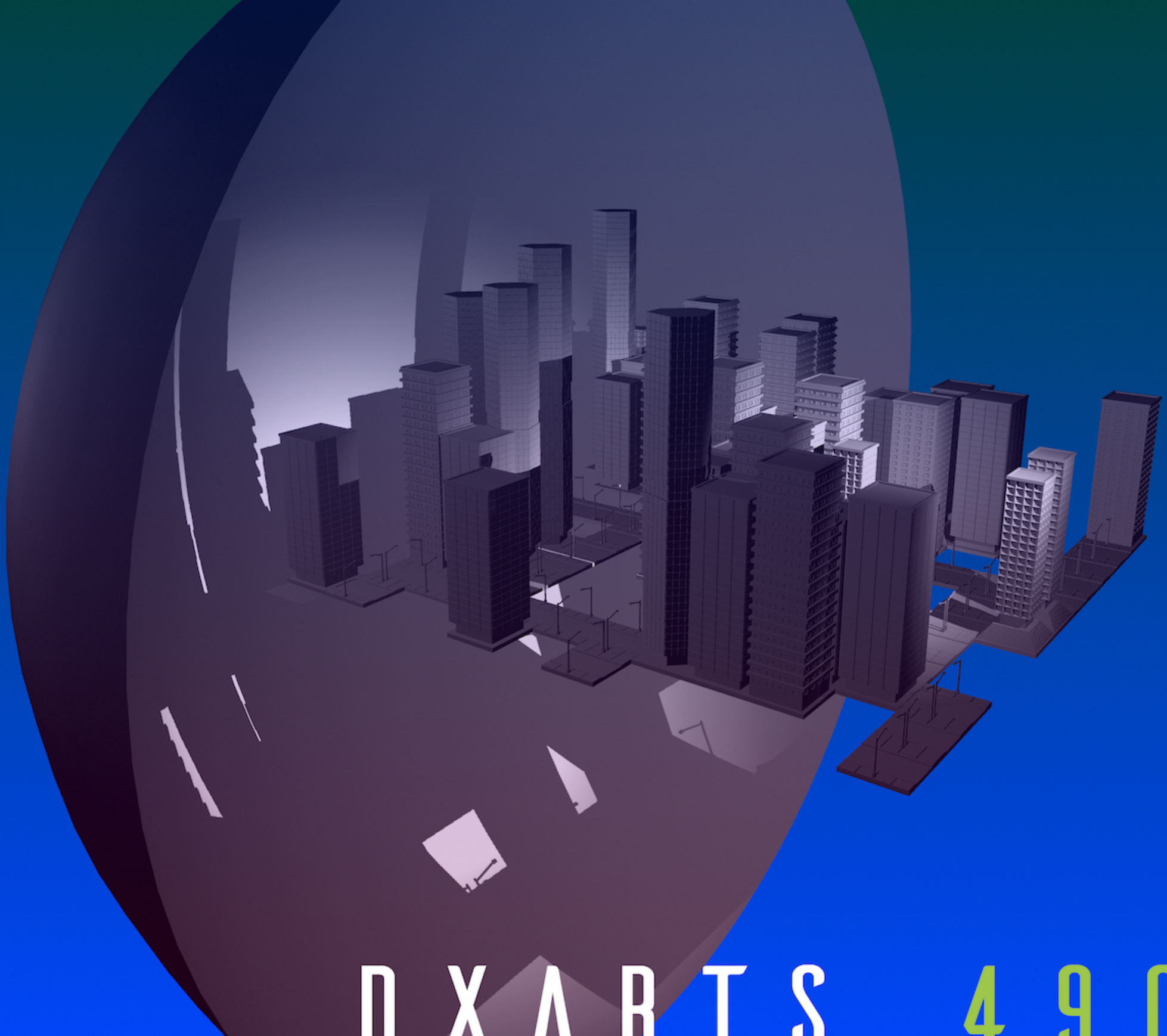

DXARTS 490B

IMMERSIVE ARTS

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 stereoscoic-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.

Location: Raitt 129
Monday – Thursday 9:30am – 12:30pm
Instructor: Martin Jarmick

STEREOSCOPIC VIDEO

VIRTUAL REALITY

MULTI-CHANNEL SYSTEMS

DXARTS Center for Digital Arts and Experimental Media
UNIVERSITY of WASHINGTON

COMOTION
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SUMMER
B-TERM
SLN: 11174