

# Sculpture and Intermedia Courses (Art, Art History, and Design) (SCIM)

## SCIM Courses

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

**SCIM:2710 Introduction to Intermedia** 3 s.h.  
Interdisciplinary focus; emphasis on conceptual, installation, video, time-based media, performance art. GE: Literary, Visual, and Performing Arts. Same as CINE:2869, INTM:2710.

**SCIM:2810 Undergraduate Sculpture I** 3 s.h.  
Basic sculptural concepts, processes, investigation of materials such as plaster, clay, wood; emphasis on developing formal language, acquiring basic skills; spatial, conceptual, technical issues. GE: Engineering Be Creative; Literary, Visual, and Performing Arts. Same as SCLP:2810.

**SCIM:3100 Practices for the Body** 4 s.h.  
Performance, writing, Fluxus-inspired scores, 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 (SCIM:2710 or SCIM:2810)) or DANC:2800 or DANC:2050.

**SCIM:3200 Multichannel Media and Timescapes** 4 s.h.  
Synchronicity, 2+ channel video, 3+ channel sound, actions as channels, installation, performance, time-based media, and practices. Prerequisites: (ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810)) or DANC:2800 or DANC:2050.

**SCIM:3300 Metal Fabrication** 4 s.h.  
Metal work, Computer Numerical Control (CNC) processes, and reading; conceptual thinking and familiarization with contemporary sculpture practices. Prerequisites: ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810).

**SCIM:3400 Mold Making, Casting, and Replication** 4 s.h.  
Mold making, sculptures, and reading; conceptual thinking and familiarization with contemporary sculpture practices. Prerequisites: ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810).

**SCIM:3700 Topics in Sculpture and Intermedia** 4 s.h.  
Intermediate-level art projects, readings, and experiments; specialized conceptual forms and issues in contemporary sculpture and time-based practices, such as installation, objects, performance, public art, interventions, video, and audio. 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:3700.

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

**SCIM:3840 Robotic Art Studio** 4 s.h.  
Exploration, design, and creation of interactive artworks, kinetic sculpture, robotic art, sound works, light art, and performance environments; application of basic electronics and mechanical techniques; use of programmable micro-controller Arduino. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:3840, SCLP:3840.

**SCIM:3876 Projection Design** 3 s.h.  
Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, INTM:3876, THTR:3876.

**SCIM:3895 Topics in Sculpture** 4 s.h.  
Projects, reading; specialized conceptual forms and issues in contemporary sculpture, such as public art, installation. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or TDSN:2210 or MTLs:2910). Same as SCLP:3895.

**SCIM:3900 Photography IV: Special Topics** 4 s.h.  
Investigation of contemporary themes including alternative processes, social documentary, portraiture, book making, and hybrid forms, among others. Prerequisites: INTM:2710 or (PHTO:2600 and PHTO:3100). Same as PHTO:3200.

**SCIM:4700 Advanced Topics in Sculpture and Intermedia** 4 s.h.  
Advanced-level art projects, readings, and experiments; specialized conceptual forms and issues in contemporary sculpture and time-based practices, such as installation, objects, performance, public art, interventions, video, and audio. Prerequisites: SCIM:2710 or SCIM:2810.

**SCIM:4825 Casting in Hot Metal** 4 s.h.  
Foundry work, wax working, mold making, and processes. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or MTLs:2910). Same as SCLP:4825.

**SCIM:4835 Electronic Objects and Spaces** 4 s.h.  
Aesthetic use of electronics to sequence and control motion, light, and sound; introduction to basic electronics through hands-on workshops and discussions; demonstrations on how to build an Arduino, integrated circuits, power supplies, soldering, prototyping, motors, sensors; projects integrating electronics with objects and spaces; artist screenings and critiques. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4835, SCLP:4835.

**SCIM:4840 Air, Actuators, and Motors** **4 s.h.**

Introduction to wide range of motors, actuators, and air devices available for integration in art projects; various forms of motor control and necessary means to power these devices; DC and AC motors, stepper motors, solenoids, electro magnets, relays, pneumatics, inflatables, and other air-driven devices; development of a project utilizing one or more systems; examples and media demonstrations to show how artists and scientists employ these systems. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4840, SCLP:4840.

**SCIM:4899 Undergraduate Individual Instruction** **1-3 s.h.**

Individual instruction in sculpture for advanced students. Same as SCLP:4899.

**SCIM:6264 Graduate Sculpture and Intermedia Workshop** **3-4 s.h.**

Critique seminar with readings; for sculpture and non-sculpture graduate students. Same as SCLP:6264.

**SCIM:6799 Individual Instruction in Intermedia and Video Art** **arr.**

Same as INTM:6799.

**SCIM:6899 Individual Instruction in Sculpture** **arr.**

Same as SCLP:6899.