

Film and Digital Arts FDMA Fall 2019 Courses (IFDM and Media Arts courses are now listed under FDMA.)

FDMA 1210 [MA111] Digital Video Production I (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65367	001	TR	2:45pm-5:00pm	CERIA 365	Deborah Fort	debfilms@unm.edu
65368	002	MW	11:00am-1:00pm	CERIA 365	Daniel Galassini	dgalassini@unm.edu
65369	003	MW	1:30pm-3:30pm	CERIA 365	Daniel Galassini	dgalassini@unm.edu
65788	004	TR	12:00pm-2:15pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
65789	005	TR	9:00am-11:15am	CERIA 365	Maaman Rezaee	mrezaee@unm.edu

Course Description: Through a hands-on approach, you'll learn the technical and operational foundations of video production equipment and procedures, becoming knowledgeable about the responsibilities and techniques of individual production. This studio course will take you through the phases of production from pre- through post-production. You'll gain awareness of the creative potential of motion pictures (including video and film) as art. Focusing on narrative and non-narrative vocabularies, we will explore the art of moving images as you develop your own work with in-class critiques, exercises, and projects.

FDMA 1520 [IFDM105L] Introduction to Digital Media (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65347	001	M	10:00-10:50am	George Pearl Hall 101	TBA	
		W	Lab 10:00-11:50am	Hartung 108		
65349	002	M	10:00-10:50am	George Pearl Hall 101	TBA	
		F	Lab 10:00-11:50am	Hartung 108		

Course Description: Intro to Digital Media offers students a survey into the many processes, platforms, and techniques that have found new form in the digital age. Students will learn techniques in animation, concepts in game design, and the latest processes in digital cinema. Along with acquiring technical skills, students will become familiar with the historical and theoretical contexts driving recent media production. Both sections meet Mondays for lecture and class discussion. For studio hours, Section 1 meets on Wednesdays, and Section 2 meets on Fridays.

FDMA 1996 [IFDM250] Acting for the Camera (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66531	001	TR	3:00pm-4:45pm	Hartung 206	Dodie Montgomery	1dodiem@gmail.com

Course Description: Beginning exploration of the fundamentals of acting in front of a camera through exercises, scene work, and improvisation. Introduction to the workings of the industry. Development of the imaginative, physical, and emotional skills of the actor as well as the professionalism of the actor. Crosslisted with THEA300.001.

FDMA 2110 [MA210] Introduction to Film Studies (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65371	001	T	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu
65373	003	-	Online		Dr. Becky Peterson	bpeter02@unm.edu
67382	613	W	1:00pm-4:00pm	Hartung 100	Dr. James Stone	jstone@unm.edu
65014	616	T	1:30pm-4:30pm	Hartung 100	Teresa Cutler-Broyles	terra@unm.edu

Course Description: An overview of a century of film history and study, this course will feature a broad range of film types (narrative, experimental, documentary), as well as a range of approaches to understanding the aesthetic and cultural significance of the medium. Sections 613 and 616 are for Freshman Learning Communities only.

FDMA 2195 [MA212] Beyond Hollywood (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65377	003	T	1:00pm-4:30pm	Mesa del Sol 100	Dr. Susan Dever	susandev@unm.edu

Course Description: An introduction to marginalized cinemas with screenings of major works.

Note: This course will be taught in both the fall and spring semesters to accommodate IFDM 400 replacement program requirements.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 15 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

FDMA 2280 [MA216] Moving Image Art (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65461	001	W	5:30pm-9:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

Course Description: According to artist Jean Cocteau, “film and video will only become a true art form when their tools are as inexpensive as pencil and paper.” The low cost of new digital equipment suggests that only now—eighty years after his prophetic statement—are we beginning to realize Cocteau’s dream. This introductory course will be structured as a creative laboratory where students will explore a variety of aesthetic and theoretical issues relating to new media technology and the creative process. Students will learn basic digital production and post-production skills through a range of collaborative and individual projects and exercises.

Prerequisite: FDMA1210 [MA111] or permission of instructor.

FDMA 2280 [MA216] Practical Special Effects (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
67093	002	TR	10:00am-12:30pm	ARTSLab 101	Daniel Galassini	dgalassini@unm.edu

Course Description: Before the computer existed, fake reality had to be made by hand! Even now, many effects laden movies are reverting to the practical way of doing things. This practical course will delve into the Art and Science of Special Effects as created before you could stare at a CRT all day long. Students will learn the history of special effects in cinema, as well as gain actual experience in creating special effects the old-school way. Learn the science, history and technology behind the practice of matte painting, traveling mattes, models, miniatures, sculpting puppets, stop motion and more. Come create something no one has ever seen before!

Prerequisite: FDMA1210 [MA111] or permission of instructor.

FDMA 2280 [MA216] Making Promotional Video (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65463	003	M	9:00am-11:30am	Mesa del Sol 100	Adam Turner	adam00@unm.edu

Course Description: Learn to market yourself and your artwork. Acquire the skills to promote a business or non-profit organization. In this course, you will learn the latest strategies for creating promotional videos: short, eye-catching movies for distribution on social media, websites, or TV. Plan, shoot, and edit promos that will capture the attention of your target audience. Discover the tactics that will ensure your message gets through. Promotional video making is one of the most sought after skills in the digital media marketplace. Become an expert in the art of visual persuasion. Crosslisted with ALB275.001.

Prerequisite: FDMA1210 [MA111] or permission of instructor.

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FDMA 2280 [MA216] Creating a Portfolio (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
67092	001	F	1:30pm-5:00pm	CERIA 337	Nina Fonoroff	fonoroff@unm.edu

Course Description: Create a professional looking portfolio, including working on your show reel, a website, and other tools to showcase your work. **Prerequisite:** FDMA1210 [MA111] or permission of instructor.

FDMA 2520 [IFDM301] Introduction to Cinematography (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65498	001	W	9:00am-10:30am	Mesa del Sol 100	Barry Kirk	barrykirk@unm.edu
		W	Lab 11:00am-12:00pm	Mesa del Sol 110		
65499	002	W	9:00am-10:30am	Mesa del Sol 100	Barry Kirk	barrykirk@unm.edu
		W	Lab 12:30pm-1:30pm	Mesa del Sol 110		
65790	003	W	9:00am-10:30am	Mesa del Sol 100	Barry Kirk	barrykirk@unm.edu
		W	Lab 2:00pm-3:00pm	Mesa del Sol 110		

Course Description: This course utilizes the Canon c100 Motion Picture Camera to build not only a fundamental understanding of working with advanced camera systems, but a practical yet thorough understanding of cinematographic techniques and practices. Develop a creative eye for composition and esthetics with the modern motion picture camera. The course will be divided into three basic themes: technical, practical, and aesthetics. Through example, develop an understanding of light, color, camera movement, composition, and lens selection to develop an understanding of varied cinematic emotions and storytelling. Fundamental photography and motion picture technical principles will be learned with an emphasis on professional camera systems. All sections meet Wednesdays at 9:00am for lecture and class discussion, with additional lab times later on Wednesday.

Prerequisite: MA220, or by approval from department through IFDM program standing. IFDM Cohort 12 students must wait for passing IFDM 210 grades to be recorded before receiving department permission.

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FDMA 2610 [IFDM241L] Directing I (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
67784	001	M	5:30pm-9:00pm	CERIA 365	Maaman Rezaee	mrezaee@unm.edu

Course Description: Students in this introductory class will explore the processes and concerns of the narrative fiction film director through critical analysis and short, hands-on exercises. Students will work with existing screenplays to learn how to move the story from the page to the screen, including analyzing the narrative, breaking down the script, blocking and framing, casting, working with actors, and working with crew.

Prerequisite: FDMA1210 [MA111], and FDMA310 or 324, or permission of instructor.

FDMA 2714 [IFDM202/250] Introduction to Animation (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66109	001	R	5:30pm-8:00pm	Hartung 108	Brad Swardson	swardson@unm.edu

Course Description: This class will be entirely focused on laying the foundation of animation around the twelve principals of animation as defined by Disney master animators Frank Thomas and Ollie Johnston. Each week we will practice and illustrate these principles in action through simple animation tests and assignments. We will study the process, the pipeline, the tools, and the workflow of CG Character Animation. We will also look at the history of animation and explore how the industry got to where it is today including what has worked, what hasn't and where the future of animation as an art form and career may go.

FDMA 2768 [IFDM 201/250] Introduction to Game Development (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66108	001	TR	3:00pm-4:15pm	Mesa del Sol 210	Nathan Fabian Jonathan Whetzel	ndfabian@gmail.com jonwhetzel@unm.edu

Course Description: In tandem with innovations of modern computing machines, people have been devising ways to "play" with these systems through programming games on these devices. Video games have matured into an expressive medium rooted in using algorithms as the means for constructing interactive experiences. Building these games requires an understanding on principles of interactive design, computer science, and storytelling. This course serves to provide fundamental knowledge on the process of video game development. Students will gain this hands-on experience on through altering existing games and making their own creations.

Prerequisite: CS105L, or CS152L, or permission of instructor.

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MA 220 Intermediate Production Workshop (3 crs)

***Note that this course is still found under MA (not FDMA), pending state assignment of new 4 digit code**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62054	001	T	5:30pm-9:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

Course Description: This course continues the study of technical and aesthetic concerns in video production with sections of concentration in documentary, fiction narrative, and code generated forms. The class will consist of practical hands-on exercises along with the analytical study of existing film and video. Students will improve technical skills, understanding, and application of creative processes. Camera, sound, lighting, and editing techniques will be explored in each section of the class. Students will be introduced to computer-generated production with basic coding for the arts. Students will work collaboratively as well as independently on class projects and exercises.

Prerequisite: FDMA1210 [MA111] or permission of instructor.

FDMA 310 [IFDM310] Writing Digital Narrative (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66530	001	R	1:00pm-3:30pm	Mesa del Sol 100	Kirk Mitchell	kirkmitchell@unm.edu

Course Description: The goal of this course is to offer students an overview of issues on writing for digital media; its objective is to create successful, media-savvy writers, who work across digital platforms.

Note: This course will taught in both the fall and spring semesters to accommodate IFDM program requirements.

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FDMA 324 [MA324] Introduction to Screenwriting (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65500	001	T	5:30pm-8:00pm	CERIA 337	Matthew McDuffie	mcduffie@unm.edu

Course Description: An in-depth workshop on the basics of character, structure, scenes, dialogue, conflict, visualization, and good old story telling as it applies to the screenplay format. Open to variations (including Television, Graphic Novels, Documentary). We'll read scenes from scripts, watch film clips, and write at least forty pages of an original screenplay. Crosslisted with ENGL 324.003.

FDMA 326/*426 [MA326/*426] History of Film I (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
326-65514	002	R	9:30am-12:45pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu
426-65793	001	R	9:30am-12:45pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu

Course Description: Film History I examines the history of cinema and important developments in filmmaking from its birth in 1895 through the silent era, the invention of synchronized sound and “talkies” in 1927, color technology in the 1940s, the impact of television, and the decline of the classic Hollywood studio system in the 1950s. We will cover key historical movements and trends based on a survey of cinematic traditions and genres, discussing and analyzing selected films while grounding them in cultural, historical, and aesthetic contexts. FDMA *426 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2110 [MA210] or permission of instructor.

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FDMA 330/*430 [MA330/*430] Sex and the Movies (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-65798	001	W	5:30pm-9:00pm	Center for Art 2018	Dr. Stephanie Becker	sbecker@unm.edu
430-65799	001	W	5:30pm-9:00pm	Center for Art 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: This course interrogates a variety of issues around gender, identity, masculinity and femininity, sexuality, sexual orientation, eroticism, the naked human body, cultural mores, desire and desirability, and notions of “good taste” in both mainstream and niche cinemas. The impact of Hollywood’s Motion Picture Production Code and MPAA ratings system will be considered. Note that although this class includes images of nudity and eroticism, explicit pornography will *not* be an element for review. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 330/*430 [MA330/*430] Cult Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-65504	004	R	5:30pm-9:00pm	Center for Art 2018	Teresa Cutler-Broyles	terra@unm.edu
430-65525	004	R	5:30pm-9:00pm	Center for Art 2018	Teresa Cutler-Broyles	terra@unm.edu

Course Description: *The Rocky Horror Picture Show. Pink Flamingoes. Eraserhead. A Clockwork Orange.* These and other cult films are iconic in American Cinema. In this class we will ask just what makes a film “cult.” Is it content, context, participation, production value, a combination of them all? Or is it something less easy to define? Through screenings of iconic cult from the 1970s and 1980s, as well as newer films, and by looking at TV shows considered cult by many loyal viewers, we will explore these and other questions. Readings will include film and cultural theorists. There will be no exams; student responsibilities will include response papers and two larger papers throughout the semester, as well as readings and class discussion. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 330/*430 [MA330/*430] Action Films (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-65507	007	M	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu
430-65528	008	M	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu

Course Description: Action movies are the beating heart of cinema: made and watched the world over and primal in their appeal. To love action movies is to love the human body in motion and to see in filmmaking a democratic ideal of art as entertainment and entertainment as art. This course will explore the action movie as a genre best understood through a global perspective that extends from Chinese opera in Hong Kong to Bay Area car chases and the realignment of Hollywood blockbusters in the 1980s, from ultra-low budget "commando cinema" in Uganda to Telugu-language Tollywood productions. Classes will consider the technical evolution of innovative editing styles and fight choreography; complex gender dynamics in a genre that has always featured female stars; transnational identities; the significance martial arts films hold in African American nationalism and activism; and the nature of celebrity across cultures. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 331/*431 [MA331/*431] Film Theory (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
331-65515	001	F	12:30pm-5:00pm	CERIA 365	Dr. Susan Dever	susandev@unm.edu
431-65516	001	F	12:30pm-5:00pm	CERIA 365	Dr. Susan Dever	susandev@unm.edu

Course Description: A lecture survey of major currents in film theory from film's beginnings to the present. Screening and analysis of major films. FDMA *431 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2110 [MA210] or permission of instructor.

Note: Class meets on three Fridays per month.

FDMA 332/*432 [MA332/*432] Documentary Film History and Theory (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
332-65800	001	W	5:30pm-9:00pm	CERIA 337	Nina Fonoroff	fonoroff@unm.edu
432-65801	001	W	5:30pm-9:00pm	CERIA 337	Nina Fonoroff	fonoroff@unm.edu

Course Description: In this course we will examine the rich and varied tradition of documentary, or "nonfiction," film and video, from the early lyrical films of Robert Flaherty to the more recent work of media pirates, activists and artists. Through a consideration of films, videos, installations, websites and critical readings, we will examine the history, theory, and practice of the documentary film, and the ways in which the work mediates reality. We will explore numerous ways that this form attempts, in the words of Salman Rushdie, to "argue with the world." FDMA *432 may be taken for graduate credit with approval from your home department.

FDMA 339 [MA339] Russian Culture and History through Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66696	001	MWF	12:00pm-12:50pm	TBA	Irina Meier	imeier@unm.edu

Course Description: In this course we study films and read secondary sources from the Soviet and post-Soviet eras (with English subtitles) and examine how they comment on current Russian social and cultural issues. Taught in English. Crosslisted with HIST335.001.

FDMA 350 [MA350] Advanced Screenwriting (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65508	001	R	5:30pm-8:00pm	CERIA 337	Matthew McDuffie	mcduffie@unm.edu

Course Description: This is a continuation of the introductory course. Emphasis will be on developing story ideas, dramatic conflict, sequencing, and scene work. Intense workshops will lead to a completed 120-page screenplay. Crosslisted with ENGL 424.001.

Prerequisite: FDMA324 [MA324], ENGL324, or permission of instructor.

FDMA 375 [MA*429/IFDM491] Producing for Film and Digital Media (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65794	001	W	5:30pm-8:00pm	Hartung 100	Ed Radtke	edradtke@unm.edu

Course Description: In this course, students will learn the many roles of a producer in feature films as well as in commercials, television, large format, and digital platforms. The course aims to give the student a real-world lead-out towards how to become a producer and learn the responsibilities and leadership required by the profession. Through project based learning, lectures, discussions, and workshops we will cover preproduction, production and post, budgeting, breakdowns, scheduling, and dealing with clients, as well as the strategies and skills involved. The course will approach the different ways of producing in the industry work spaces and how to adjust to the creative and economic dimensions of a project. Crosslisted with ALB375.001.

FDMA 391 [MA391] 16mm Filmmaking (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65509	001	R	5:30pm-9:00pm	CERIA 365	Nina Fonoroff	fonoroff@unm.com

Course Description: This course introduces basic 16mm filmmaking techniques, with an emphasis on film as a creative art form. Students will be introduced to pre-production planning through the final edit, and will become familiar with both the practical and aesthetic challenges of making short films. Class sessions will include critiques of student work, technical demonstrations, screening of short films made by a variety of artists, and the planning and execution of a class project. Among the topics that are covered in the class are camerawork, lighting, film stocks and exposure, sound recording, editing techniques, and preparing the film for the lab. Students will be responsible for purchasing the majority of their own materials for the course; additional 16mm production costs usually run approximately \$300 to \$500 for the semester.

FDMA 401 [MA/IFDM401] Digital Post Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65802	001	W	1:30pm-5:00pm	Hartung 108	Deborah Fort	debfilms@unm.edu

Course Description: Digital Post Production is designed to facilitate the expansion of the student's editing process. We will explore a wide range of films in order to better understand the roles of the editor. Additionally, students will learn the essential tools and theories of montage to develop a distinctive artistic practice. Alongside class discussion and course readings, we will be working with Adobe Premiere as our primary editing platform, Adobe After Effects for compositing and motion graphics, DaVinci Resolve for color correction, Adobe Media Encoder for compression, and Adobe Audition for sound.

Prerequisite: FDMA1210 [MA111] or permission of instructor.

FDMA 405 [IFDM491] Advanced Maya Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65692	001	-	Online	-	Brad Swardson	swardson@unm.edu

Course Description: In this course, you will use Autodesk Maya to explore advanced topics in Animation and Visual Effects including, but not limited to: organic modeling, character rigging, advanced lighting and rendering, dynamics and simulation.

Prerequisite: FDMA2530 [IFDM210] or permission of instructor.

FDMA 406 [MA*429/IFDM 491] Virtual Reality Cinema (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65796	001	T	10:00am-12:30pm	Mesa del Sol 100	Elan Colello	ecolello@unm.edu

Course Description: Virtual Reality offers a new world of possibilities and new jobs in an emerging field of digital media. In this course, students will learn about the current and future technologies of VR. The skills acquired in the course will make it easier for you to find a job in film and digital media, or to create your own company. You will learn how to make a spherical video and how to use VR cinematography and other techniques to tell stories that are engaging and invoke empathy. Students will also learn how to create other 3D content mediums for VR content, then edit and distribute them effectively using their own app or a third-party distribution platform.

Prerequisite: FDMA1210 [MA111] or permission of instructor.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 15 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

FDMA 410 [IFDM410] Business and Law of Film and New Media (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65795	001	F	9:30am-12:00pm	Mesa del Sol 100	Nicole Kesel	nkesel@unm.edu

Course Description: This course is designed to provide a business and law foundation for students in any discipline of film and new media who may be entrepreneurially-minded and/or desiring a successful career as a practicing creative in any of the many film and new media professions. Through lectures, discussions, readings, industry research, and exercises, the course will introduce students to fundamentals of film and new media business operations, budgeting, legal issues, distribution, and career development strategies. Students will be guided through a personal/professional strategic planning process as a basis for developing their careers and effectively navigating the business and legal realms of film and new media marketplaces.

Prerequisite: Junior or senior standing, or permission of instructor.

Note: This course will taught in both the fall and spring semesters to accommodate IFDM program requirements.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 15 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

FDMA 412 [IFDM412] Fundamentals of Audio Technology (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65479	001	T	2:00pm-4:30pm	Mesa del Sol 300	Sam Negri	snegri@unm.edu

Course Description: An introductory examination of the process of gathering, processing, and editing sound on a digital audio workstation through hands-on creative projects and assignments, as well as some technical and theoretical background on critical audio concepts. Crosslist with MUS412.001.

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FDMA 450 [IFDM450] Capstone I: Senior Projects Course (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65480	001	M	3:00pm-6:30pm	Mesa del Sol 100	Adam Turner	adam00@unm.edu
65481	003	F	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu

Course Description: Collaborative teams execute projects and give open demonstration of the results.

Prerequisite: Senior standing, admitted to Film Production B.F.A. or Gaming and Animation B.A., and department permission required. IFDM Cohort 11 students must wait for passing IFDM 310 grades to be recorded before receiving department permission.

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FDMA 491 [IFDM491] Writing the TV Pilot (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66532	001	M	12:00pm-2:30pm	Mesa del Sol 100	Adam Turner	adam00@unm.edu

Course Description: This class will introduce students to the creative techniques necessary to create an original TV show. Students will learn essential elements of story and character used in contemporary narratives for TV. Topics covered will include theme, tone, structural style, story world, genre, character development, act breaks and more. Students will be required to analyze scripts and TV series, write log lines, synopses, treatments, outlines and finally a finished TV pilot. As their final project, students will compete either a pilot for a 1/2 hour comedy or a 1-hour drama. Class time will consist of both lectures and workshops.

Prerequisite: Students are expected to have some creative writing or screenwriting experience and skills already.

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FDMA 491 [IFDM491] Photography for Film and Digital Media (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65485	009	TR	3:00pm-4:30pm	Mesa del Sol 110	Roberto Rosales	rrosal01@unm.edu

Course Description: In this course we will study photography techniques and fundamentals associated with digital media, such as: camera functions, exposure, digital files, basic process skills in Photoshop and Lightroom, with a concentration on lighting with a constant light source as well as strobe, in the studio and on location. Students will be introduced to the basic technology necessary for the production of their art work, as well as learning about the visual arts, how to look at and critique photography, photographic vocabulary, using tools such as framing, composition, "rule of thirds," light, texture, patterns, ones, symmetry, depth of field, perspective, culture, space, balance, color and black and white photography, and be introduced to many works by well known photographers. Students will be expected to demonstrate an ability to use the tools competently in the production of their work; however, the production and analysis of expressive and thoughtful art work is the main objective of this course. Furthermore, we will look at the connection between still photography and cinematography in filmmaking, and ultimately investigate the challenge of telling story within a single frame.

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FDMA 491 [IFDM491] Digital Media Entrepreneurship (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65487	011	T	5:30pm-8:00pm	Hartung 100	Dr. Rod Sanchez	rodsanchez@unm.edu

Course Description: In the workplace of today, successful professionals must constantly reinvent themselves and evolve their skill sets. With the rapid changes in technologies and products, we must not only keep up with the ever changing technical landscape, but instead, try to stay ahead of the curve. In order to do this, we must pay attention to micro- and macro-trends both within our specific industry and in the technology sector as a whole. Thus, this class is intended to look at technology advancement and innovation in the past, present, and future.

The goal of this course is to participate in a meaningful discussion from various points of view on several case studies of individual, corporate, and/or collective attempts (both deliberate and in deliberate) at innovation. In order to keep our class discussions and assignments 'well-rounded', case studies will look into various economic industries (education, healthcare, government, private business, etc.) with one common denominator – its reliance on technology and innovation. Finally, we will use the products of our course discussions to consider ways of improving existing digital products or even developing new ones.

This course will introduce you to real technology and digital media products that are at the cutting edge of innovation. We will meet and speak with the inventors of the products via video conference or in person. We will experiment with these products and give reviews, feedback, and ideas for improvement. Become a participant in the innovative world around us!

Note: The system will see your registration for more than one of the same topics course like FDMA 2280, 330, 430, or 491 as registering for multiple sections of the same course in the same semester. Please ask the instructor or program manager Diahndra Grill (dgrill@unm.edu) for an override to register for more than one.

For credits outside the department, you may be especially interested in the following:

ALB250.005 The Business of Being an Artist
ALB275.001 Making Promotional Video (crosslist with FDMA2280)
ALB365.001 Social Media for Arts Marketing
ALB375.001 Producing Film and Digital Media (crosslist with FDMA375)
AMST1130 Introduction to American Pop Culture
ARCH462.002 Emerging Tech for Designers
ARTH427.001 Contemporary Photography
ARTS1410 Introduction to Photography
ARTS1510 Introduction to Electronic Art (required for Film Production, and Gaming and Animation concentrations)
ARTS1610 Drawing I (required for Gaming and Animation concentration)
ARTS2410 Black and White Photography
ARTS389.002 Electronic Arts and Technology: Experiment in Coding
ARTS389.011 Digital Tools for Graphic Design
ARTS389.012 Exploring Principles and Elements of Graphic Design
CCS493.014 Latino/a US-Mexican 20th Century Writing, Film, and Art
CJ374.003 Design and Visual Presentation I
CJ393.001 Black Popular Culture
CJ393.005 Inside Radio and Television
COMM2245.002 Web Design
CS105L Introduction to Computer Programming (prerequisite for FDMA2768 Introduction to Game Development)
ENGL2120 Intermediate Composition (required for all three BA concentrations)
ENGL324.003 Introduction to Screenwriting (crosslist with FDMA324)
ENGL424.001 Creative Writing Workshop Script (crosslist with FDMA350 Advanced Screenwriting)
HIST335.001 Russian Culture and History through Film (crosslist with FDMA339)
HIST397.001 Brazilian History through Literature and Film
MUS311.001 Fundamentals of Music Technology
MUS380.001 Recording Techniques I
MUS412.001 Fundamentals of Audio Technology (crosslist with FDMA412)
THEA1220 Beginning Acting
THEA1310 Introduction to Costuming for Performance and New Media
THEA292.001 Rendering for Stage, Screen, and New Media
THEA300.001 Acting for the Camera (crosslist with FDMA2280)
THEA371.001 Digital Imagery and Production