ME.120 (ART AS APPLIED TO MEDICINE)

ME.120.703. Color Illustration. 0 Credits.
Rendering of scientific subject matter with emphasis on form, texture, and tissue color matching methods. Subject matter for final project: botanical.

ME.120.708. Introduction to Design. 0 Credits.
Introduction to principles of design, cognitive theory and user-centered thinking that will inform the production of clear, functional multimedia.

ME.120.709. Continuous Tone Illustration. 1 Credit.
Continuous tone rendering of medical and biological subjects.

ME.120.710. Pen and Ink Illustration. 0 Credits.
Pen and ink rendering developed by sequential exercises and projects.

ME.120.711. Presentation Visuals. 0 Credits.

ME.120.714. Editorial and Conceptual Illustration. 8 Credits.
Conceptual approach to illustration utilizing brain-storming and problem solving skills to effectively interpret and illustrate manuscripts and clinical or anatomical concepts.

ME.120.715. Biological Illustration. 2 Credits.
Application of illustration techniques to biological, botanical, and natural science topics.

ME.120.716. Medical Sculpture. 3 Credits.
Materials and techniques used in producing instructive three-dimensional medical sculpture and rehabilitative facial prostheses.

ME.120.717. Communications Media (Graphic Design). 1 Credit.
Text editing, typography, layout, and desktop publishing

ME.120.718. Digital Lab Essentials. 0 Credits.

ME.120.719. Anatomical Illustration and Radiological Visualization. 1 Credit.
A comprehensive overview of the technical aspects of ditgal color anatomical illustration and the fundamentals of incorporating radiological visualizations into medical illustration workflows.

ME.120.720. Vector Illustration. 2 Credits.
An overview of the technical aspects of ditgal art production using vector-based digital imaging applications

ME.120.721. Raster Tone Illustration. 3 Credits.

ME.120.722. Introduction to 3D Modeling and Animation. 2 Credits.
This course will introduce the Cinema 4D software as a way of generating 3D assets for use in 2D illustration and as the basis for 3D animation. The course will cover all aspects of working in C4D including user interface, reference image setup, modeling techniques, and materials and textures. Students will gain an understanding and proficiency in C4D to create 3D digital models of surgical instruments, medical devices and basic organic structures. Students will be able to effectively model a variety of objects to begin building a digital 3D asset library for future use and to explore the basics of 3D animation.

ME.120.723. Digital Imaging IV (Animation). 0 Credits.
Theory and techniques for creation of dynamic animation optimized for electronic presentation media.

ME.120.724. Web Animation, Interactivity and Design. 3 Credits.
Theory and techniques for the creation of a dynamic animation with interactivity, optimized for the web; and the development of a web-based portfolio

ME.120.725. Clinical Anaplastology. 7.5 Credits.
Comprehensive overview of human neuroanatomy with a focus on visual communication concepts. Lecture content is supplemented by access to specimens, pathology conferences, and radiological data. Includes creation of a color neuroanatomical illustration.

ME.120.726. Molecular and Cellular Visualization. In-depth review of structural biology for the medical illustrator, including method for visual background research and strategy for visually depicting molecular and cellular data. Culminate with creation of a molecular illustration. Credits.

ME.120.727. Neuroanatomy for the Medical Illustrator. 2 Credits.
Comprehensive overview of human neuroanatomy with a focus on visual communication concepts. Lecture content is supplemented by access to specimens, pathology conferences, and radiological data. Includes creation of a color neuroanatomical illustration.

ME.120.728. 3D Animation. 4 Credits.
This course will introduce the Cinema 4D software as the basis for 3D animation. The course will cover all aspects of working in C4D including lighting, rendering, cameras, as well as basic animation and dynamic simulation setup. Students will gain an understanding and proficiency in C4D to animate in 3D. The goal of this course is to explore the basics of 3D animation.

ME.120.733. 2D Animation. 3 Credits.
Theory and technique for creation of dynamic animation optimized for electronic presentation media.

ME.120.750. Ophthalmological Illustration. 3 Credits.

ME.120.751. Ophthalmological Illustration. 3 Credits.

ME.120.754. Research and Thesis. 11 Credits.
Original investigation under preceptor and department advisor

ME.120.755. Business Practices for the Medical Illustrator. 1 Credit.
Experience in analyzing problems of the visual artist and formulating practical solutions. Includes operations, finance, production and business management, business entities, taxes and accounting, human resources, marketing and communications, social media, business ethics, contracts and negotiations, and intellectual property.

ME.120.756. Operating Room Sketching. 4 Credits.
Introduction to operating room protocol, observation and recording of surgical procedures.

ME.120.757. Scientific Communication. 1 Credit.
Principles of effective oral and written presentation.

ME.120.758. The Portfolio. 4 Credits.
Professional portfolio and exhibition preparation and presentation, includes effective negotiation in a professional environment.

ME.120.801. Advanced Projects in Illustration. 0 Credits.
Special projects in editorial and conceptual illustration

ME.120.807. Design of Interactive Learning Experiences. 2 Credits.
Design of instructional, interactive media for medicine, public health and science
ME.120 (Art as Applied to Medicine)

ME.120.813. Independent Study. 1 Credit.
Independent Study