Intermedia Courses (Art and Art History) (INTM)

INTM Courses

This is a list of courses with the subject code INTM. For more information, see Art and Art History (College of Liberal Arts and Sciences) in the Catalog.

**INTM:2710 Introduction to Intermedia** 3 s.h.
Interdisciplinary focus; emphasis on conceptual, installation, video, time-based media, performance art. Prerequisites: (ARTS:1510 and ARTS:1520) or CINE:1834. Requirements: for CINE:2869—grade of C or higher in CINE:1834. Same as CINE:2869.

**INTM:2720 Concepts in Contemporary Art Practice** 3 s.h.
Interdisciplinary investigation of materials and concepts in relation to time-based media, performance, video, installation; individual and collaborative projects. Prerequisites: INTM:2710. Same as THTR:2720.

**INTM:2890 Producing and Directing Digital Video** 3 s.h.
Introduction to basic concepts, theories, and practical applications of digital video production for multiple distribution streams, with focus on aesthetic and technical principles; development of proficiency in contemporary approaches to digital media production by understanding the production pipeline from ideation to preproduction, production, postproduction, and through to distribution. GE: Engineering Be Creative. Same as DANC:2890, DIGA:2890, THTR:2890.

**INTM:3700 Topics in Intermedia** 4 s.h.
Performance, writing, reading, observation, physical practice, improvisation, and devising methods; development or expansion of physical practices that articulate with current artistic production. Prerequisites: ARTS:1510 and ARTS:1520 and (CERM:2010 or INTM:2710 or MTLS:2910 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210). Same as DANC:3710.

**INTM:3799 Undergraduate Individual Instruction** 1-3 s.h.
Individual instruction in intermedia for advanced students.

**INTM:3876 Video for Performance** 3 s.h.
Introduction to aesthetics and practical applications of digital media and video design for live performance including content creation, system design, and content optimization for media servers; students create digital video and animations and integrate them into live performance and entertainment events via projections, media servers, and digital displays using QLab Media Server and Adobe Creative Cloud (e.g., Illustrator, Photoshop, Premiere Pro, Audition, After Effects); for those with an interest in designing, creating, and displaying digital media for theatre, dance, concerts, corporate events, gallery installations, VJ sets, and architectural projections. Prerequisites: THTR:2890 or THTR:5890 or CINE:1834. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, THTR:3876.

**INTM:4775 Intermedia Workshop** 3-4 s.h.
Visual practice/visual theory; projects, critiques, visiting artists and scholars. Requirements: INTM:2710 or graduate standing.