HYB-Methodik: Immersive Arts Practices (gLV)

Workshop series on immersive practices in the Immersive Arts Space

Angebot für

Bisheriges Studienmodell > Hochschulweites Lehrangebot > Geöffnete Lehrveranstaltungen
Bisheriges Studienmodell > Film > Bachelor Film > Projektstudium > Alle Semester
Bisheriges Studienmodell > Film > Bachelor Film - Production Design > Projektstudium > Alle Semester

Nummer und Typ	BFI-FIPD-MEp-01.21F.006 / Moduldurchführung
Modul	Methodik BFI, 1 Credit
Veranstalter	Departement Darstellende Künste und Film
Leitung	Christian Iseli and crew members of the Immersive Arts Space (www.immersive-arts.ch/info/
Zeit	5 workshops, every second week, 19:00 – 21:00 (March 16th, March 30th, April 13th, April 27th and May 11th at 19:00h in the Immersive Arts Space.)
Anzahl Teilnehmende	1 - 20
ECTS	1 Credit
Voraussetzungen	none
Lehrform	Seminar
Zielgruppen	ZHdK / alle Studierende (geöffnete Lehrveranstaltung, gLV)
Lernziele / Kompetenzen	Basic knowledge of practical and creative solutions within the Immersive Arts Space
Inhalte	Augmented Reality, Virtual Reality, Projection Mapping, 3D-Audio and Virtual Production
Bibliographie / Literatur	Web site: www.immersive-arts.ch
Leistungsnachweis / Testatanforderung	Attendance and active participation
Termine	March 16th, March 30th, April 13th, April 27th and May 11th at 19:00h in the Immersive Arts Space.
Dauer	5 workshops, every second week, 19:00 – 21:00
Bewertungsform	bestanden / nicht bestanden
Bemerkung	The workshops on Immersive Arts Practices are connected to the lecture series on Immersive Arts, which will take place on March 2nd, March 16th, March 30th, April 13th and April 27th at 17:15 in the Toni cinema. Registration by email to andrea.schweizer@zhdk.ch with surname, first name, course of study.