



FILM & DIGITAL ARTS

Film and Digital Arts Fall 2021 Courses

FDMA 1210 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>
	001	-	Arranged	Online	May Schaefer	mayschaefer@unm.edu
65368	002	S	10:00am-1:30pm	CERIA 365	Su Hudson	hudsonj14@unm.edu
65788	004	T	1:30pm-5:00pm	CERIA 365	Ruben Olguin	olguinr@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 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	11:00-11:50am	George Pearl 101	Ruben Olguin	olguinr@unm.edu
		W	Lab 11:00am-12:50pm	Hartung 106/108		
65349	002	M	11:00-11:50am	George Pearl 101	Ruben Olguin	olguinr@unm.edu
		F	Lab 11:00am-12:50pm	Hartung 106/108		

Course Description: This course introduces students to a survey of the histories, innovative concepts, and creative possibilities of digital media arts. This course applies a variety of digital media tools, processes, and applications within a contemporary social context. Students will learn fundamental skills in teamwork, storytelling, and design to create digital studio projects. Both sections meet Mondays for lecture and class discussion. For studio hours, Section 1 meets on Wednesdays, and Section 2 meets on Fridays.

FDMA 2110 Introduction to Film Studies (3 crs) - [Watch the video preview!](#)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65371	001	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
65373	003	-	Arranged	Online	Nathan Kosub	nkosub@unm.edu

Course Description: An overview of more than 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.

FDMA 2195 Beyond Hollywood: *What If...* (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	Online	Dr. Susan Dever	susandev@unm.edu

Course Description: Where do you see yourself in five years, in ten? How do you imagine the world? How does that world imagine you? Do we dare to *collectively envision delight* in the multiverses of the future?

This is a class for movie lovers, which will begin by expanding who gets to be counted as critics or fans. Are we not also makers of movies, given that viewers co-create films' meanings? Might contemporary visions of the past help us visualize future flourishing? Here we'll consider artists such as Inuit filmmaker Zacharias Kunuk, and ask how Miranda de Pencier's 2018 Inuit lacrosse film is building upon advances in First Nation cinema. We'll engage the work of Chinese filmmaker Chloe Zhao, whose 2019 *The Rider*, about masculine prowess and tenderness at the Dakota rodeos, inspired audiences and prepared her for 2020's *Nomadland* and an upcoming Marvel franchise. We'll ask how a pan-cultural futurism—think Ryan Coogler's *Black Panther* to Robert Rodriguez's *Alita*—might help us discover the relief and downright joys of living in equitable society.

In our explorations, everyone will have opportunities to choose from a menu of interrelated works to screen and read. We'll take a fresh look at some of the recent ways that indie films, Netflix, and even Hollywood movies increasingly inform interrelated modes of

production—and us, as we respond as viewers. You're invited to experience aesthetics that offer space for your own perspectives and artistic vision. Working with various types of writing on film, you'll be able to experiment with prose styles that invite viewers to the movies. You may even complete the term by making digital art—with workshopped artist commentaries—or develop midterm essays into a range of written or spoken word projects.

Though these formidable times can test our grit, sharing films that evoke the power and beauty born of struggle against racism, class oppression, and sexism can crack open possibility. Together with truly moving, moving-image art, plus makers and critics discussing work on screen, let's imagine: *What If*. . . .

FDMA 2280 Making Promotional Video (3 crs) - [Watch the video preview!](#)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65463	003	M	3:00pm-5:30pm	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 ALBS2120.

Prerequisite: FDMA1210 Digital Video Production I 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 2520 Introduction to Cinematography (3 crs) - [Watch the video preview!](#)

<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-11:30am	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

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.

Prerequisite: FDMA2525 Video Production II or permission of instructor.

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FDMA 2525 Video Production II (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69187	001	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
69190	002	TR	11:15am-1:00pm	CERIA 365	Maaman Rezaee	mrezaee@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 work collaboratively as well as independently on class projects and exercises.

Prerequisite: FDMA1210 Digital Video Production I or permission of instructor.

FDMA 2714 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	Mesa del Sol 100	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.

** 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 2768 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>
69208	001	-	Arranged	Online	Nathan Fabian	nfabian@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 Introduction to Computer Programming, or CS152L Computer Programming Fundamentals, or permission of instructor.

FDMA 303 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>
69198	001	F	1:30pm-5:00pm	Mesa del Sol 110	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 course will be structured as a creative laboratory where students will respond to a variety of conceptual and theoretical issues in the moving image arts by making short video works. Students will learn digital production and post-production skills through a range of collaborative and individual projects and exercises.

Prerequisite: FDMA1210 Digital Video Production I 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 310 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	1:30pm-4:00pm	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.

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FDMA 324 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
69192	002	W	9:00am-11:30am	CERIA 365	Maaman Rezaee	mrezaee@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 History of Film I (3 crs) - [Watch the video preview!](#)

<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-1:00pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu
426-65793	002	R	9:30am-1:00pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu

Course Description: History of Film 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, and the impact of television and the decline of the classic Hollywood studio system in the 1950s. We will cover key historical movements and moments based on an anti-racist approach in our survey of cinematic traditions and genres, discussing and analyzing selected films while grounding them in cultural, historical, and aesthetic contexts. We will develop our understanding of cinema history from a variety of perspectives, styles, filmmaker identities, countries, and subject matter.

FDMA *426 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2110 Introduction to Film Studies 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 330/*430 The Zombie Movie (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-	001	-	Arranged	Online	Teresa Cutler-Broyles	terra@unm.edu
430-	001	-	Arranged	Online	Teresa Cutler-Broyles	terra@unm.edu

Course Description: The zombie movie contains some of the most potent iconography of our time: post-apocalyptic wastelands, human beings reduced to primal urges, a diverse band of survivors who must stick together to survive, and images of technology either as savior or destructive force. Such movies are both catalyst and reflection of a number of cultural issues such as social class, gender relations, climate change, racism, the trust we place in authority and an array of other topics. In this class, you will study the zombie movie as an important cultural document and ask what do zombies, in all their permutations, tell us about ourselves? The answers, discussed in relation to readings and film analysis, might surprise you.

FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 330/*430 Bollywood: Maximum Cinema, Maximum India (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-	002	R	4:00pm-6:30pm	TBA	Dr. Raji Vallury	rvallury@unm.edu
430-	002	R	4:00pm-6:30pm	TBA	Dr. Raji Vallury	rvallury@unm.edu

Course Description: This course offers an introduction to contemporary Indian cinema produced in the languages of Hindi and Urdu, commonly referred to as Bollywood (a portmanteau blend of Bombay and Hollywood). Focusing on films released since 2000, we will study the influence of classical and folk forms of dance, music, and theatre on Indian cinema and its techniques of filmic narrative and storytelling. We will examine genres such as the epic, the historical drama, melodrama, comedy, coming of age tales, and social satire. The analysis of themes such as national consciousness and nationhood, religion, youth culture, gender equality and social justice will allow us to identify the moments of a ‘thinking cinema’ that emerge from a popular art and cultural practice. Titles include box-office blockbusters as well as smaller gems produced for art-house circuits. Films will be screened in the original Hindi and Urdu with English subtitles. Assignments will vary according to course level (300 or 400). Crosslisted with COMP 331, ENGL 331, and COMP 480. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 331/*431 Film Theory for Movie Lovers (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	1:00pm-4:30pm	Online	Dr. Susan Dever	susandev@unm.edu
431-65516	001	F	1:00pm-4:30pm	Online	Dr. Susan Dever	susandev@unm.edu

Course Description: Let’s pay attention to “*what film does rather than jumping to what it means; let’s experience and describe before we start interpreting.*” Media theorist Vivian Sobchack’s invitation here may remind us why we love movies. I love it that Sobchack, whose seriously playful approach to cinema we’ll engage—including her “Why I ♥ IMDb”—“hearts” viewers like us. User Reviews not only “enliven” her cultural criticism; she says they “bridge a gap between academic film studies and ‘all those wonderful people out there in the dark.’” With other phenomenologists, she brings everyone into the picture—fans, critics, makers, bloggers, Norma Desmond—always keeping her eye and ear on the art. In our course, we’ll explore movies as aesthetic phenomena: sensuous objects in relation with sense-able viewers, each with our own POV. Sobchack’s desiderata inspires mine: “*If I do anything for my students, I hope to give you a kind of confidence in your initial fascinations, not necessarily in what you ‘ought’ to be fascinated by.*”

This interactive course is for future film reviewers, podcasters, filmmakers, critics, and yes: movie lovers. For midterms, you’ll write a couple of drafts to complete a first-person descriptive essay. Final projects can extend the essay, or consist of a very short movie (or film art) plus a workshopped artist statement. Aesthetic pleasures and cinematic ethics on offer include rich films from Denis Villeneuve’s *Arrival* to Ava DuVernay’s trenchant *13th* and her poignant *Middle of Nowhere*.

FDMA *431 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2110 Introduction to Film Studies or permission of instructor.

FDMA 334/*434 Teen Rebels (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
334-69199	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
434-69200	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu

Course Description: This course explores international films whose youthful main characters challenge convention and authority. We will study the cultural, social, and historical forces that shaped the lives of young people in the 1950s, ‘60s and ‘70s.

FDMA *434 may be taken for graduate credit with approval from your home department.

FDMA 350 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 Introduction to Screenwriting, ENGL324, or permission of instructor.

FDMA 375 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	M	5:30pm-8:00pm	Hartung 100	Hank Rogerson	hrogerson@unm.edu

Course Description: In this course, students will learn the many roles of a producer in films, television, and digital and streaming 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 ALBS375.001.

FDMA *401 Digital Post Production (3 crs) – Hybrid course - [Watch the video preview!](#)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65802	001	R	1:30pm-5:00pm	Hartung 106 & Online	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. Hybrid, half face to face and half online.

FDMA *401 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 Digital Video Production I or permission of instructor.

FDMA *402 Documentary Film Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69193	001	W	5:30pm-9:00pm	CERIA 365	Deborah Fort	debfilms@unm.edu

Course Description: Students in this hands-on video workshop will be introduced to the tools and methods of video making in the genre of “creative nonfiction.” Students will explore a variety of approaches to developing documentary video projects in the current technologically rich culture. The class will study the documentary form including methods of interviewing, the use of conversation and narration, historical texts and images, reenactments, and other expressive uses of image and sound. Students will work individually and in groups to complete exercises and a final documentary video project. Class sessions will emphasize technical skill development, understanding of creative process, collaboration, understanding the documentary form and critique of work. To better understand the form, we will also screen a wide range of films by documentary media artists.

FDMA *402 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 Digital Video Production I or permission of instructor.

FDMA *405 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		Arranged	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.

FDMA *405 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2530 Introduction to 3D Modeling or permission of instructor.

FDMA *410 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	T	10:00am-12:30pm	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.

FDMA *410 may be taken for graduate credit with approval from your home department.

Prerequisite: Junior or senior standing, 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 412 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. Crosslisted with MUS412.001.

** 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 *429 Music Video Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69191	001	M	5:30pm-9:00pm	CERIA 365 & Mesa del Sol 110	Su Hudson	hudsonj14@unm.edu

Course Description: This course will guide students through the process of creating original music videos from concept development to final screening. Students collectively learn how to conceptualize their project, collaborate with a musical artist or band, produce, shoot, direct, and edit their own music videos. Students will identify the recording artist's brand including their visual style and tone of their music. They will write a treatment for the song and plan the music video in storyboards and shot lists. Students will put together a budget, shooting schedule and will learn how to shoot and keep the film in sync with lyrics and editing. This course will conclude with a final screening of all the students' work, open to family and friends. Participants must work with self-discipline, energy, and mutual respect. FDMA *429 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 Digital Video Production I or permission of instructor.

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FDMA *429 Advanced 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>
69201	002	T	1:30pm-5:00pm	Hartung 106	Peter Lisignoli	plisign@unm.edu

Course Description: Advanced Post Production continues the study of color grading, VFX, sound, and editing covered in Digital Post Production. Students will develop disciplines in color management and finishing. The class will practice the fine art of Foley, ADR, sound mastering, compositing and other VFX skills, and a further evolution of narrative film editing.

FDMA *429 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA *401 Digital Post Production or permission of instructor.

FDMA 450 Capstone I: Senior Film Projects (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	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mrezaee@unm.edu
65481	002	F	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu

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

Prerequisites: FDMA2525 Video Production II with a minimum grade of B.

FDMA310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA401 Digital Post Production with a minimum grade of B.

FDMA2520 Introduction to Cinematography, or 2610 Directing I, or 303 Moving Image Art with a minimum grade of B.

Senior standing, admitted to B.F.A., and department permission required.

** 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 452 Capstone I: Senior Gaming Projects (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69194	001	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mrezaee@unm.edu
69195	002	F	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu

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

Prerequisites: FDMA302 Digital Game Design with a minimum grade of B.

FDMA310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA403 Advanced Game Development with a minimum grade of B.

Senior standing, admitted to B.A. Gaming Concentration, and department permission required.

** 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 454 Capstone I: Senior Animation Projects (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69196	001	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mrezaee@unm.edu
69197	002	F	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu

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

Prerequisites: FDMA310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA404 Advanced Animation with a minimum grade of B.

FDMA405 Advanced Maya Production with a minimum grade of B.

Senior standing, admitted to B.A. Animation Concentration, and department permission required.

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FDMA *491 Writing the TV Pilot (3 crs) - [Watch the video preview!](#)

<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.

FDMA *491 may be taken for graduate credit with approval from your home department.

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

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FDMA *491 Photography for Film and Digital Media (3 crs) - [Watch the video preview!](#)

<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. FDMA *491 may be taken for graduate credit with approval from your home department.

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FDMA *491 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!
FDMA *491 may be taken for graduate credit with approval from your home department.