FILM & DIGITAL ARTS

Film and Digital Arts Spring 2027 Courses

FDMA 1210 Digital Video Production I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
51045	001	M	5:30pm-9:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
59848	002	M	5:30pm-9:00pm	CERIA 337	Gustavo Martinez	gustavomc@unm.edu
60060	003	W	5:30pm-9:00pm	CERIA 365	Gustavo Martinez	gustavomc@unm.edu
62443	004	W	5:30pm-9:00pm	CERIA 337	Eden Radfarr	eradfarr@unm.edu
79564	005	T	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu

Course Description: Through a hands-on approach, you'll learn the technical and operational foundations of video production equipment and procedures, becoming knowledgeable about the responsibilities and techniques of individual and group production. This studio course will take you through the phases of production from pre- through post-production. You'll gain awareness of the creative potential of motion pictures (including video and film) as art. Focusing on narrative and non-narrative vocabularies, we will explore the art of moving images as you develop your own work with in-class critiques, exercises, and projects.

FDMA 1520 Introduction to Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
51021	001	M	1:30pm-5:00pm	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
51047	001	M	1:30pm-5:00pm	Mesa del Sol 100	Jared Gallardo	jagallardo@salud.unm.edu
85588	002	-	Arranged	Online	Teresa Cutler-Broyles	teresacutlerbroyles@unm.edu

Course Description: In this course, we will learn the basics of film studies. Throughout the semester, we will take two simultaneous approaches: on the one hand, we will look *closely* at the individual elements of film (its formal features, its technologies, and its local expressions), and on the other hand, we will look *broadly* at the role of film in the world (its global variations, its long history, and its theories). Through a combination of weekly film viewings, readings, conversations, and short written assignments, you will develop the core vocabulary and analytical tools of film studies. By the end of the semester, you will have a basic understanding of where film comes from, what it looks like, how it works, and how to talk and write about it.

FDMA 2120 Film Crew I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
79567	001	W	1:30pm-5:00pm	Mesa del Sol 110	Jacob Keder	jkader@unm.edu
79568	002	R	9:00am-12:30pm	Mesa del Sol 110	Ryan Halsey	ryanhalsey@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 2195 Beyond Hollywood: Contemporary US and Latin American Film (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
79572	001	F	9:00am-12:30pm	Mesa del Sol 100	Dr. Jesús Costantino	jcostantino@unm.edu

Course Description: This course examines contemporary films produced across the Americas by way of their shared social, economic, and political histories. In particular, this course emphasizes how (and why) marginalized populations throughout the Americas turn to cinema to express and resist the ongoing processes of centuries-long conquest. We will pay careful attention to the cinematic genres, traditions, styles, venues, and formats that appear in contemporary US and Latin American cinema while also building fundamental skills in film studies, film-focused research, and comparative studies of race.

FDMA 2520 Introduction to Cinematography (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
79574	001	T	1:30pm-4:30pm	Mesa del Sol 110	Sylvia Johnson	sylviafilms@unm.edu
82090	002	T	5:30pm-8:00pm	Mesa del Sol 110	Dr. Monique Anair	manair@unm.edu

Course Description: This course utilizes the Canon C200 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
52411	001	T	9:00am-12:30pm	CERIA 365	Jason Pangilinen	jasonpangilinan@unm.edu
52600	002	T	1:30pm-5:00pm	CERIA 365	Jason Pangilinen	jasonpangilinan@unm.edu
52601	003	W	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
79584	004	W	1:30pm-5:00pm	Mesa del Sol 312	Marie Alarcón	alamar08@unm.edu
79586	005	R	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
79594	006	R	5:30pm-9:00pm	CERIA 337	Emilie McDonald	emiliemcdonald@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
51020	001	R	5:30pm-8:00pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
55945	002	R	5:30pm-8:00pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
62526	003	M	5:30pm-8:00pm	Mesa del Sol 210	Lycee Anaya	lyceeanaya@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.

FDMA 2610 Directing I (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52603	001	R	1:30pm-4:00pm	Hartung 100	Emilie McDonald	emiliemcdonald@unm.edu
82794	002	F	10:00am-12:30pm	Mesa del Sol 110	Jason Pangilinen	jasonpangilinan@unm.edu
79603	003	F	1:30pm-4:00pm	Mesa del Sol 110	Jen Rudin	jrudin@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.
Prerequisites: FDMA 1210 Digital Video Production I; and 310 Writing Digital Narrative or 324 Introduction to Screenwriting; or permission of instructor.

FDMA 2710 Beginning 2D Animation (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
82094	001	R	9:00am-12:30pm	Mesa del Sol 210	Timothy Stevens	tstevens24@unm.edu

Course Description: Students will learn the basics of digital 2D animation by working through a variety of exercises, creating an original storyboard, and animating five or more shots utilizing industry standard software.

FDMA 2768 Introduction to Game Development (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85587	001	-	Arranged	Online	Brandon Smith	bsmith43@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 through altering existing games and making their own creations.

FDMA 2714 Introduction to 3D Animation (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
62527	002	W	5:30pm-8:00pm	Mesa del Sol 210	Trevor Jones	tjones15@unm.edu

Course Description: TBD
Note that the course title will appear as "Intro Animation" when registering, but does not cover 2D Animation techniques. Please register for Beginning 2D Animation for 2D techniques.

FDMA 302 Digital Game Design (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52604	001	F	9:00am-12:30pm	Mesa del Sol 210	Ryan Woodward	rleonski@unm.edu

Course Description: In this class, students will acquire an in-depth working knowledge of digital game design artistry; be introduced to the processes, frameworks and approaches used in major development companies and indie game development collectives; and learn to approach your work in a manner reflecting holistic creativity, purpose, and foresight.
Prerequisite: FDMA 2768 Introduction to Game Development or permission of instructor

FDMA 303 Moving Image Art (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
55946	001	T	9:30am-12:30pm	Mesa del Sol 210	Marie Alarcón	alamar08@unm.edu
79447	002	W	1:30pm-4:30pm	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 through screenings, readings and production projects that move beyond traditional cinematic forms. We will explore practices such as experimental film, video and sound art, installation art and creative coding. The objective of this class is for students to challenge their personal arts practices, find their artistic voice, and engage with notable currents in the history of their medium.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 305 Directing II (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
82091	001	W	10:00am-12:30pm	Mesa del Sol 110	Jacob Kader	jkader@unm.edu

Course Description: Directing II will delve deeper into the work and craft of Directing. Through script development/analysis, scene study, camera & acting techniques, and post-production methods, students will further understand the breadth and scope of Directing with a special emphasis on their original work and the short form, in particular. In a workshop setting we will invite student directors to bring in scripts/scenes from their projects (e.g. Capstone, as well as other advanced work) to investigate subtext and text, to rehearse with actors, and discuss crucial considerations with key creative members.
Prerequisite: FDMA 2610 Directing I or permission of instructor.

FDMA 306 2D Animation Studio II (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85281	001	M	9:00am-12:30pm	Mesa del Sol 210	Javier Barboza	jbarboza1@unm.edu

Course Description: Directing II will delve deeper into the work and craft of Directing. Through script development/analysis, scene study, camera & acting techniques, and post-production methods, students will further understand the breadth and scope of Directing with a special emphasis on their original work and the short form, in particular. In a workshop setting we will invite student directors to bring in scripts/scenes from their projects (e.g. Capstone, as well as other advanced work) to investigate subtext and text, to rehearse with actors, and discuss crucial considerations with key creative members.
Prerequisite: FDMA 2610 Directing I or permission of instructor.

FDMA 310 Writing Digital Narrative (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52606	001	T	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
52607	002	W	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
79448	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 318/*418 Video Game History (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
318- 85276	001	M	5:30pm-8:00pm	CTLB 300	Nathan Kosub	nkosub@unm.edu
418- 85278	001	M	5:30pm-8:00pm	CTLB 300	Nathan Kosub	nkosub@unm.edu

Course Description: This course presents a foundational history of the medium's development. We'll cover hardware, software, aesthetics, and how ideas of representation, communication, and political expression fit within a multibillion dollar global industry. As a core question for the class we'll investigate how video game history has traditionally been told, and how the recovery of marginal, minor, and forgotten stories can enrich our understanding of what is possible in art. In particular, the class will focus on video games' transnational aspects, including the craft of localization and the varied cultural influences that informed (and inform) pioneering video game developers. We'll also consider video games' position in social debates, moral panic, and, most recently, the emerging, troubling influence of online discourse on far-right acts of violence in the United States and abroad.

FDMA 324 Introduction to Screenwriting (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52609	001	M	10:00am-12:30pm	Mesa del Sol 200	Jaymes Thompson	jaymesthompson1@unm.edu
52610	002	W	10:00am-12:30pm	Mesa del Sol 200	Jaymes Thompson	jaymesthompson1@unm.edu
55949	003	W	1:30pm-4:00pm	Mesa del Sol 200	Jaymes Thompson	jaymesthompson1@unm.edu
79456	004	F	10:00am-12:30pm	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
79615	005	F	10:00am-12:30pm	Mesa del Sol 200	Jen Rudin	jrudin@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 or UHON301.

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

CRN	Section	Days	Times	Location	Instructor	Email
326-79457	**001**	**R**	**5:30pm-9:00pm**	**Ctr for Arts 2018**	**Nathan Kosub**	**nkosub@unm.edu**
426-79458	**001**	**R**	**5:30pm-9:00pm**	**Ctr for Arts 2018**	**Nathan Kosub**	**nkosub@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 327/*427 History of Film II (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
327-52611	**001**	**W**	**9:00am-12:30pm**	**Mesa del Sol 100**	**Dr. Jesús Costantino**	**jcostantino@unm.edu**
427-52612	**001**	**W**	**9:00am-12:30pm**	**Mesa del Sol 100**	**Dr. Jesús Costantino**	**jcostantino@unm.edu**

Course Description: History of Film II 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.
Prerequisite: FDMA 2110 Introduction to Film Studies or permission of instructor.

FDMA 330.002/*430.002 T: James Bond & the Rise of the Espionage Thriller (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330- 85357	**002**	**T**	**5:30pm-9:00pm**	**Ctr for Arts 2018**	**Dr. James Stone**	**jstone@unm.edu**
430- 85359	**002**	**T**	**5:30pm-9:00pm**	**Ctr for Arts 2018**	**Dr. James Stone**	**jstone@unm.edu**

Course Description: James Bond is one of the most popular and enduring characters in cinema. From 1962 to the present, Ian Fleming's creation has thrilled movie audiences by displaying his skills as a lover, a fighter, and a wit. We will trace the origins of the world's favorite spy as he emerged from the ashes of the British Empire, and interrogate his relationship to women, colonialism, and the Cold War. What does Bond have to teach us about changing attitudes toward sex, race, masculinity, consumerism, and spectacle? How do the multitude of movies inspired by Bond alter and expand the espionage thriller?

FDMA 330.003/*430.003 T: Indigenous People on Screen (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330-79459	**003**	**F**	**1:30pm-5:00pm**	**Mesa del Sol 100**	**Tara Gatewood**	**tarag@unm.edu**
430-79460	**003**	**F**	**1:30pm-5:00pm**	**Mesa del Sol 100**	**Tara Gatewood**	**tarag@unm.edu**

Course Description: There are many factors that play into who Indigenous nations are today. One major influence includes cinema. Since its beginning images of Indigenous people have appeared on the screen. The evolution of their presence has created different obstacles and celebrations. From savage to hero the role of Indigenous people in cinema and on television also has a direct effect on living and thriving Indigenous nations. This includes racist and stereotypical notions of who Indigenous people were and still are. Inaccurate portrayal of Indigenous people on screen is also linked to major societal ills including rape, sexualization, bullying, intimidation, and violence directed at Indigenous people among other challenges. This issue is also tied to the injustice of Missing and Murdered Indigenous People that began at contact and has persisted ever since. Identity is another theme that will be highlighted through the course including when Indigenous actors are and are not used as well as the impact of actors with questionable Indigenous identities taking on the role. Through lectures, film screenings, and invited guest speakers this course will open the dialogue on this complex layering.

FDMA 330.004/*430.004 T: New Wave Cinema (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330-79461	004	M	9:00am-12:30pm	Mesa del Sol 100	Dr. Jesús Costantino	jcostantino@unm.edu
430-79462	004	M	9:00am-12:30pm	Mesa del Sol 100	Dr. Jesús Costantino	jcostantino@unm.edu

Course Description: This course looks at the many New Wave cinema movements that began in the late 1950s and continue into the present. Loosely, New Wave filmmaking is fundamentally iconoclastic, youthful, and self-consciously stylish, and it takes root in places and times when a particular society is undergoing rapid economic, political, and social change. We will begin by looking in depth at the French New Wave ("Nouvelle vague") since it established many of the key ideas, techniques, and subjects that define later instances of the movement. Then we will continue our study by looking at other national variations including the Japanese New Wave, the Czech New Wave, Cinema Novo, the New Hollywood, New German Cinema, the L.A. Rebellion, the Hong Kong New Wave, Korean Hallyu Cinema, and others. While we will treat each instance as its own unique movement, we will also assemble a comprehensive story about New Wave filmmaking as a shared method common to these various places and times.

FDMA 330.006/*430.006 T: Studio Ghibli (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
330-82092	006	W	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu
430-82093	006	W	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu

Course Description: In 1932, the cultural critic Gilbert Seldes wrote, "The animated cartoon shows us in movement something naturally inert, and it is essentially the satisfaction of magic that we get out of it." This course will consider the historical, cultural, and social contexts of Japanese animation created since the Second World War. Particular attention will be paid to films produced by Studio Ghibli, especially those directed by Hayao Miyazaki and Isao Takahata. Inherent to this discussion are transnational and transcultural exchanges between animators and audiences in Japan and around the world. While viewing these movies as global media forms, we will be attentive to the specific influences of Japanese visual culture and history in representations of the body, technology, the natural world, and human experience. These attentions are grounded in the form and construction of the animated image—what the late scholar and artist Hannah Frank called "material things: pen and paper and glass and celluloid."

FDMA 336/*436 Images of Womxn (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
336-79467	001	M	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
436-79468	001	M	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: This course is an introduction to feminist and queer film studies, with a focus on cinematic representations that address "women," while questioning the unity of this category. We will cover a wide range of genres, styles, historical periods, and cinemas, exploring constructions of gender, sexuality, race, class, and nation. Judith Butler's theoretical work on the performance of gender and Laura Mulvey's concept of the male gaze ground our discussions throughout. After spending the initial weeks recognizing how gender is constructed, we dive into film history before and during the Hollywood Production Code years. Then we examine feminism and postfeminism through films from the 1970s to the present, stopping to interrogate issues of identity, representation, the post-colonial world, heteronormativity and hegemonic femininity, female masculinity, homonormativity, cinematic conventions and their defiance, and more.
Note: This course fulfills the Critical Analyses of U.S. and Global Cultures Requirement.

FDMA 350 Advanced Screenwriting (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52628	001	M	1:30pm-4:00pm	Mesa del Sol 200	Jaymes Thompson	mcduffie@unm.edu
79469	002	W	5:30pm-8:00pm	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
82087	003	R	5:30pm-8:00pm	Hartung 100	Matthew McDuffie	jaymesthompson1@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
52629	001	M	10:00am-12:30pm	Hartung 100	Hank Rogerson	hrogerson@unm.edu
79470	002	T	9:30am-12:00pm	Mesa del Sol 100	Sylvia Johnson	sylviafilms@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.

FDMA *401 Digital Post Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52631	001	T	9:00am-12:30pm	Hartung 108	Meredith Pangilinen	mscpangilinan@unm.edu
52632	002	T	1:30pm-5:00pm	Hartung 108	Meredith Pangilinen	mscpangilinan@unm.edu
79524	003	R	9:00am-12:30pm	Hartung 108	Peter Lisignoli	plisign@unm.edu
81417	004	R	1:30pm-5:00pm	Hartung 108	Meredith Pangilinen	mscpangilinan@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
82095	001	M	9:00am-12:30pm	CERIA 365	Ramona Emerson	rdemerson@unm.edu

Course Description: This course is an opportunity for students to explore the rich and varied traditions of documentary (or nonfiction) moving images, from the earliest lyrical films of Robert Flaherty to the more recent work of media essayists, activists, and artists. We'll consider a series of films, videos, and critical readings that can show us the ever-evolving theories and practices of documentary makers, their subjects, and their critics. We will ask: what is at stake, ethically and politically, in the documentary? This question is the basis for our study of these artists' efforts to create work in complex relation to ideas of reality and truth. In an age when all sides of the political spectrum seem to be calling for an end to "fake news," it becomes increasingly important to examine the ways documentaries attempt—in the memorable words of Salman Rushdie—to "argue with the world." Students will write a series of short papers, a midterm, and a final.

FDMA *403 Advanced Game Development (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
80951	001	F	1:30pm-5:00pm	Mesa del Sol 210	Ryan Woodward	rleonski@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.
Prerequisite: FDMA 2768 Introduction to Game Development or permission of instructor. Crosslisted with CS 491.

FDMA *404 3D Animation II (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
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.
Prerequisite: FDMA 2714 Introduction to 3D Animation or permission of instructor.

FDMA *405 Advanced Maya Production (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
58568	001	-	Arranged	Online	Brad Swardson	swardson@unm.edu

Course Description: In this course, you will use Autodesk Maya to explore advanced topics in Animation and Visual Effects including, but not limited to, organic modeling, character rigging, advanced lighting and rendering, dynamics, and simulation.
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
52637	001	M	5:30pm-8:00pm	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. Crosslisted with MGMT741 and FA395.
Prerequisite: Junior or above standing, or permission of instructor.

FDMA *411 Cinematography II (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52639	001	M	9:00am-12:00pm	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 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
85932	002	F	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu

Course Description: Students will learn the basics of sound production for radio & podcasting, TV, and film. Hands-on experience includes learning to use recording equipment, setting up recording environments, as well as fundamentals of editing and mixing techniques. The theoretical foundation of this course consists of media examples, articles and book chapters. Listening exercises, analysis and reflection on productions and reading materials will be used to build skills in media literacy, production strategies, and how sound is used to shape the listener's / viewer's experience.

FDMA *416 Advanced Post Production: The Show (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85574	001	F	9:00am-12:30pm	Hartung 108	Meredith Pangilinen	plisign@unm.edu

Course Description: This special edition of Advanced Post Production is designed to follow a professional editing apprenticeship model, and guides students through fine-cut editing and final delivery for footage captured for The Show.
Prerequisite: FDMA *401 Digital Post Production. Requires permission of instructor.

FDMA *429 T: Lighting for Film (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
56034	001	R	1:30pm-4:30pm	Mesa del Sol 110	Ryan Halsey	ryanhalsey@unm.edu

Course Description: Students will learn to use film lighting equipment including LED, Tungsten, and other common types of film lighting techniques. Students will understand lighting intensity, color, lighting support and how to replicate various forms of genre lighting.
Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *429 T: Adv Audio Prod for Film (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85933	003	T	5:30pm-9:00pm	CERIA 365	Robert Stokowy	rstokowy@unm.edu

Course Description: TBD

FDMA 451 Capstone II: Senior Film Projects (4 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52644	001	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu
52645	002	R	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu
85548	003	M	1:30pm-5:00pm	CERIA 365	Ramona Emerson	rdemerson@unm.edu

Course Description: Collaborative teams execute film projects and give open demonstration of the results.
Prerequisite: FDMA 450 Film Capstone I

FDMA 453 Capstone II: Senior Gaming Projects (4 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85576	002	R	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.
Prerequisite: FDMA 452 Gaming Capstone I

FDMA 455 Capstone II: Senior Animation Projects (4 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85564	001	M	1:30pm-5:00pm	Mesa del Sol 210	Javier Barboza	jbarboza1@unm.edu

Course Description: Collaborative teams execute animation projects and give open demonstration of the results.
Prerequisite: FDMA 454 Animation Capstone I

FDMA *491.001 T: Photography for Film & Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
52647	001	T	9:30am-12:30pm	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.

FDMA *491.002 T: Advanced Acting for Film & Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85539	002	W	1:00pm-4:30pm	Ctr for Arts B409	Melanie Nelson	mnelson510@unm.edu

Course Description: TBD

FDMA *491.003 T: Auditioning for Film & Digital Media (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
85544	003	M	1:30pm-4:30pm	Hartung 100	Hank Rogerson	hrogerson@unm.edu

Course Description: TBD

FDMA *491.005 T: Character Design (3 credits)

CRN	Section	Days	Times	Location	Instructor	Email
61405	005	W	9:00am-12:30pm	Mesa del Sol 210	Timothy Stevens	tstevens24@unm.edu

Course Description: This course provides the fundamentals of character design. Concepts covered in the course will include character development, figure drawing, archetypes, anatomy, anthropomorphism, strong poses, facial expression, color theory, shapes, silhouettes, and costume design. Plus adapting to other styles for feature films, TV series, and gaming.

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.

Mesa del Sol is located at 5700B W. University Blvd. SE 87106 (about 20 minutes south of main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided. Parking is free.