INTERDISCIPLINARY COMPUTING AND THE ARTS MAJOR

Current Students Declared Prior to FA16

Major Code: VA29

The Interdisciplinary Computing and the Arts major in the Music and Visual Arts Departments draws upon and aims to bring together ideas and paradigms from computer science, art, and cultural theory. It takes for granted that the computer has become a metamedium and that artists working with computers are expected to combine different media forms in their works. All of this makes the program unique among currently existing computer art or design programs which, on the one hand, usually focus on the use of computers for a particular media (for instance, specializing in computer animation, or computer music, or computer design for print) and, on the other hand, do not enter into a serious dialogue with current research in computer science, only teaching the students "off-the-shelf" software. The goals of the program are to prepare the next generation of artists who will be functioning in a computer-mediated culture; to give students necessary technical, theoretical and historical backgrounds so they can contribute to the development of new aesthetics for computer media; to prepare students to mediate between the worlds of computer science and technology, the arts, and the culture at large by being equally proficient with computing and cultural concepts; and to give students sufficient understanding of the trajectories of development in computing so they can anticipate and work with the emerging trends, rather than being locked in particular software currently available on the market.

LOWER DIVISION	8-10 courses / 34-42 units
UPPER DIVISION	12 courses / 48 units
TOTAL COURSES REQUIRED	**20-22 courses / 82-90 units**

ALL COURSES TAKEN FOR MAJOR REQUIREMENTS MUST BE TAKEN FOR A **LETTER GRADE**, AND ONLY GRADES OF **C- OR BETTER** WILL BE ACCEPTED. REFER TO COURSE DESCRIPTIONS FOR ENFORCED PREREQUISITES.

Enrollment in production courses is limited to two per quarter. Production courses are numbered VIS 109, 131, 132, 140/ICAM 101, 141A - B, 145A/ICAM 102, 145B, 147A - B, 174. ICAM 120, 160A-B

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◆Indicates Production Course

LOWER-DIVISION

ARTS (8-10 Courses/34-42 units)

MUS 4	Introduction to Western Music
VIS 1	Introduction to Art-Making: Two-Dimensional Practices
VIS 22	Formations of Modern Art
VIS 70N	Introduction to Media
VIS 41	Design Communication

Choose from:

CSE 11	Intro to Computer Science and Object-Oriented Programming: JAVA
	OR
CSE 8A+8B	Intro to Computer Science: JAVA

Choose from:

MATH 20A+20B	Calculus for Science and Engineering
	OR
MATH 10A+10B+10C	Calculus

UPPER-DIVISION

SURVEY (1 Course/4 units)

ICAM 110	Computing in the Arts: Current Practice

FOUNDATION (3 Courses/12 units)

VIS 142	Practices in Computing Arts
VIS 145A◆	Digital Media I: Time, Movement, Sound

Choose one:

ICAM 103/MUS 170◆	Musical Acoustics
MUS 171	Computer Music I

ADVANCED (4 Courses/16 units)

Choose three from Group A:

ICAM 120◆	Virtual Environments
VIS 109◆	Advanced Projects in Media
VIS 131◆	Special Projects in Media
VIS 132◆	Installation Productions and Studio
VIS 141A◆	Computer Programming for the Arts I
VIS 147A◆	Electronic Technologies for Art I
VIS 149	Seminar in Contemporary Computer Topics
VIS 174◆	Media Sketchbook
MUS 170	Musical Acoustics
MUS 171	Computer Music I
MUS 173	Audio Production: Mixing and Editing
MUS 174 A-B-C	Recording/MIDI Studio Techniques
MUS 176	Music Technology Seminar

NOTE: MUS 170 and MUS 171 may only count in ONE area, Foundation or Advanced, not BOTH.

Choose one from Group B:

VIS 141B◆	Computer Programming for the Arts II
VIS 145B◆	Time and Process Based Digital Media II
VIS 147B	Electronic Technologies for Art II
MUS 172	Computer Music II

HISTORY AND THEORY (2 Courses/8 units)

VIS 159	History of Art and Technology

Choose one from:

Any Upper Division Art History Course VIS 120-129
Any Upper Division Film Studies Course VIS 150-158, 194S

SENIOR PROJECT (2 Courses/8 units)

ICAM 160A	Senior Project in Computer Arts I
ICAM 160B	Senior Project in Computer Arts