Intermedia Courses (Art and Art History) (INTM)

This is a list of all intermedia courses. For more information, see Art and Art History.

**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:2864 Film/Video Production: Alternative Forms** 3 s.h.
Alternative or innovative video/film practices and technologies; varied topics. Prerequisites: INTM:2710 with a minimum grade of C or CINE:1834 with a minimum grade of C. Same as CINE:2864.

**INTM:3050 Body/Image: Dance and Media in Discourse and Practice** 3 s.h.
Intersection of body, image, and sound in analog and digital media; relationship to critical and practical texts; written and performative assignments that address fundamental concepts of corporeality in related fields including dance for camera, stage and film performance, and artistic, documentary, and publicity filmmaking and photography. Same as DANC:3050.

**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 MLTS:2910 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210).

**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, VR sets, and architectural projections. Prerequisites: THTR:3890 or CINE:1834. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, THTR:3876.

**INTM:3880 Installations and Interactive Performance** 3 s.h.
Introduction to aesthetics, techniques, and practical possibilities of fusing together theatre, dance, music/sound, art, design, cinema, gaming, human computer interaction, and engineering; foundations of creating interactive experiences that use digital photos, video, text, real-world objects, sensor data, live bodies moving in space, Kinect 2 sensors, cameras, and multiple video outputs (e.g., projectors, LED displays); use of Isadora, an interactive, node-based programming software, to create immersive mediated performances, interactive installations, embodied user-based experiences, and user-manipulated virtual environments. GE: Engineering Be Creative. Same as DANC:3880, DIGA:3880, THTR:3880.

**INTM:3890 Producing and Directing Digital Video** 3 s.h.
Introduction to the basic concepts, theories, and practical applications of digital video production for multiple distribution streams, with a focus on aesthetic and technical principles; focus on developing 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:3890, DIGA:3890, THTR:3890.

**INTM:3895 Performance, Art, and New Technologies in Society** 3 s.h.
Survey of major technological innovations that have deeply impacted society and live performance in the late 20th and early 21st century, and the future of the rapidly evolving technological world; students examine theoretical texts and performances that address the impact of technology on the human condition, as well as create original applied live performances and installations; a variety of technologies are explored and adapted for live performance as they relate to the following five categories of original human experience—telepresence, liveness, artificial intelligence, augmented and virtual reality, and transhumanism. Prerequisites: MUS:2800 or THTR:3880 or CS:1110 or CS:1210 or SCLP:4835. Same as DANC:3895, DIGA:3895, THTR:3895.

**INTM:4210 Museum Without Walls: Museum, Art Education, and Community Engagement in the Digital Age** 3 s.h.
Collaborative work to recreate one exhibition from the University of Iowa Stanley Museum of Art that took place before the flood of 2008; creation of content that contributes to a virtual museum experience; introduction to digital tools commonly used in design of exhibitions; recreation of historical exhibitions based on documentary photographs in museum and University archives and research on the premise of the exhibition and objects on view; how digital artifacts might be used in different contexts; use of museum and digital environments as labs for lifelong and distance learning. Same as EDTL:4210, MUSM:4210.

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

**INTM:4780 Gender and Sexuality in Comics** 3 s.h.
Critical and historical examination of how gender and sexual identities have been represented in comics and graphic novels including nonfiction and popular genres. Same as GWSS:4180.

**INTM:6799 Individual Instruction in Intermedia and Video Art** 1-2 s.h.