



# FILM & DIGITAL ARTS

## Film and Digital Arts Spring 2022 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	R	1:30pm-5:00pm	CERIA 365	Steven Blacksmith	sblacksmith@unm.edu
55584	005	-	Arranged	Online	May Schaefer	mayschaefer@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>
51021	001	M	11:00-11:50am	TBA	Ruben Olguin	olguinr@unm.edu
		W	Lab 11:00am-12:50pm	Hartung 106/108		
51022	002	M	11:00-11:50am	TBA	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>
51047	001	T	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>
52599	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 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	Ruben Olguin	olguinr@unm.edu
52600	002	M	5:30pm-9:00pm	CERIA 365	Jonathan Sims	jsims01@unm.edu
52601	003	R	9:30am-1:00pm	CERIA 365	Jacob Kader	jkader@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 2530 Introduction to 3D Modeling (3 crs) - Hybrid course**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
51020	001	R	5:30pm-8:00pm	Hartung 108	Brad Swardson	swardson@unm.edu
55945	002	R	5:30pm-8:00pm	& Online	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 hybrid FDMA 302 Digital Game Design, email [film@unm.edu](mailto:film@unm.edu).

### **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	10:30am-1:00pm	CERIA 365	Maaman Rezaee	mrezaee@unm.edu

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

**Prerequisite:** FDMA1210 Digital Video Production I; and 310 Writing Digital Narrative or 324 Introduction to Screenwriting; or permission of instructor.

### **FDMA 302 Digital Game Design (3 crs) – Hybrid course**

<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	Hartung 108 & Online	Brad Swardson	swardson@unm.edu

**Course Description:** In 2017, the digital game and development industry became a \$120B industry. The demand for digital game designers and developers grew by over 600%. 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. We will be joined (via video conference) by professionals working in the game industry. They will share their insights and advice to help you decide if you want to be the next digital game rockstar!

If you need a time conflict override to also take hybrid FDMA 2530 Introduction to 3D Modeling, email [film@unm.edu](mailto:film@unm.edu).

**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	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 (15-20 minutes from main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided. Parking is free.*

**FDMA 310 Writing Digital Narrative (3 crs) – Sections 002 and 003 are Hybrid**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52606	001	R	1:30pm-4:00pm	Mesa del Sol 100	Kirk Mitchell	kirkmitchell@unm.edu
52607	002	M	12:00pm-2:30pm	Mesa del Sol 100 & Online	Adam Turner	adam00@unm.edu
55947	003	M	3:00pm-5:30pm	Mesa del Sol 100 & Online	Adam Turner	adam00@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	F	9:00am-11:30am	CERIA 365	Matthew McDuffie	mcduffie@unm.edu
55949	003	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 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	000	R	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
427-52612	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@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:** FDMA2110 Introduction to Film Studies or permission of instructor.

**FDMA 330/\*430 The Essay Film (3 crs)**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-56197	002	W	5:30pm-9:00pm	Online	Nina Fonoroff	fonoroff@unm.edu
430-56199	002	W	5:30pm-9:00pm	Online	Nina Fonoroff	fonoroff@unm.edu

**Course Description:** In this course, we’ll examine documentary films’ traditional truth claims as we ask: what is the place of nonfiction film and video that is unabashedly personal and subjective? The essay film has emerged over the last three decades as an exciting development; artists who adopt this approach to documentary no longer hide behind the idea of the objective camera lens. Instead, they have chosen to place aspects of their own life experiences and cultural perspectives squarely within the events that

unfold in the film. In this way, they are asserting their own participation in both the cataclysmic and the mundane aspects of the real world.

In this course, we'll view and read about films where history, politics, autobiographical musings, private cogitations (and rants), and travel notes converge to form a rich cinematic tapestry that, while rooted in the 'real,' nonetheless seek to move viewers in ways that depart from more traditional documentary styles and approaches. Students will write a series of short responses and develop a journal that consists of writings and images that speak to the films we view.

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

**FDMA 330/\*430 Cult Film (3 crs)**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-52618	003	M	5:30pm-9:00pm	Ctr for Arts 2018	Teresa Cutler-Broyles	terra@unm.edu
430-52619	003	M	5:30pm-9:00pm	Ctr for Arts 2018	Teresa Cutler-Broyles	terra@unm.edu

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

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

**FDMA 330/\*430 Films of Pedro Almodóvar (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:** "Films of Pedro Almodóvar" will review one of the most successful and controversial Spanish filmmakers since Luis Buñuel. From the early 1980s, his films have explored and expressed the joys and contradictions of a generation suddenly freed from a dictatorship that was not only politically but also socially and sexually repressive. Almodóvar took full advantage of this explosion of freedom of expression creating a unique body of work that has captured the world's admiring attention. Through readings and discussion, we will seek to understand and appreciate his films within the context of Spanish and world cinema. All films are in Spanish with English subtitles; essays may be written in English or Spanish.

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/\*430 A Cinematic Tour de France (3 crs)**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-56780	006	W	4:00pm-6:30pm	TBA	Dr. Raji Vallury	rvallury@unm.edu
430-56781	006	W	4:00pm-6:30pm	TBA	Dr. Raji Vallury	rvallury@unm.edu

**Course Description:** This course offers a study of French cinema from the 1990s up to the present. We will consider the major cinematic genres that have emerged during this period: le polar, le cinéma du look, le cinéma de banlieue, and le cinéma beur. We will look at themes such as sexuality, gender representation and equality, education, migration, the crisis of urban violence, forms of social marginalization, and questions of political justice. Along the way, we will also think about the civic and republican ideals that unite and separate France and America. Readings and discussions will be in English, and in-class film screenings will be in French with English subtitles. Crosslisted with FREN465 and ENGL330.

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>
331-52624	001	F	1:00pm-4:30pm	Online	Dr. Susan Dever	susandev@unm.edu
431-52625	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 *13<sup>th</sup>* 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 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:** 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>
52629	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 390 Multimedia Collage for Filmmakers (3 crs)**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52630	001	R	5:30pm-9:00pm	Online	Nina Fonoroff	fonoroff@unm.edu

**Course Description:** In this studio practice course, as we explore the many uses of "found" materials across different media: paper, film, digital video, and sound. Students will work with a variety of materials: in addition to digital moving images, we'll work explore the use of hand-painted 16mm film, "found" audio from an array of sources,—and, of course, good old-fashioned paper, scissors and glue—to produce a final portfolio of small-scale media work. You can create still images from moving-image work, make short videos from still images in a sequence, and fashion animated video projects from cut-out paper sources—among many other possibilities. Our work here is well-suited to beginning and more advanced students who wish to expand their proficiency in different media. When time permits, we will also view and hear work by visual artists, filmmakers, and sound artists who have created resonant work with a collage sensibility. Your work over the semester will culminate in a portfolio with two different kinds of media.

### **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>
52631	001	R	1:30pm-5:00pm	Hartung 106/108	Deborah Fort	debfilms@unm.edu
52632	002	W	1:30pm-5:00pm	& 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.

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 \*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:** FDMA2768 Introduction to Game Development or permission of instructor.

*\* Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (15-20 minutes from main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided. Parking is free.*

### **FDMA \*404 Advanced Animation (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:** FDMA2714 Introduction to Animation 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	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 (15-20 minutes from main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided. Parking is free.*

### **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	W	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:** FDMA2520 Introduction to Cinematography or permission of instructor.

*\* Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (15-20 minutes from main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided.*

### **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	1:00pm-4:30pm	Mesa del Sol 100	Peter Lisignoli	plisign@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 Silent 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>
52643	001	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

**Course Description:** Study silent film aesthetics and create your own silent films.

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

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

### **FDMA \*429 Production Essentials: 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>
56034	002	M	1:30pm-5:00pm	CERIA 365	Jacob Kader	jkader@unm.edu

**Course Description:** This class is designed to strengthen your abilities in three key areas of production—Lighting, Production Sound, and On-Set Protocols. 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.

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

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

### **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>
		TR	3:30pm-4:45pm	TBA	Andreas Hernandez	andreashernandez@unm.edu

**Course Description:** Description TBA. Crosslisted with SUST 402, NATV 440, GEOG 499, and CJ393.

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	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
52645	002	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mcrezaee@unm.edu

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

**Prerequisite:** Must wait for FDMA450 grades to be recorded before receiving department permission to register.

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### **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	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
55952	002	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mcrezaee@unm.edu

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

**Prerequisites:** Must wait for FDMA452 grades to be recorded before receiving department permission to register.

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### **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	3:00pm-6:30pm	ARTSLab 101	Matthew McDuffie	mcduffie@unm.edu
55954	002	W	1:00pm-4:30pm	Mesa del Sol 100	Maaman Rezaee	mcrezaee@unm.edu

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

**Prerequisites:** Must wait for FDMA454 grades to be recorded before receiving department permission to register.

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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>
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 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 Sitcom Boot Camp (3 crs) – 1H**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
55955	003	MT	12:30pm-4:00pm	CERIA 360	Brian Levant	

**This course runs for the first half of the semester on Mondays and Tuesdays, January 24 through March 1.**

**Course Description:** Are you the kind of person who watches TV and says to yourself, “I could do better than that”? Are you the kind of person who has the entire family in stitches at the Thanksgiving table? Are you the kind of person who can tell what season of *Seinfeld* you’re watching by looking at Elaine’s hair? Are you the kind of person who is serious about a career in the industry and is ready for an immersive, creative experience? If so, you should enlist in UNM’s Sitcom Boot Camp.

Recruits will be plunged into a challenging twice-weekly program to write an original half-hour, multi-camera format, TV pilot script about two horribly matched dorm-mates at UNM. At the conclusion of the session, a staged reading will be performed. Working collectively and in teams of two and three, the class will simulate, in every respect, the steps television writing staffs take in creating characters, “breaking” stories, writing, and re-writing and re-writing. Working within the half hour format teaches practiced efficiencies in concise storytelling and character development while offering tremendous opportunities for improvisational thinking. The goal is to spur an understanding of the discipline and teamwork it takes to perform at a professional level and the satisfaction that accompanies the successful completion of a creative assignment. UNM graduate [Brian Levant on IMDB](#).

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

### **FDMA \*491 Bio Art 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>
53657	006	-	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. FDMA \*491 may be taken for graduate credit with approval from your home department. Crosslisted with ARTS 389/429/529.

Must take in conjunction with Bio Art and Design Lab.

### **FDMA \*491 Bio Art and Design Lab (3 crs)**

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
53659	006	W	12:30pm-3:00pm	CARC 1211	Dr. Andrea Polli	apolli@unm.edu

**Course Description:** FDMA \*491 may be taken for graduate credit with approval from your home department. Crosslisted with ARTS 389/429/529. CARC is next to ARTSLab.

Must take in conjunction with Bio Art and Design.



**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.