



FILM & DIGITAL ARTS

Film and Digital Arts Fall 2020 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>
65367	001	TR	3:30pm-5:00pm	CERIA 365	Sally Kewayosh	skewayosh@unm.edu
65368	002	M	9:00am-12:30pm	CERIA 365	May Schaefer	mayschaefer@unm.edu
65369	003	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
65788	004	TR	11:15am-1:00pm	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 Introduction to 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>
65347	001	M	10:00-10:50am	George Pearl Hall 101	Ruben Olguin	olguinr@unm.edu
		W	Lab 10:00-11:50am	Hartung 108		
65349	002	M	10:00-10:50am	George Pearl Hall 101	Ruben Olguin	olguinr@unm.edu
		F	Lab 10:00-11:50am	Hartung 108		

Course Description: This course 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 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>
65371	001	T	5:30pm-9:00pm	Center for Art 2018	Teresa Cutler-Broyles	terra@unm.edu
65373	003	-	Online		Dr. Becky Peterson	bpeter02@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 (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65377	001	T	1:00pm-4:30pm	Mesa del Sol 100	Dr. Susan Dever	susandev@unm.edu

Course Description: In four, integrated parts—"Origins"; "Displacements"; "Creative Resistance"; and "Future Perfect"—this new iteration of Beyond Hollywood looks at a more complex history of the peoples of North America than most commercial movies have imagined. Twenty-five years after the Department debuted it, this revised course has also progressed from examinations of "marginalized" films or "Third Cinema" to look at instances of increasing interdependence in film art. Filmmakers, movies, and audiences have significantly benefitted from this range of artistic exchanges. Important work that used to be short-run, arthouse fare has now been remastered, promoted, and archived. Films with previous cult status are now American classics. Recently, a number of big-budget features have taken up the concerns and passions of independent filmmaking. As movies circulate across a wide spectrum of venues and viewers, they've begun to engage restorative ethics and aesthetics. Picture, for example, the gorgeous, liberating films from those of Julie Dash to the works of Ava DuVernay. Though the times we live in are daunting, movies that evoke the strength and beauty born of struggle against racism, class oppression, sexism—plus other forms of injustice—can bring us to politically-informed, aesthetically-inspired states of reception and response. Appreciation of relational cinemas invigorates our own artmaking; final course

projects can result in resonant student essays or short films that bear consequence within, nearby, and beyond Hollywood.

Note: This course serves as a replacement for IFDM 400 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 Essential Production Skills: Lighting, Production Sound, On-Set Protocols (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	M	5:30pm-9:00pm	CERIA 337	Sally Kewayosh May Schaefer Tim Forrest	skewayosh@unm.edu mayschaefer@unm.edu tforrest@unm.edu

Course Description: This class is designed to strengthen your abilities in three key areas of production. Each subject—Lighting, Production Sound, and On-Set Protocols—will be taught by a different faculty member. After taking a deep dive into these crucial areas of expertise, the quality of your production work will improve, and you will be better prepared to work as part of a crew.

Prerequisite: FDMA1210 or permission of instructor.

FDMA 2280 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	002	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 ALBS2120.

Prerequisite: FDMA1210 or permission of instructor.

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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>
65498	001	W	9:00am-11:30am	Mesa del Sol 100	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 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>
69163	001	M	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
69164	002	TR	9:00am-10:45am	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 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	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 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>
70487	002	-	Online		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.

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>
69151	001	T	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. Crosslisted with FA395.

Prerequisite: FDMA1210 or permission of instructor.

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	1:00pm-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.

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FDMA 314/*430 History of Animation (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
314-69161	001	M	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu
430-65528	003	M	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu

Course Description: This course traces the development of animation from its earliest pre-filmic examples to the present day. Focusing on influential figures such as J. Stuart Blackton, the first American filmmaker to utilize stop-motion and hand-drawn animation, and Winsor McCay, a newspaper cartoonist who created the pioneering works *Little Nemo* (1911) and *Gertie the Dinosaur* (1914), we will study the technological advancements and aesthetic shifts that define this often neglected cinematic art. Cel animation, stop-motion animation, and computer animation will each be discussed. We shall view the works of Walt Disney, Max Fleischer, and other seminal figures in their social context, making sure to interrogate their attitudes to race, sexuality, and gender. Screenings of Japanese animation, British claymation, and puppet animation from Eastern Europe ensure that the course is international in scope and eclectic in its concerns. FDMA *430 may be taken for graduate credit with approval from your home department.

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
69155	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)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
326-65514	001	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 or permission of instructor.

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FDMA 330/*430 The Films of Martin Scorsese (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	1:00pm-4:30pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu
430-65799	001	W	1:00pm-4:30pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu

Course Description: Martin Scorsese, in hand with longtime collaborators like Thelma Schoonmaker (editor), Michael Ballhaus (cinematographer), Paul Schrader (screenwriter), and a parade of iconic actors, has directed movies for more than fifty years that manifest his theologian's interests in human behavior in a beautiful spectrum of energetic, humane masterpieces. His rigorous approach to moviemaking is rooted in a love of *watching* movies—and caring, in turn, about preserving a fragile medium for future generations. The Film Foundation, founded by Scorsese in 1990, has helped to restore more than 850 films from 24 different countries, a staggering contribution to the diverse legacy of world cinema. No director makes movies seem as magical, modern, or culturally significant as "Marty," across countless interviews that play before old films late at night on television, in commentary tracks and home video supplements, and in personal, loving forewords to scholarly books about forgotten filmmakers. More than just one of the medium's greatest artists, Martin Scorsese is the best living representative of the argument that a passionate, foundational understanding of film history allows a director to shape a commercially successful but still fiercely personal artistic career. FDMA *430 may be taken for graduate credit with approval from your home department.

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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>
330-65504	002	W	5:30pm-9:00pm	CERIA 337	Nina Fonoroff	fonoroff@unm.edu
430-65525	002	W	5:30pm-9:00pm	CERIA 337	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 the Beatles' *A Hard Day's Night* (1964) through Beyoncé's extended video album *Lemonade* (2016), students in this course will explore the ways films have engaged the music of rock, pop, soul, and other genres through documentary (“rock docs”), biopics, festival films, live concerts, and imaginative fictions that have placed our favorite performers 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 331/*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 or permission of instructor.

Note: Class meets on three Fridays per month.

FDMA 335/*435 International Horror Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
335-69275	001	R	5:30pm-9:00pm	Center for Art 2018	Dr. James Stone	jstone@unm.edu
435-69276	001	R	5:30pm-9:00pm	Center for Art 2018	Dr. James Stone	jstone@unm.edu

Course Description: A survey of the horror film genre from its origins in silent films through its contemporary instances, this course asks what it is that horror, as a genre, studies. Among monsters of various kinds, fabulous distortions of the human, what fundamental aspects of human existence and culture are revealed? What do we learn about dreams, suspense, fear, and fantasy? What is it about us that delights in being horrified? FDMA *435 may be taken for graduate credit with approval from your home department.

FDMA 336/*436 Images of (Wo)men (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
336-69157	001	W	5:30pm-9:00pm	Center for Art 2018	Dr. Stephanie Becker	sbecker@unm.edu
436-69159	001	W	5:30pm-9:00pm	Center for Art 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: This course is an introduction to feminist and queer film studies, with a focus on cinematic representations that address “women,” while questioning the unity of this category. We will cover a wide range of genres, styles, historical periods, and cinemas, exploring constructions of gender, sexuality, race, class, and nation in the context of film theory, queer theory, and critical race studies. Judith Butler’s theoretical work on the performance of gender and Laura Mulvey’s concept of the male gaze ground our discussions throughout. After spending the initial weeks recognizing how gender is constructed, we dive into film history before and during the Hollywood Production Code years. Then we examine feminism and postfeminism through films from the 1970s to the present, stopping to interrogate issues of identity, representation, the post-colonial world, heteronormativity and hegemonic femininity, female masculinity, homonormativity, cinematic conventions and their defiance, and more. FDMA *436 may be taken for graduate credit with approval from your home department.

Note: This course fulfills the UNM Diversity requirement.

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, 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 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 390 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>
69150	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 390 Poems in Motion: Poetry into Film (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
71044	002	R	5:30pm-9:00pm	CERIA 365	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>
68842	001	W	1:30pm-5:00pm	Hartung 106	Deborah Fort	debfilms@unm.edu
69160	002	R	1:30pm-5:00pm	Hartung 106	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. FDMA *401 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 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>
68844	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. FDMA *405 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA2530 or permission of instructor.

FDMA *406 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>
68874	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. FDMA *406 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 or permission of instructor.

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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>
68877	001	F	9:00am-11:30am	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.

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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>
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.

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FDMA *429 Set Design and Construction (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69152	001	M	11:30pm-3:00pm	Mesa del Sol 110	Daniel Galassini	dgalassini@unm.edu

Course Description: Learn the fundamentals of production designing, its rich history and necessity, and the practical skills to design and build sets. Emphasis on building sets! Through projects, both in and outside of class, students will learn how to go from concept sketches to blueprints to architectural models to actual construction of sets. Skills learned will include drafting, simple 3D computer modeling, painting and patina techniques, and the proper and safe use of power tools to construct sets as done in the film industry. Taking this class will open students to greater possibilities for their productions at UNM and beyond. This is a highly intensive, hands-on class. FDMA *429 may be taken for graduate credit with approval from your home department.

Prerequisite: FDMA1210 or permission of instructor.

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FDMA *429 Expanded Media (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69162	002	M	1:30pm-5:00pm	ARTSLab 101	Ruben Olguin	olguinr@unm.edu

Course Description: This intermediate production course examines filmmaking beyond traditional theater spaces and will discuss and produce work exploring the relationship of media and the viewer in the expanded boundaries of location projection, multi-media performance, and immersive environments. FDMA *429 may be taken for graduate credit with approval from your home department. Crosslisted with ARTS429/529.

Prerequisite: FDMA1210 or permission of instructor.

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>
69274	003	M	5:30pm-9:00pm	CERIA 365	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 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	M	3:00pm-6:30pm	Mesa del Sol 100	Adam Turner	adam00@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 (MA 220) with a minimum grade of B.

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

FDMA410 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.

Note: Because these prerequisites are new for 2020-21, department permissions may override if necessary.

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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>
70435	001	M	3:00pm-6:30pm	Mesa del Sol 100	Adam Turner	adam00@unm.edu
70436	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.

Note: Because these prerequisites are new for 2020-21, department permissions may override if necessary.

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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>
70437	001	M	3:00pm-6:30pm	Mesa del Sol 100	Adam Turner	adam00@unm.edu
70438	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.

Note: Because these prerequisites are new for 2020-21, department permissions may override if necessary.

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FDMA *491 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>
68883	002	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 Introduction to Motion Capture (MOCAP) (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
68885	003	T	5:30pm-8:00pm	Mesa del Sol 110	Dr. Rod Sanchez	rodsanchez@unm.edu

Course Description: Motion capture animation is growing in popularity in motion picture production, digital game development, and scientific research. This course will introduce students to the history of motion capture, the use of motion capture in various industries, current applications of motion capture, and experimental applications of motion capture. Students will couple technical theory with practical application of motion capture tools such as optical tracking software, the use of a 360 degree camera array, and data capture using a human motion capture suit and helmet. FDMA *491 may be taken for graduate credit with approval from your home department.

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FDMA *491 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>
71045	004	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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Note: The system will see your registration for more than one of the same topics course like FDMA 2280, 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.