



FILM & DIGITAL ARTS

Film and Digital Arts Spring 2023 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>
51045	001	M	1:30pm-5:00pm	CERIA 365	Eden Radfarr	eradfarr@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 and group 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>
51021	001	M	11:00-11:50am	TBA	Eden Radfarr	eradfarr@unm.edu
		W	Lab 11:00am-12:50pm	Hartung 106/108		
51022	002	M	11:00-11:50am	TBA	Eden Radfarr	eradfarr@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)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
51047	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nicole Kesel	nkesel@unm.edu
51048	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>
58573	001	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 2520 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>
58090	001	W	1:30pm-5:00pm	Mesa del Sol 110	Sylvia Johnson	sjohnson78@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: FDMA 2525 Video Production II or permission of instructor.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 20 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

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>
52411	001	T	1:30pm-5:00pm	CERIA 365	Sylvia Johnson	sjohnson78@unm.edu
52600	002	M	5:30pm-9:00pm	CERIA 365	Jonathan Sims	jsims01@unm.edu
52601	003	R	1:30pm-5:00pm	CERIA 365	Jacob Kader	jkader@unm.edu
58092	004	W	1:30pm-5:00pm	CERIA 365	Kelly Diaz	kdiaz1@unm.edu
58093	005	W	5:30pm-9:00pm	CERIA 365	Brian Bingamon	bbingamon@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: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 2530 Introduction to 3D Modeling (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
51020	001	R	4:00pm-6:30pm	Mesa del Sol 100	Brad Swardson	swardson@unm.edu
55945	002	R	4:00pm-6:30pm	Mesa del Sol 100	Brad Swardson	swardson@unm.edu

Course Description: This course will set the foundation for your future production work utilizing 3D computer graphics. The concepts, techniques, and theories covered in this course will help prepare you for work in the industries of animation, film, games, or others utilizing computer graphics. During the first half of the semester, we will be exploring each of the main aspects of the 3D production pipeline. In the second half of the semester, we will take a step back and look at the big picture of pre and post production pipeline planning. The course will culminate with a group project utilizing the skills learned in the course.

If you need a time conflict override to also take FDMA 302 Digital Game Design, email film@unm.edu.

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FDMA 2610 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>
52603	001	T	10:00am-1:00pm	CERIA 365	Jacob Kader	jkader@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: FDMA 1210 Digital Video Production I; and 310 Writing Digital Narrative or 324 Introduction to Screenwriting; 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>
58094	001	W	5:30pm-8:00pm	Mesa del Sol 210	Adriana Catarino	acatarino6@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.

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FDMA 302 Digital Game Design (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52604	001	R	5:30pm-8:00pm	Mesa del Sol 100	Brad Swardson	swardson@unm.edu

Course Description: Becoming a digital game designer can lead to a rewarding and fun career path. Entertainment game companies are not the only ones hiring digital game designers, but places like Los Alamos and Sandia National Labs are looking for people with the skills to develop "serious" digital games related to their scientific research. In this class we will learn the steps to designing a digital game – from concept and storyboarding to understanding the underlying technical mechanics.

If you need a time conflict override to also take FDMA 2530 Introduction to 3D Modeling, email film@unm.edu.

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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>
55946	001	W	9:00am-12:30pm	CERIA 365	Marie Alarcón	alarcar08@unm.edu

Course Description: In this hybrid studio/seminar course students will examine a variety of moving image arts practices and produce creative work of their own. Practices will include but aren't limited to 360 video production and storytelling, hybrid creative non-fiction, installation art, and interactive online storytelling. The objective of this class is for students to challenge their personal arts practices, find their artistic voice, and provoke and/or invoke notable currents in the history of their medium.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 304 Experiments in Cinema (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
58083	001	F	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

Course Description: "Experiments in Cinema" is a collaboration between the Department of Film & Digital Arts and Basement Films (a community-based, non-profit organization, whose mission is to support underrepresented forms of media). In this experiential learning course, students will produce a six-day, experimental film/video festival that will be presented at venues across the city.

Additionally, students will be involved in producing our Youth Outreach Program and hands-on filmmaking workshops. Collectively, we will craft our annual festival from an international pool of submissions, produce a printed program, secure publicity and funding, develop press release material, and brainstorm the future of this event as a community-based festival and Film & Digital Arts course. Guest speakers will introduce students to the world of grant writing and discuss New Mexico's investment in the moving image arts. Students will be evaluated through written assignments, class participation, and the production of a video document about this year's festival.

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>
52606	001	W	10:30am-1:00pm	Mesa del Sol 100	Kirk Mitchell	kirkmitchell@unm.edu
52607	002	F	10:30am-1:00pm	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>
52609	001	T	5:30pm-8:00pm	CERIA 337	Matthew McDuffie	mcduffie@unm.edu
52610	002	M	5:30pm-8:00pm	CERIA 337	Jaymes Thompson	jaymesthompson1@unm.edu
55949	003	W	5:30pm-8:00pm	CERIA 337	Jaymes Thompson	jaymesthompson1@unm.edu

Course Description: An in-depth workshop on the basics of character, structure, scenes, dialogue, conflict, visualization, and good old storytelling 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 ENGL324, THEA458, or UHON301.

FDMA 327/*427 History of Film II (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
327-52611	001	R	9:30am-1:00pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu
427-52612	001	R	9:30am-1:00pm	Mesa del Sol 100	Angela Beauchamp	abqbeach@unm.edu

Course Description: The second semester of Film History begins with an examination of new wave and post-colonial cinemas across the world in the 1950s and '60s, New Hollywood in the late 1960s and '70s, the development of the blockbuster, independent filmmaking, the impact of new technologies, and contemporary transnational and transmedia trends. 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 *427 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA 2110 Introduction to Film Studies or permission of instructor.

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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>
330-58570	002	-	Arranged	Online	Teresa Cutler-Broyles	terra@unm.edu
430-58571	002	-	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 Popular Music and Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
		W	5:30pm-9:00pm	Online	Nina Fonoroff	fonoroff@unm.edu
		W	5:30pm-9:00pm	Online	Nina Fonoroff	fonoroff@unm.edu

Course Description: The image of screaming teenagers in the studio audience of the *Ed Sullivan Show* in early 1964 looms large in the cultural imagination, igniting our thoughts about intricate connections between popular music, bands, fans, and the many adoring cameras that have bridged the distance between performers and their audiences. From 1956's *The Girl Can't Help It* through more recent biopics and music videos, we will look at the ways films have engaged the "folk revival," rock, R & B, soul, and other genres through documentaries, biopics, festival films, live concerts, and imaginative fictions that have placed musicians and their performances front and center. All of these types of film have, in different ways, amplified and electrified the relationship between musical sound and moving images. How have they offered generations of young people the possibility of social identity and rebellion? A series of readings and critical papers will round out our study of the rich relationships between recorded music, performance, and film. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 330/*430 The Three Amigos: Cuarón, del Toro, Iñárritu (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-52620	004	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
430-52621	004	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: Alfonso Cuarón, Guillermo del Toro, and Alejandro González Iñárritu are the most well-known Mexican filmmakers internationally, yet they haven't made a film in Mexico in over 20 years. They have made films in the USA, Spain, and the

UK, and their creative endeavors are seemingly limitless in genre. They have created mainstream commercial films with enormous success along with more auteurist features, and in the span of just a few years, their movies have garnered a multitude of awards as recognition of their filmmaking prowess. This class will explore several examples of each filmmaker intersecting with theories of transnational film and auteurist theories. While each filmmaker offers his own cinematic vision, comparing and contrasting their work along with understanding how they have supported one another in their artistic production, offers ripe areas of exploration. Students will be expected to participate in class discussions, complete discreet quizzes, a sequence analysis, midterm, and final. FDMA *430 may be taken for graduate credit with approval from your home department.

FDMA 330 Movies of the Middle East (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52760	005	-	Arranged	Online	Heather Sweetser	hsweetser@unm.edu

Course Description: Have you ever had questions about The Middle East (but were too afraid to ask)? This course is for you! Through movies exclusively coming from the Arabic speaking region of The Middle East, we will explore diverse topics such as the Arab Spring, immigration, war and occupation, women's rights, and more. Movies will cover countries from Morocco to Iraq and will be from the 1950s through to today. We will also look at why these films are seldom seen or known about outside of a Middle Eastern context. This course is taught by a U.S. Army Gulf War II veteran. Crosslisted with ARAB375/475.

FDMA 330 Contemporary American Cinema (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
		MWF	9:00am-9:50am	TBA	Dr. Jesús Costantino	jcostantino@unm.edu

Course Description: This course examines contemporary American films produced across the US and Latin America by way of their shared social, economic, and political histories. We will pay careful attention to the cinematic genres, traditions, venues, and formats that appear in contemporary American cinema while also learning fundamental skills in film studies, film-focused library research, and comparative cultural analysis.

Over the past decade, new sources of funding have created a new global market for Latin American cinema, while at the same time Hollywood films from the US have grown increasingly global in their content and production. Through regular film viewings, course readings, and frequent discussions, students will confront these recent transformations in the US and Latin American film industries. Because this course is also interested in the current conditions of filmmaking, students will also be asked to consider the continued relevance of feature-length filmmaking in the digital era, in which binge-watching, fan edits, amateur criticism, and streaming platforms have come to dominate the contemporary cinematic landscape. Crosslisted with ENGL388.

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>
331-58569	001	F	1:00pm-4:30pm	Online	Dr. Susan Dever	susandev@unm.edu
431-58572	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: FDMA 2110 Introduction to Film Studies or permission of instructor.

Note: Film History and Criticism majors are required to take the class at the *431 level.

FDMA 337/*437 Alfred Hitchcock (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
337-58084	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
437-58085	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu

Course Description: This course will explore the nature of suspense in relation to surprise and shock. In making such distinctions, we will look at various genres to see how Hitchcock represents and transcends them. The director's approach to sexuality, gender, and nationality will also be explored. Our central goal is to arrive at some idea of what constitutes the distinctiveness of Hitchcock's cinema. FDMA *437 may be taken for graduate credit with approval from your home department.

FDMA 339 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>
59295	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 RUSS339 and HIST335.

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>
52628	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: FDMA 324 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>
52629	001	M	5:30pm-8:00pm	Mesa del Sol 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.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 20 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

FDMA 390 Poetry and Film (3 crs)

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

Course Description: In this hybrid studio production/reading/writing class, students will make short films inspired by poems. As we explore the poetic structures of texts, images, and sounds, we'll begin our creative work by adapting three-line haiku poems to film, and then move on to (slightly) longer forms that engage the vivid possibilities of an economical filmmaking practice (in all senses of that word). Students who have little technical experience in moving image making can use iPhones or simple video camera, and simple editing software to compose and edit short films. Along the way, we'll also take a look at cinemas that, in history, have been committed to the poetic possibilities of the medium. From the earliest experiments, through the Surrealist movement—and up through William S. Burroughs's "cut-up" compositional techniques, and beyond—the field remains wide open to possibility. Students may also write short poems, which they can later adapt. The course is appropriate for students at all skill levels, novices to advanced makers.

FDMA *401 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>
52631	001	T	9:00am-12:30pm	Hartung 106	Marie Alarcón	alamar08@unm.edu
52632	002	W	1:30pm-5:00pm	Hartung 106	Deborah Fort	debfilms@unm.edu
58082	003	T	1:30pm-5:00pm	Hartung 106	Peter Lisignoli	plisign@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.

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

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *403 Advanced 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>
52635	001	F	10:30am-1:00pm	Mesa del Sol 210	Nathan Fabian	nfabian@unm.edu

Course Description: Advanced Game Development will expand on ideas developed in the Intro course including new techniques and tools for game development. Students will learn the tools and experiences that enable collaborative development as we focus on larger team projects. FDMA *403 may be taken for graduate credit with approval from your home department. Crosslisted with CS491.

Prerequisite: FDMA 2768 Introduction to Game Development or permission of instructor.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 20 minutes from main campus). Free round-trip shuttle bus service will be provided. Parking is free.*

FDMA *404 Animation II (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52417	001	-	Arranged	Online	Brad Swardson	swardson@unm.edu

Course Description: This course will build on the basic techniques learned in Animation I. Focus will be on how to analyze and implement correct physical movement of the human body in Maya. Emphasis will be placed on creating solid, more finished looking animation for bipedal characters. Concepts like strong posing, blocking, sound synchronization, walk cycles, action analysis, shot planning, advanced graph editor curve operations, timing, and storytelling poses. A solid understanding of basic human-form kinematics is the main focus of the class. FDMA *404 may be taken for graduate credit with approval from your home department.

Prerequisites: FDMA 2714 Introduction to Animation 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>
58568	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: FDMA 2530 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>
52637	001	M	5:30pm-8:00pm	Ctr for Arts 2018	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 above standing, or permission of instructor.

FDMA *411 Advanced Cinematography (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52639	001	M	9:00am-11:30am	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

Course Description: Advanced Cinematography will focus on the art of seeing through a motion picture camera. Working in teams with the Canon C100 and RED Cameras, students will shoot independent projects and participate closely with Capstone students. FDMA *411 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA 2520 Introduction to Cinematography or permission of instructor.

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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>
52642	001	T	5:30pm-9:00pm	CERIA 365	Andrew Barrow	abarrow@unm.edu

Course Description: An introductory examination of the process of gathering, processing, and editing sound for film and digital video. Students will participate in hands-on creative projects, familiarize themselves with audio concepts, as well as train their ears for critical listening. Crosslisted with MUS412.001.

FDMA *429.001 Motion Graphics (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52643	001	R	1:30pm-5:00pm	Hartung 106	Deborah Fort	debfilms@unm.edu

Course Description: In this class we will explore using various tools in the Adobe Creative Suite to make graphics move. Motion Graphics is a form of animation that dates to the early days of the form in the experimental films of Oskar Fischinger and Norman McLaren. It starts with elements of graphic design and applies principles of animation to create movement. We will be creating title sequences, motion graphics templates and a series of short 2D animations.

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

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor. FDMA 401 Digital Post Production is encouraged as a prerequisite, but not required.

FDMA *429.002 Lighting for Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
56034	002	M	1:30pm-5:00pm	Mesa del Sol 110	Steven Blacksmith	sblacksmith@unm.edu

Course Description: Students will learn to use film lighting equipment including LED, Tungsten, and other common types of film lighting techniques. Students will understand lighting intensity, color, lighting support and how to replicate various forms of genre lighting. FDMA *429 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

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FDMA *430 Cinematic Cityscapes (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59230	002	R	4:00pm-6:45pm	TBA	Dr. Raji Vallury	rvallury@unm.edu

Course Description: Crosslisted with COMP432, FREN432, and ENGL 432.

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

FDMA *430 Sustainability in Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
56965	006	M	1:00pm-3:45pm	TBA	Dr. Andreas Hernandez	andreashernandez@unm.edu

Course Description: It is increasingly evident that the major problems of our time –climate change, inequality, xenophobia and racism, ecological collapse, financial insecurity and sexism (among others) cannot be understood in isolation. Instead, they must be engaged as interconnected systemic issues. This class will examine these pressing questions through film from around the globe. In this process, we will also analyze some of the most innovative pathways to sustainability and regeneration that are currently being practiced at all scales, from local levels to the global system. Crosslisted with SUST 402, INTS 499, CJ 393, and GEOG 499.

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

FDMA 451 Capstone II: 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>
52644	001	F	1:00pm-4:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
52645	002	W	1:00pm-4:30pm	ARTSLab 101	Peter Lisignoli	plisign@unm.edu

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

Prerequisites: Must wait for FDMA 450 grades to be recorded before receiving department permission to register.

FDMA 453 Capstone II: 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>
55951	001	F	1:00pm-4:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
55952	002	W	1:00pm-4:30pm	ARTSLab 101	Peter Lisignoli	plisign@unm.edu

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

Prerequisites: Must wait for FDMA 452 grades to be recorded before receiving department permission to register.

FDMA 455 Capstone II: 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>
55953	001	F	1:00pm-4:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
55954	002	W	1:00pm-4:30pm	ARTSLab 101	Peter Lisignoli	plisign@unm.edu

Course Description: Collaborative teams execute animation projects and give open demonstration of the results.
Prerequisites: Must wait for FDMA 454 grades to be recorded before receiving department permission to register.

FDMA *491.001 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>
52647	001	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 a story within a single frame. Crosslisted with UHON401.

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

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FDMA *491.002 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>
56202	002	T	1:00pm-4:00pm	CERIA 337	Melanie Nelson	mnelson510@unm.edu

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.

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

FDMA *491.003 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>
58081	003	F	9:00am-11:30am	CERIA 365	Matthew McDuffie	mcduffie@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 complete 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.

FDMA *491.004 Bio Arts and Design (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
57085	004	-	Arranged	Online	Dr. Andrea Polli	apolli@unm.edu

Course Description: Bio Art is an art practice where humans work with live tissues, bacteria, living organisms, and life processes. Using scientific processes such as biotechnology (including technologies such as genetic engineering, tissue culture, and cloning) the artworks are produced in laboratories, galleries, or artists’ studios. In this studio course we will explore shared and new territory between synthetic biology, art and design. Students will gain a basic background in the tools and techniques of bio art and design including biomimicry and synthetic biology through hands on experiments, research into the work of other artists and designers in the field, cross-disciplinary collaboration and individual and group project development. Crosslisted with ARTS 448/429/529.

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

Note: The system will see your registration for more than one of the same topics course like FDMA 330, 429, 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.