

| Course Number | Title | Description |
|---------------|-------------------------------------|---|
| IMM 271-02 | Digital construction | VR/AR - Star Trek holodeck. Fanfic. VFX. Node-based compositing. 2D/3D. Green screen, painting mattes. 3D prints, maker stuff. We'll look at what can be done with digital processes to construct visuals using your ideas, the labs, and some newly available software such as Fusion, Nuke, DaVinci Resolve, and similar. |
| IMM 271-03 | Confident Communicating | Confident Communicating is a public speaking and leadership development course designed to give college students an edge during job interviews, internships and entry-level working opportunities. The one-credit course employs interactive public speaking activities, two personality assessments and leadership training exercises to enhance self-confidence, mindful communication and service-oriented work ethic. Course materials are derived from Toastmasters International, Dale Carnegie, Myers-Briggs and Stephen Covey. The ultimate result is enhanced leadership skills and public speaking confidence. |
| IMM 271-04 | Fundamentals of Animation | An introduction to the key concepts and 12 basic principles of animation. Students will learn how the principles - the building blocks for any animation - are incorporated to produce believable and natural motion, while developing a greater understanding of the animation workflow process from blocking to final polish. |
| IMM 271-05 | Interactive Learning Technologies | This mini course will explore the intersection of interactive multimedia and education. Discussions will focus on the cognitive psychology behind and design of interactive learning technologies, which include educational games, apps, and intelligent tutoring systems. The course will also incorporate a hands-on component, in which students will design and prototype their own interactive learning technology. |
| IMM 271-06 | Introduction to Woodworking | This course will demonstrate basic woodworking techniques using big tools, little tools, finishes and fasteners. Students will create objects such as arcade cabinets, interactive exhibits, furniture, etc. |
| IMM 271-07 | Advanced Rigging and Tool Making | The purpose of this mini course is to help move students forward in understanding the pipeline of rigging animated characters and graphics in both a 2D and 3D space inside of Autodesk Maya. As part of the 4 week course, each student will choose 1 of the 3 main focus areas in rigging for animation. Soft Surface rigging, Hard Surface/Mechanical Rigging, and Python Based tool making are the 3 main areas of rigging. With the students having a choice of these 3 areas all students with different focuses within the IMM program. The more art focused students can work with traditional rigging skills while the more code focused students can work in a python code based environment. |
| IMM 271-08 | Game Theory | Game Design Theory: How to Make Better Games From how to write and design realistic characters, to subtly guiding the player while still allowing them to feel in control, this course will offer an overview of good game design practices. To supplement the course topics, we will be breaking down and analyzing real games, taking a look at where they've succeeded, and where they've failed (and why a failure in one game may be a success in another). *This course will cover video game design from a theoretical rather than technical/programming standpoint. |
| IMM 271-09 | File Management and Version Control | This class covers the fundamentals of file management and version control. While these are often focused on programming, this class is designed for programmers, artists, and designers alike. Everyone who plans to work professionally on projects that involve programming, asset (visual and otherwise) creation, milestones, and deadlines should expect to use some form of version control software. Having previous experience with git is something that many employers look for. We will cover how to use the distributed version control system known as git, online repositories like Github and BitBucket, graphical user interfaces for git like GitUp and SourceTree, and software focused on visual assets like Folio and Kaleidoscope. The goal of the class is to demystify Github, git, and version control in general. All course materials will be stored on either GitHub or BitBucket, students will be expected to turn in their work via one of these services. We're going to dive right in and build a class repository together. |
| IMM 271-10 | Introduction to Welding | This course will demonstrate basic welding techniques. |

Spring 2016 IMM 271 Mini Course Selection
Worth 0.25 course units; meets four times in the semester.