Film and Digital Arts Fall 2024 Courses   - DRAFT

FDMA 1210 Digital Video Production I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
76644	001	M	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu
76645	002	T	5:30pm-9:00pm	CERIA 337	Jaymes Thompson	jaymesthompson1@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	Eden Radfarr	eradfarr@unm.edu
74246	005	F	9:00am-12:30pm	CERIA 365		
71712	006	M	1:30pm-5:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
76647	007	R	5:30pm-9:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu
74476	008	T	9:00am-12:30pm	CERIA 365		
76648	009	W	9:00am-12:30pm	CERIA 365		

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 1996 Latin American Film (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
TBA	001	W	4:00pm-6:45pm	TBA	Mariana Sabina Salazar	soymariana@unm.edu

Course Description: Latin American Film explores themes relevant to Latin American societies through the viewing and analysis of critically acclaimed films and documentaries from Latin America. Such themes include memory and oblivion, immigration, gender issues, marginalized peoples, and globalization. Crosslisted with LTAM 1996.002 and COMM 1996.

FDMA 1520 Introduction to Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65347	001	F	1:30pm-4:30pm	Hartung 108	Eden Radfarr	eradfarr@unm.edu

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.

FDMA 2110 Introduction to Film Studies (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65371	001	M	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu
65373	003	-	Arranged	Online	Teresa Cutler-Broyles	terra@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 2120 Film Crew I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77583	001	M	1:30pm-5:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu

Course Description: An introduction to the film industry. This class teaches film production processes, film crew hierarchy, and film production set-safety and etiquette, and provides hands-on training in industry standard film production equipment. The course will offer an overview of the primary below-the-line craft areas of film production.

FDMA 2520 Introduction to Cinematography (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65498	001	T	1:30pm-5:00pm	CERIA 365	Sylvia Johnson	sjohnson78@unm.edu
76541	002	R	9:00am-12:30pm	CERIA 365	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 with 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 credits)

CRN	Section	Days	Times	Location	Instructor	Email
69187	001	R	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu
69190	002	W	1:30pm-5:00pm	CERIA 337	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 credits)

CRN	Section	Days	Times	Location	Instructor	Email
74245	001	R	5:30pm-8:00pm	ESCP 109/online	Brad Swardson	swardson@unm.edu
77584	002	M	5:30pm-8:00pm	ESCP 109 (South)	Trevor Jones	tjones15@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 2530 Introduction to 3D Modeling on Thursdays, email film@unm.edu.

FDMA 2610 Directing I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
76442	001	W	9:00am-12:30pm	Hartung 100	Jacob Kader	jkader@unm.edu
75953	002	W	2:00pm-5:00pm	Hartung 100	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 credits)

CRN	Section	Days	Times	Location	Instructor	Email
66109	001	R	4:00pm-6:30pm	ESCP 109/online	Brad Swardson	swardson@unm.edu
72906	002	R	4:00pm-6:30pm	ESCP 109/online	Brad Swardson	swardson@unm.edu
77585	003	W	5:30pm-8:00pm	ESCP 109 (South)	Trevor Jones	tjones15@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 on Thursdays, email film@unm.edu.

FDMA 2768 Introduction to Game Development (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
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 303.001 Moving Image Art (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
75952	001	M	5:30pm-9:00pm	CERIA 365	Nina Fonoroff	fonoroff@unm.com

Course Description: In this studio practice course, 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.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 303.002 Moving Image Art (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
78541	002	R	1:30pm-5:00pm	Hartung 108	Eden Radfarr	eradfarr@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, experimental 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 credits)

CRN	Section	Days	Times	Location	Instructor	Email
66530	001	T	10:00am-12:30pm	Hartung 106	Kirk Mitchell	kirkmitchell@unm.edu
77548	002	M	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
77549	003	R	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu

Course Description: The intention of this course is to introduce students to the techniques and principles of writing digital narrative, exploring the possibilities of story, structure, and strategy. This is ideally a class on the art, craft, and business of writing digital narrative related to the entertainment industry at large. This might include but is not limited to: Film and Television, Short Films and Short Form Media, Podcasting, Publishing, Graphic Novels, Storyboarding, Video Games, Music, etc.

FDMA 314/*414 History of Animation (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
314-77550	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu
414-77561	001	R	5:30pm-9:00pm	Ctr for Arts 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 324 Introduction to Screenwriting (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65500	001	M	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
69192	002	W	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
77551	003	R	5:30pm-8:00pm	Hartung 106	Jaymes Thompson	jaymesthompson1@unm.edu
77552	004	R	1:30pm-4:00pm	Hartung 100		

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 ENGL 324 and FA 395.

FDMA 326/*426 History of Film I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
326-65514	001	W	1:00pm-4:30pm	TBA	Angela Beauchamp	abqbeach@unm.edu
426-65793	001	W	1:00pm-4:30pm	TBA	Angela Beauchamp	abqbeach@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 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.
Prerequisite: FDMA 2110 Introduction to Film Studies or permission of instructor.

FDMA 330.002/*430.001 Bollywood: Maximum Cinema, Maximum India (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330-78534	002	TR	12:30pm-1:45pm	TBA	Dr. Raji Vallury	rvallury@unm.edu
430-78535	001	TR	12:30pm-1:45pm	TBA	Dr. Raji Vallury	rvallury@unm.edu

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

FDMA 330.003 A Slice of Italian Film (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
76188	003	TR	2:00pm-3:15pm	TBA	Dr. Rachele Duke	rduke@unm.edu

Course Description: The course on Italian films will focus on Italian Neorealism from the 1950s to the 1980s and the work of the most famous directors like Fellini, De Sica, Visconti, Antonioni, Pasolini, Bertolucci, Tornatore, Salvatores, and Benigni. Crosslisted with ITAL 337.001.

FDMA 330.004/*430.004 Cinema of Pedro Almodóvar (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330-77553	004	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
430-77565	004	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: "Cinema 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 330.006 French Film Noir (3 credits – second half course)

CRN	Section	Days	Times	Location	Instructor	Email
78537	006	TR	4:00pm-6:30pm	TBA	Dr. Pim Higginson	fhigginson@unm.edu

Course Description: This course examines French "film noir." Ironically, the expression was coined in France by French critic Nino Frank specifically to address new American hard-boiled crime fiction of the 1930s and subsequent films coming out of Hollywood. Nevertheless, there is a distinctly noir trend in French movies, beginning in the 1950s. Because there is overlap, we will cover critical assessments of American and French noir through the lens of the evolving attitudes towards commodity cultures; the evolving role of women; the figure of the foreigner; violence; the city; and a kinetics specific to the genre movement. What is unique to French noir is its engagement with the cultural specificities of language, social relations, region, etc. Just as important are the critical historical events that marked France in the Twentieth century: WWI and WWII; the rise and fall of the French colonial empire, the movement from an agrarian economy to industrialization. These form the backdrop for the films we cover and define what makes them French— and what makes them noir. Crosslisted with FREN 335.001, COMP 330, and ENGL 330.

FDMA 330 Breaking Bad: TV, Race and Gender (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
TBA	-	TR	9:30am-10:45am	TBA	Michael Trujillo	mltruj@unm.edu

Course Description: TBA. Crosslisted with AMST 310.001.

FDMA 331/*431 Film Theory (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
331-77554	002	F	1:30pm-5:00pm	Hartung 100	Nathan Kosub	nkosub@unm.edu
431-77566	002	F	1:30pm-5:00pm	Hartung 100	Nathan Kosub	nkosub@unm.edu

Course Description: Film theory helps us understand the movies: how to imagine the silver screen in relation to art, to commerce, and to generations of audiences dreaming their dreams in the dark. This course embraces the pleasure principle inherent in the medium of motion pictures—the sensory experiences of light and time, of the close-up and the gaze. But those pleasures are intimate and personal, at odds with a multibillion-dollar entertainment industry structured to be frictionless and familiar. Classical film theories still inform current film practices; knowledge of those theories, it follows, helps enlarge what we imagine the movies can be. Students will read a wide variety of texts from generations of writers around the world in hand with screenings that allow the spontaneous and the fragile—the glance, the touch—room to breathe.
Prerequisite: FDMA 2110 Introduction to Film Studies, junior or above standing, or permission of instructor.
Note: Film History and Criticism majors are required to take this class at the *431 level.

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

CRN	Section	Days	Times	Location	Instructor	Email
335-77555	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
435-77567	001	T	5:30pm-9:00pm	Ctr for Arts 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 350 Advanced Screenwriting (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65508	001	R	5:30pm-8:00pm	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
77556	002	T	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 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65794	001	M	5:30pm-8:00pm	Hartung 106	Hank Rogerson	hrogerson@unm.edu
77667	002	M	1:30pm-4:00pm	Hartung 100		

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 ALBS 375.001.

FDMA 391 16mm Filmmaking (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77557	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.

FDMA *401 Digital Post Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
73012	001	W	9:00am-12:30pm	Hartung 108	Marie Alarcón	alamar08@unm.edu
72910	002	T	5:30pm-9:00pm	Hartung 108	Melanie Harris	mharris13@unm.edu
74196	003	W	1:30pm-5:00pm	Hartung 108	Marie Alarcón	alamar08@unm.edu
77558	004	W	5:30pm-9:00pm	Hartung 108	Melanie Harris	mharris13@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.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *402 Documentary Film Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
69193	001	W	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.
Prerequisite: FDMA 2525 Video Production II or permission of instructor.

FDMA *405 Advanced Maya Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
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.
Prerequisite: FDMA 2530 Introduction to 3D Modeling or permission of instructor.

FDMA *410 Business and Law of Film and New Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65795	001	T	5:30pm-8:00pm	TBA	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. Crosslisted with MGMT 741.
Prerequisite: Junior or above standing, or permission of instructor.

FDMA *411 Advanced Cinematography (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77559	001	M	9:00am-11:30am	CERIA 337	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 Canon and RED cameras, students will shoot independent projects and participate closely with Capstone students.
Prerequisite: FDMA 2520 Introduction to Cinematography or permission of instructor.

FDMA 412 Fundamentals of Audio Technology (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77560	001	M	9:00am-12:30pm	CERIA 365		

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 MUS 412.001.

FDMA *415 Animation III (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77562	001	Saturday	9:00am-11:30am	ESCP 109 (South)	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.
Prerequisites: FDMA *404 Animation II or permission of instructor.

FDMA *416 Advanced Post Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77563	001	R	9:00am-12:30pm	Hartung 108	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.
Prerequisite: FDMA *401 Digital Post Production or permission of instructor.

FDMA *429.001 Making a Scene (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
73206	001	F	9:00am-12:30pm	Hartung 100	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. Crosslisted with MGMT 744.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *429.003 Avid Media Composer (1 credit – first half of semester only)

CRN	Section	Days	Times	Location	Instructor	Email
78169	003	-	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.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 450 Capstone I: Senior Film Projects (4 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65480	001	R	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
65481	002	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu

Course Description: This is the time for BFA students to apply everything you have learned in collaborative, long-term creative film projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.
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 and admitted to BFA required.

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

CRN	Section	Days	Times	Location	Instructor	Email
69194	001	T	1:30pm-5:00pm	ESCP 109 (South)	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: This is the time for Gaming concentration students to apply everything you have learned in collaborative, long-term creative game projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.
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 and admitted to BA Gaming Concentration required.

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

CRN	Section	Days	Times	Location	Instructor	Email
69196	001	T	1:30pm-5:00pm	ESCP 109 (South)	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: This is the time for Animation concentration students to apply everything you have learned in collaborative, long-term creative animation projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.
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 and admitted to BA Animation Concentration required.

FDMA *491.001 Acting for the Camera (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65487	001	T	1:00pm-4:00pm	Hartung 100	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 UHON 401.

FDMA *491.002 Photography for Film and Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
65485	002	T	9:00am-12:30pm	Hartung 100	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 *491.003 Data-Driven Digital Art (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
77666	003	M	1:30pm-5:00pm	ESCP 109 (South)	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: Since the emergence of Duchamp's Fountain works and the evolution of photographic art, art in our contemporary society continues to grapple between the past and the present, while also forging symbiotic relationships. In the Data Driven Digital Art class, we immerse ourselves in the innovative realm of artificial intelligence that has garnered significant attention since the 2000s, creating imaginative projects in digital art. Here, we explore how we can ethically collaborate with computer and data-generated creations, harnessing them as new tools in our creative endeavors for photography, painting, video art, performance, and more.

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.

*400 level courses may be taken by graduate students with approval from your home department.