



FILM & DIGITAL ARTS

Film and Digital Arts Fall 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>
76644	001	M	5:30pm-9:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu
76645	002	T	5:30pm-9:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu
76646	003	W	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu
65788	004	T	5:30pm-9:00pm	CERIA 365	Brian Bingamon	bbingamon@unm.edu
74246	005	M	9:00am-12:30pm	CERIA 365	Jacob Kader	jkader@unm.edu
71712	006	M	1:30pm-5:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
76647	007	R	5:30pm-9:00pm	CERIA 337	Eden Radfarr	eradfarr@unm.edu
74476	008	T	9:00am-12:30pm	CERIA 365	Jacob Kader	jkader@unm.edu
76648	009	R	5:30pm-9:00pm	CERIA 365	Jaymes Thompson	jaymesthompson1@unm.edu
TBA	010	S	1:00pm-4:30pm	CERIA 365	TBA	

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>
65347	001	M	11:00-11:50am	TBA	Eden Radfarr	eradfarr@unm.edu
		W	Lab 11:00am-12:50pm	ESCP 109/110		
65349	002	M	11:00-11:50am	TBA	Eden Radfarr	eradfarr@unm.edu
		F	Lab 11:00am-12:50pm	ESCP 109/110		

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>
65371	001	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
65373	003		Arranged	Online	Nathan Kosub	nkosub@unm.edu
75191	642	T	1:30pm-4:30pm	Hartung 100	Nicole Kesel	nkesel@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. Section 642 is only available to Transition Community participants.

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	1:30pm-5:00pm	ARTSLab 101	Sylvia Johnson	sjohnson78@unm.edu
76541	002	W	9:00am-12:30pm	ARTSLab 101	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.

FDMA 2525 Video Production II (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69187	001	W	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
69190	002	R	1:30pm-5:00pm	CERIA 365	Steven Blacksmith	sblacksmith@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>
74245	001	R	5:30pm-8:00pm	ESCP 109/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 FDMA 2714 Introduction to Animation on Thursdays, email 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>
73204	001	R	10:00am-1:00pm	CERIA 365	Jacob Kader	jkader@unm.edu
76442	002	M	1:30pm-5:00pm	Hartung 100/Woodward 138	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>
66109	001	R	4:00pm-6:30pm	ESCP 109/online	Brad Swardson	swardson@unm.edu
72906	002	R	4:00pm-6:30pm	ESCP 110/online	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.

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

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>
76334	002	Arranged	Arranged	Online	Jonathan Whetzel	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 of 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: CS 105L Introduction to Computer Programming, or CS 152L Computer Programming Fundamentals, or permission of

instructor.

FDMA 303 Moving Image Art (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69198	001	R	9:00am-12:30pm	Hartung 100/ ESCP 109	Marie Alarcón	alamar08@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 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	W	10:30am-1:00pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
75188	002	F	9:00am-11:30am	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
76439	003	T	10:30am-1:00pm	Hartung 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.

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	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
69192	002	W	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
75189	003	M	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
76440	004	T	5:30pm-8:00pm	TBA	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.

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	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
426-65793	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu

Course Description: History of Film I examines the history of cinema and important developments in filmmaking from its birth, through the silent era and the invention of synchronized sound, up to the impact of television and the decline of the classic Hollywood studio system in the 1950s. We will cover key historical movements and moments in our survey of cinematic traditions and genres, discussing and analyzing selected films while grounding them in cultural, historical, and aesthetic contexts. We will develop our understanding of cinema history from a variety of perspectives, styles, filmmaker identities, countries, and subject matter.

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

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

FDMA 330/*430 Vampire Cinema: Blood, Bats and Bedrooms (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-71088	002	-	Arranged	Online	Teresa Cutler-Broyles	terra@unm.edu
430-71089	002	-	Arranged	Online	Teresa Cutler-Broyles	terra@unm.edu

Course Description: Why do vampires hold our attention? What is it about them that attracts us? Why do they capture our hearts—and what makes them such powerful objects of our desire? What is it about this version of the undead that appeals to us in ways other undead do not? Historically vampires have represented cultural fear of Others, of outsiders, of those who refused to comply with cultural norms. They have made glamorous any number of what should be reprehensible actions—preying on humans, drinking blood, creating slaves, sleeping in dirt—and they have embodied anxieties surrounding subjects as varied as class difference, non-heterosexual desire, female sexuality and much more. They are symbols of power, of immortality, of the forbidden, and they continue to exert their power through their on-screen hypnotizing gaze, and we continue to be drawn in, unable to break their spell. In short, vampires are sexy but when we break it down we have to ask, given the above, why? And why can't we look away? Through films and analysis, this class will explore vampires in cinema, from one of the first and certainly the most iconic incarnation, *Nosferatu*, through today's onscreen denizens of the night. And what is it about the bats, anyway?

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

FDMA 330/*430 Queer Cinema History (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-75196	004	R	9:30am-1:00pm	TBA	Angela Beauchamp	abqbeach@unm.edu
430-75197	004	R	9:30am-1:00pm	TBA	Angela Beauchamp	abqbeach@unm.edu

Course Description: Our course begins early in the silent era and examines more than a century of LGBTQ+ moving image production, reception, and representation. Through the Production Code restrictions in which filmmakers became adept at subtext, to the scourge of suicidal dramas and psycho killers, and into telling our own stories in the 1980s and '90s, this is an intersectional survey of the major themes and issues before the media explosion of the last decade. We will talk about directors like Dorothy Arzner and George Cukor who made films in the classic Hollywood studio mainstream; look at self-identified queer filmmaking as early as 1947; examine the impact of AIDS; and launch into the New Queer Cinema and New Trans Cinema movements.

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

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

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
332-75194	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nina Fonoroff	fonoroff@unm.edu
432-75195	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nina Fonoroff	fonoroff@unm.edu

Course Description: In this course, students will encounter the rich and varied traditions of nonfiction moving image/sound media, from the earliest poetic films of Joris Ivens and Ralph Steiner to more recent work by media essayists, activists, and artists. Our journey takes us through a variety of media—film, video, installation—plus a wealth of writing that documentary's diverse philosophers have offered over the decades of the form's existence. We'll note the ever-evolving practices and theories offered by documentary media makers, their subjects, and their critics, and discover how and why these artists have held a complex (and sometimes embattled) relationship to shifting expectations of *reality* and *truth*. As the stakes in the ethical, aesthetic, and political questions that surround documentary grow in urgency, we'll ponder the ways this film form attempts—in Salman Rushdie's memorable words—to "argue with the world." Students will write a series of short papers, a midterm, and a final essay.

FDMA *432 may be taken for graduate credit with approval from your home department.

FDMA 350 Advanced Screenwriting (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65508	001	R	5:30pm-8:00pm	Hartung 100	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.

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>
65794	001	M	5:30pm-8:00pm	TBA	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 391 16mm Filmmaking (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
75192	001	W	5:30pm-9:00pm	CERIA 365	Nina Fonoroff	fonoroff@unm.com

Course Description: Students will learn basic filmmaking techniques using (mainly) Bolex cameras, Moviscop viewers, Eiki projectors, and guillotine splicers in this hands-on workshop in the materials and methods of 16mm making, from an experimental filmmaking perspective. From planning through the final edit, you'll become familiar with the myriad technical and aesthetic challenges in making short films in this distinctive medium. Along the way, we will look at how films from 16mm's history have richly explored the material aspects of this form of image making, and consider how we can derive artistic inspiration from these works—including and beyond simple storytelling. We will cover the use of the cameras, lenses, lighting, film stocks and exposure, editing techniques, and preparing the film for the lab. **Students will be responsible for purchasing their own material for the class (film stock, processing, shipping)—and this may run \$300-\$500 over the course of the semester.** Crosslisted with FA 395.

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>
73012	001	T	9:00am-12:30pm	ESCP 110	Marie Alarcón	alamar08@unm.edu
72910	002	T	1:30pm-5:00pm	ESCP 110	Peter Lisignoli	plisign@unm.edu
74196	003	M	1:30pm-5:00pm	ESCP 110	Marie Alarcón	alamar08@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 *402 Documentary Film Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69193	001	T	1:30pm-5:00pm	CERIA 365	Sylvia Johnson	sjohnson78@unm.edu

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

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

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

FDMA *405 Advanced Maya Production (3 crs)

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

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

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

Prerequisite: 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>
65795	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 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>
75199	001	M	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, and train their ears for critical listening. Crosslisted with MUS412.001.

FDMA *415 Animation III (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
75296	001	F	9:00am-11:30am	ESCP 109	Brad Swardson	swardson@unm.edu

Course Description: Students will use animation software to create facial animations and speech for single and multiple characters. Small animation and posing exercises will culminate in the creation of full acting performances to pre-recorded dialog.

FDMA *415 may be taken for graduate credit with approval from your home department.

Prerequisites: FDMA *404 Animation II or permission of instructor.

FDMA *416 Advanced Post Production (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
75198	001	R	1:30pm-5:00pm	ESCP 110	Peter Lisignoli	plisign@unm.edu

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

FDMA *416 may be taken for graduate credit with approval from your home department.

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

FDMA *429.001 Making a Scene (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
73206	001	F	9:00am-12:30pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu

Course Description: A scene is a story in miniature and *Making a Scene* is just that, a study of the filmic moments, the beats, the breaths that reveal character, that create emotion. This class takes students from typing through direction, from conception to projection; we'll use improvisation, prompts and readings to go deep into understanding what makes a breathtaking, hilarious, heartbreaking scene. 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 *429.002 Avid Media Composer (1 cr – 2nd half of semester only)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
75129	002	-	Arranged	Online	Deborah Fort	debfilms@unm.edu

Course Description: Avid Media Composer was one of the first digital non-linear editing systems (NLE), and is still the most widely used in feature films and broadcast. This class is a short workshop to help you understand and work with the specific technical approaches to editing used by Media Composer. A medium level understanding of Premiere Pro is necessary as we will be comparing the two programs and drawing on your existing understanding of digital video editing. We will be using the free software, *Media Composer|First* for the class. This is an essential class for anyone who wants to work professionally in digital postproduction. The class is online and asynchronous. There will be weekly assignments that allow you to demonstrate your growing proficiency in using the software. 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 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	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu
65481	002	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

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

Prerequisites: FDMA 2525 Video Production II with a minimum grade of B.

FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA 401 Digital Post Production with a minimum grade of B.

FDMA 2520 Introduction to Cinematography, or 2610 Directing I, or 303 Moving Image Art with a minimum grade of B.

Senior standing, admitted to BFA, and department permission required. If you have not yet submitted a Capstone application, contact Diahndra Grill dgrill@unm.edu.

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

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69194	001	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

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

Prerequisites: FDMA 302 Digital Game Design with a minimum grade of B.

FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA 403 Advanced Game Development with a minimum grade of B.

Senior standing, admitted to BA Gaming Concentration, and department permission required. If you have not yet submitted a Capstone application, contact Diahndra Grill dgrill@unm.edu.

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

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69196	001	W	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
76441	002	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu

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

Prerequisites: FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA 404 Animation II with a minimum grade of B.

FDMA 405 Advanced Maya Production with a minimum grade of B.

Senior standing, admitted to BA Animation Concentration, and department permission required. If you have not yet submitted a Capstone application, contact Diahndra Grill dgrill@unm.edu.

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>
65485	002	TR	3:00pm-4:30pm	Anderson GSM 318/ Woodward 138	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. FDMA *491 may be taken for graduate credit with approval from your home department.

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>
65487	003	T	1:00pm-4:00pm	PAIS 1010	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. Crosslisted with UHON401.

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 a duplicate course override to register for more than one.